

# Paper Mario FAQ/Walkthrough (w/ AstroBlue)

by SquidGirl

Updated to v1.0 on Feb 26, 2002

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Paper Mario for the Nintendo 64  
FAQ/Walkthrough Version 1.0

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Hi, and welcome to our guide for Paper Mario for the N64. This guide should take you by the hand, and frolic with you through the colourful 3D world of Paper Mario. If not, it will push your incompetent arse through the harder bits ^\_^ . Anyways, enjoy!

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1) S t o r y

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(Taken directly from Instruction Booklet)

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...

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2) C o n t r o l s

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Control Stick- · Moves Mario around the Mushroom Kingdom.  
· Moves cursor in the Menu Screen.  
· Selects different Actions in the Battle Menu.

A Button- · Makes Mario jump.  
· Makes Mario talk to whoever is in front of him, when there is a white speech bubble above a persons head.

- Makes Mario open or search what's in front of him, when there is a red exclamation point above Mario's head.
- Confirms selections in Menu Screens.

B Button- · Once you acquire a Hammer, makes Mario hit whatever is in front of him with the Hammer.  
 · Cancels selections in Menu Screens.

C Buttons: Up - Toggle Status Bar On/Off.  
 Left - Use an Item.  
 Down - Use current Party Member's Ability.  
 Right - Switch Party Member.

Z Trigger- · Spin Mario around like a ballerina (in a very masculine way of course, Mario's no faerie). Use with the Control Stick to Spin Dash, covering further distances in shorter times.  
 · In battle, switches between Mario and Party Member taking the first turn.  
 · Review previous messages in conversations.

Start- Pause / Open Information Screen

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 3) B a t t l e P a r t y  
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M A R I O  
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The main character (as usual), Mario is defined by his Jump attacks and his mismatched sideburns and moustache. He's out to save the world once more, so take good care of him, okay? Don't ram him into walls or toss him into the lava for kicks. Here are all his abilities, abilities with a \* mean you do not need to equip a corresponding badge to use these abilities.

\_\_\_\_\_  
 |Items|  
 \_\_\_\_\_

Mario is the only character who can use items. Which is a bit of a pain, because not only is he the party's healer but he is the party's main attacker too :/ Very strange stuff for an "RPG".

Items\*            0 FP - You'll use an item!  
 Double Dip       3 FP - During battle, lets you use two items during one turn.  
 Triple Dip       6 FP - During battle, lets you use three items during one turn.

\_\_\_\_\_  
 |Jump|  
 \_\_\_\_\_

Mario's signature attack, he was originally to be called JumpMan, don't you know? While being very helpful in flipping shelled enemies, and attacking far away or flying enemies, the Jump attack does have it's weakness. If you jump on spiked or flaming enemies Mario's feet will get hurt (unless you have a helpful badge).

Jump\*            0 FP - Jump and stomp on an enemy.  
 Charge            1 FP - When charged, Mario's Jump power goes up by 2.  
 Dizzy Stomp      2 FP - If it works, the enemy Mario jumps on becomes dizzy.  
 Sleep Stomp      2 FP - If it works, the enemy Mario jumps on falls asleep for a bit.

Shrink Stomp 2 FP - If it works, the enemy shrinks. It's attack power decreases.

Multibounce 2 FP - Jumps on all enemies in a row if action command is timed right.

Power Jump 2 FP - Mario stomps on a single enemy using a lot of attack power.

D-Down Jump 2 FP - Disables an enemy's defense power and cause some damage.

Power Bounce 3 FP - Jumps on one enemy continuously until you miss an action command.

Mega Jump 6 FP - Mario stomps on a single enemy using tons of attack power.

### Hammer

If Mario is a plumber why does he whack enemies with a Hammer and not a Spanner? Maybe he's one of those plumbers that hits things with Hammers to get them to work :) Anyways, the Hammer lacks in range where it makes up for in being indirect, you can whack spiked or protected enemies and not get hurt!!!

Hammer\* 0 FP - Smack enemies with the Hammer.

Charge 1 FP - When charged, Mario's Hammer power goes up by 2.

Quake Hammer 2 FP - Slightly damages all enemies on the ground or ceiling.

Spin Smash 2 FP - If Mario hits an enemy, it smashes into the ones behind it.

Power Smash 2 FP - Hammers an enemy using lots of attack power.

D-Down Pound 2 FP - Disables an enemy's defense power and injures it.

Hammer Throw 2 FP - Hit one enemy with the Hammer, no matter where the enemy is.

Power Quake 4 FP - Greatly damages all enemies on the ground or ceiling.

Super Charge 4 FP - When supercharged, Mario's Hammer power goes up by 3.

Mega Smash 6 FP - Hammers an enemy with a huge amount of attack power.

Mega Quake 7 FP - Severely damages all enemies on the ground or ceiling.

### Star Spirits

After saving the first Star Spirit, Eldstar. You will be able to access this ability. At first you only have Focus and Refresh and only one bar of Star Energy, but for every Star Spirit you save, you will receive another Star Power and another bar of Star Energy. Star Powers use Star Energy instead of Flower Points, Star Energy slowly regenerates during battle and can be sped up through using Focus. After you save all 7 Star Spirits you will get the Star Beam Star Power, which is used to battle Bowser... and will be eventually upgraded.

Focus 0 POW - Charge Star Energy.

Refresh 1 POW - Recover HP & FP by 5. Also cures poisoning and Shrink.

Lullaby 1 POW - Lull enemies to sleep with a tender lullaby.

Star Storm 2 POW - Attack enemy with Star Storm. Attack Power: 7

Chill Out 2 POW - If it works, will briefly lower enemy's attack Power by 3

Smooch 3 POW - Recover HP by 20.

Time Out 2 POW - If it works, will keep enemy from moving for a short time

Up & Away 2 POW - Turn enemies into stars and blow them away.

Star Beam 0 POW - It's believed to briefly stop Bowser's Star Rod power.

### G O O M B A R I O \*\*\*\*\*

The first party member you'll join up with, Goombario uses his hard head to do damage. He joins up with Mario near the beginning of the game, leaving his

home town of Goomba Village and living the life he's always dreamed of. Tap the C Down Button whilst standing next to something/someone to hear about it/them, he has something to say about everything, literally.

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|Abilities|

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Headbonk 0 FP - Headbonk an enemy.  
Tattle 0 FP - See enemies' descriptions and see their HP during battle.  
Charge 1 FP - Charge to raise attack power by 2.  
Multibonk 3 FP - Headbonk continuously until you miss the action command.

K O O P E R  
\*\*\*\*\*

The second party member you'll get, Kooper the blue-shelled Koopa wants to be an archaeologist like his neighbor and idol, Kolorado. He'll join up with Mario just to see a bit of the world, then it's off to join Kolorado. He's pretty handy with his shell, so anybody in his way should probably move... Tap the C Down Button to kick him, you can use him to reach far off items or to knock far away switches or blocks.

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|Abilities|

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Shell Toss 0 FP - Throw a shell at an enemy.  
Power Shell 3 FP - Throw a shell at all enemies on the ground.  
Dizzy Shell 4 FP - Daze and paralyze all enemies on the ground.  
Fire Shell 5 FP - Attack all enemies on the ground with a flaming shell.

B O M B E T T E  
\*\*\*\*\*

Mario's third companion, and a rather explosive one. You pick her up in Koopa Bros. Fortress as she is starting a communist Bob-omb movement. I tell you, there's a red under the bed!. Tap the C Down Button to start her marching in a bombing run. You can use this to blow holes in walls, rocks, etc or you can use it to cause a "Bomb" First Strike on any hapless enemy that walks in her way.

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|Abilities|

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Body Slam 0 FP - Body Slam an enemy.  
Bomb 3 FP - Explode and destroy an enemy on the ground.  
Power Bomb 6 FP - Explode and destroy all enemies on the ground.  
Mega Bomb 8 FP - Explode and destroy all enemies.

P A R A K A R R Y  
\*\*\*\*\*

The mail carrier of Mushroom Kingdom, and Mario's fourth comrade. You'll pick him up on Mt. Rugged after you find some of his letters. Like Kooper, he's a useful guy when it comes to whacking people with shells. Press the C Down Button to get Parakarry to lift Mario up for a short time, you can use this to fly over short crevices.

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|Abilities|

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Sky Dive 0 FP - Kick an enemy.  
Shell Shot 3 FP - Shoots his shell at any enemy.  
Air Lift 3 FP - Carry an enemy from the battle.  
Air Raid 6 FP - Fly around like crazy, attacking all enemies.

## B O W

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Party member #5. Bow joins Mario when he visits her mansion. She just wants to beat up Tubba Blubba, but she has a mean bitch slap. Very useful for slapping sense into f00s. Press the C Down Button and she will make Mario transparent/gaseous, so he can not be seen by enemies and so he can pass through netting.

### |Abilities|

Smack            0 FP - Slap an enemy.  
Outta Sight    2 FP - Make Mario transparent so he can avoid enemy attacks.  
Spook            3 FP - Startle enemies and scare them away from battle.  
Fan Smack      5 FP - Attack enemy with a Fan.

## W A T T

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Watt is a baby spark who is Mario's sixth companion, she joins the party during the adventure inside the Shy Guy's Toy Box. Press the C Down Button to use Watt as a flashlight, lighting up any dark rooms and exposing any hidden blocks or passages.

### |Abilities|

Electro Dash   0 FP - Penetrate defense power and attack an enemy with electricity.  
Power Shock    2 FP - If it works, paralyze an enemy with an electric shock.  
Turbo Charge   3 FP - Electrically boost Mario's attack power for a short time.  
Mega Shock     5 FP - If it works, paralyze all enemies with an electric shock.

## S U S H I E

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Sushie is the retainer of the Yoshi kids, and joins your party to help search for them. Her Water attacks work great on fire enemies. Press the C Down Button whilst standing next to a wharf, to swim on Sushies back. Further presses of the C Down Button whilst swimming makes Sushie Dive. To get off Sushie press the C Down Button near a wharf.

### |Abilities|

Belly Flop     0 FP - Flop on an enemy.  
Squirt         3 FP - Squirt a powerful jet of water, great for fire enemies.  
Water Block    3 FP - Create a cube of water to boost Mario's defense briefly.  
Tidal Wave     6 FP - Swim madly to create a wave that washes over all enemies.

## L A K I L E S T E R

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Originally a bad guy, who was only doing so to impress his girlfriend, acting like a badass. But he saw the light. Press the C Down Button to ride on his cloud with him. You can use it to cross Lava and Spikes.

### |Abilities|

Spiny Flip 0 FP - Throw a spiny egg at an enemy.  
Spiny Surge 4 FP - Throw spiny eggs at all enemies.  
Cloud Nine 4 FP - Create a cloud to hide Mario for a short time.  
Hurricane 5 FP - If it works, blow the enemies away from the battle.

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4) F A Q s  
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Q: Can I help you with your guide?

A: No. If we've missed something, send it in. But otherwise, no. We don't need your help.

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Q: What are your thoughts on Paper Mario?

A: Here's is a mini-review by bananagirl:

Paper Mario is definitely one of the better N64 games that I own, which isn't really saying much, considering my limited collection, but it's still a great game.

Graphics: 10/10 - The 2D characters in the 3D world is a unique and interesting setup, and definitely a cool one, although it's a bit hard to get used to at first.

Sound: 10/10 - The old Mario themes are back, along with some cool sound effects and new tunes.

Story: 8/10 - Very typical Mario story, but this one is also kind of like the first Mario RPG. The addition of the Star Rod is pretty much the only thing that keeps the story score high.

Gameplay: 10/10 - A neat-cool battle system, and lotsa fun stuff to look for, as well as easy control, makes the gameplay great.

Rent/Buy? Buy. Unless RPGs aren't normally your style. This game is definitely worth purchasing. So do it!

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Q: What do all the icons that appear in battle mean?

A: All those icons show an "Unusual Condition" of a friend or foe. The yellow number in the red cross, shows the number of turns that "Unusual Condition" will last for.

- Asleep - Purple Z's
- Poisoned - Skull on Green Background
- Dizzy - Purple Swirl
- Frozen - Ice Crystal on Blue Background
- Shrunk - Blue Dot with Pink Radiating Waves
- Electric - Lighting Bolt
- Invisible - White and Black Icon

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Q: Tayce T. can only cook with one ingredient, but in your FAQ you state you can cook with two, what's with that?

A: You have to give her the Cookbook during Chapter 4 for her to be able to cook with two ingredients.

Q: Where did Whacka go? I need more Bumps!!!

A: You hit him too many times, you can only get 8 Bumps from him. Gee... I bet you're one of those people that pokes the animals at the Zoo.

Q: How do I deliver Letters?

A: Have Parakarry as your party member while talking to a recipient.

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5) W a l k t h r o u g h  
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The game opens at Mario's house, with a letter arriving by Parakarry. Luigi will go out to get it, then go back into the house, and read it to Mario. For those of you who missed what it said:

"I'm throwing a party at my castle today! Mario and Luigi, I would be honored if you both could attend. Many guests from distant towns are hoping to meet you. There will be tasty sweets and all kinds of entertainment! I hope to see you here soon!"

Sincerely, Peach

Of course they're gonna go (I think it's the food that convinced them to go...^\_^), so just watch as Mario and Luigi go through a pipe in the classic plumber method (my plumbers always get to my house like this...do yours?) and end up in Toad Town. They'll go to the castle (looks kinda like it did in Super Mario 64, doesn't it?), then split up. You'll gain control of Mario. Now you can either talk to the guests or just head up to see Princess Peach. Some of the guests might have something interesting to say, but I don't really know, because after about the third one telling me that Peach was in her private room, I just went up. So, anyway, go through the large star door at the top of the stairs.

The guests here seem to think Mario and Peach would make a cute couple, but other than that, they don't have anything worth hearing, so head on out through the next big star door. Walk up the stairs, down the hall, and through yet another star door. Cross the room, and you'll run into Peach. They'll talk for a bit, then she'll suggest they go outside to talk. Just as they're about to leave, the room will start to shake, and suddenly Bowser will appear with a few of his cronies. After a quick chat, Bowser will challenge Mario. This is a pretty easy battle, but here's my boss strategy anyway.

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B O S S B A T T L E : B O W S E R

Max HP: 3    Attack: 1/3    Defense: 0/1

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Of the 3 commands currently shown, 'Jump' is the only one you can use, so use it. If you successfully smack Bowser 3 times, he'll whip out the Star Rod and power himself up. That's where the numbers after the / come from. The power up. Yep. Mario isn't strong enough to hurt him now, so all he can do is attack Bowser (for no damage) twice, at which point Bowser will laugh, and torch Mario, who will fall at Peach's feet.



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When the battle is over, Mario will be lying on the ground. Bowser will use the Star Rod to blow him out the window, leaving Peach in despair. After falling for a bit, Mario will land, ending the introduction. Now, wasn't that fun?

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i) P r o l o g u e : A Plea from the Stars  
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If you hadn't figured it out yet, all you have to do to get started here is press a button. The first thing you'll see is Mario, lying on the ground. As you watch, 7 stars will pop up and begin circling Mario, then decide that he'll be fine if given time. They'll use their power to help him recover, then vanish. As soon as they leave, a tiny little female Goomba will show up, muttering to herself about seeing things fall. She'll spot Mario, try to wake him up, and, after failing, call her family for assistance.

Mario will end up in a house, and as he sleeps, one of the stars will appear again. As you'll learn from what he says, his name is Eldstar, and he's a Star Spirit. He has something to tell Mario, but as he isn't strong enough, you'll have to go to Shooting Star Summit in order to hear it. After saying this, Eldstar will disappear, and Mario will wake up.

As soon as he does, a Toad will show up. As you'll learn from him, you're currently in Goomba Village, which is just west of Toad Town. The only residents are the Toad and a single family of Goombas. But that's beside the point. Mario will mention Eldstar, and the Toad will say it was either a dream or a message from a Star Spirit, the likes of which live in Star Haven.

Head outside, the gate to Toad Town is undergoing minor repairs by Goompapa as a result of damage cause by the earthquake, so head over to the Goombas' House (it's not hard to miss, it's the only other building in town), unless you wanna talk to the Goomba family running around outside. They don't have much to say, so if you're done talking to them (or if you decided not to), go inside the house (you can talk to Gooma in here if you want), and out through the back door. Goompa's out here fixing the veranda, which broke after the earthquake that accompanied Bowser's arrival.

Now, talk to Goompa then go back out through the front door, and one of the Goomba kids will tell you that the gate is now fixed, so go on over there. Just as you're about to leave, a Magikoopa on a broomstick will show up. She'll tell you her name (Kammy Koopa), say a few nice things about Bowser, drop a block on the gate, and fly off.

So now you're stuck in Goomba Village. Goompapa will tell you that in order to get out, you'll need to get the hammer to break the block. Goompa's got that, so head on out to the veranda to borrow the Hammer from him. As soon as you step outside, Mario will realize he's standing on thin air. He'll go through a rather comical (but rather typical) falling action, and land (paper-style) on the ground, beside the missing veranda.

Go to the right to find Goompa and another block, this one barring the path back to the village. The only way you'll get out of here is if you find the Hammer, so go look for it. Head on out through the left side.

Search the various bushes around here to find some moolah, and the one at the end of the path is hiding the Hammer. Now you can break blocks and smack

trees! Hit the trees around here to find some more coins and a Dolly that looks like Princess Peach, then hit the blocks scattered around here for more money. You can also save your game. When you're done, go back to the right. Goompa will lead the way. As soon as he does, he'll come flying back. Following him will be a young creature with a shell, which will claim that the area you just emptied of loot is his playground. And nobody's allowed in his playground without permission. So now you've gotta fight Master Jr. Troopa.

-----  
B O S S   B A T T L E :   J R .   T R O O P A  
Max HP: 5   Attack: 1   Defense: 0   SP: 20  
-----

This time you can use your Hammer, too. Don't worry once he powers up, just continue whacking. So bop him and jump on him until he runs out of HP. Then he will run away.

-----  
When you're done with Master Jr. Troopa, go to the right and break the blocks here for some easy money and a way out, also hit the tree here for a Mushroom. Then exit to the right.

The first thing you'll see here is a Heart Block, so hit it if you're running low on HP. Then move on down the road (if you jump on the spring board, you can net easy coins and a Fire Flower) and out the other side.

If you move down the road here, you'll run into your first enemies. Now, First Strike is very important here, so jump on them or whack them with your Hammer. The first enemy you'll encounter is a Goomba. These guys are easy to beat. Then you'll get into Spiked Goombas and Paragoombas. These guys are a bit harder, but if you die to one of them you should be ashamed of yourself. See the enemy list for some basic strategies if you're really that bad at the game.

If you hop up the various ledges to the left, you can get some cash out of the tree and your first Star Piece at the end of the path. Yay! Grab these things, then follow the path to the right, and end up back in Goomba Village.

After a bit of chatting, Goompa will run off to get something, and you'll be left alone with the kids. If you give Goombaria her doll, she'll give you another Star Piece and a heart. Then Goompa will show up again and give you the Power Jump Badge. Unless you think you can figure it out on your own, you'd better see the tutorial, because I'm not gonna type all that out. But anyway, watch the tutorial. When that's all done, and after a bit more talk, Goombario will join your party. Yay! If you haven't done so already, equip the Power Jump Badge, then head back to Toad's house for a quick rest. Then it's time to save your game and knock that block out of your path. You should also whack that tree in the upper-right corner of town for a Goomba Nut. When that's all done and over with, head out.

The path here is pretty straight forward, so read the sign, fight the Goomba that jumps out from it, fight the rest of the Goombas, get the money out of the ? blocks, and head on out through the right side. Same holds true for the next path, but there's a red ? box here instead, which contains a Close Call Badge. Equip it, then move on down the path, read the sign with the Mushroom to get a Mushroom, hit the Heart Box if you need to (and you probably do), and go on to the next screen.

When you get here, you'll see a springboard. As you move forward, 2 colored Goombas will show up. You'll have to fight them. Oh, the horror.

-----  
B O S S B A T T L E : G O O M B A B R O S .

(Blue Goomba) Max HP: 6 Attack: 1 Defense: 0 SP: 10  
(Red Goomba) Max HP: 7 Attack: 1 Defense: 0 SP: 10  
-----

Tattle:

(Blue) "He's the younger of the two notorious Goomba Bros. 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."

(Red) "He's the older of the two notorious Goomba Bros. 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."

-----  
These guys are easy to beat. Just use Mario's Power Jump or Hammer attack on them, and use Goombario to Headbonk them. Two Power Jumps is all Blue needs to go bye bye. Now, wasn't that simple?  
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When you're done with them, go around the platform to find a Save Point. Now is probably a good time to save your game, so save it. Then take the springboard up and go right. Beware of the Mushroom sign, if you read it a Goomba will pop out and attack, go right again. After a bit of pointless talk, you'll have to fight King Goomba.

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B O S S B A T T L E : K I N G G O O M B A

(King Goomba) Max HP: 10 Attack: 1 Defense: 0 SP: 10  
(Blue Goomba) Max HP: 2 Attack: 1 Defense: 0 SP: 10  
(Red Goomba) Max HP: 2 Attack: 1 Defense: 0 SP: 10  
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Tattle:

(Goomba King) "He's really big. I mean, look at him! He looks really powerful. He's the boss of the Red Goomba and Blue Goomba. Who cares if he's strong? You're much stronger. I wonder what he ate to become so big? I'd like to be a bit bigger, too."

(Blue/Red Goomba) Same as last time

(Goomnut Tree) "Spikey Goomnuts will fall down if you hit this tree. They'll definitely hurt if they hit use, but it may be worth it to use them against the enemy  
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Yet another simple battle, but be warned - King Goomba has as much HP as Mario does, and if you aren't paying attention, he might beat you. Just hit the Goomnut Tree first, this will cause a Spikey Goomnut to fall down and hit all three Goombas for 3 points of damage. This will take out both the Red and Blue Goomba. Now hit the big guy with your Power Jump. If you run out of FP, use the Goomba Nut. It shouldn't take more than 4 turns to finish this battle.  
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When this is over, you'll probably level up. Choose which area you'd like to focus on. It's a tough choice, but for now, I'd recommend HP. FP or BP will come later. After doing that, go listen at the door by standing beside it and pressing A, or just go hit the first bush to reveal a switch. Hit the tree for a Star Piece, then hit the switch with your hammer. The castle will shake and fall apart, forming a bridge. Go through the bottom part of the castle and over the bridge, get the coin out of the tree, head down before you

leave and hit the brick block on the ground, a ? block will appear, hit it for a Super Shroom then exit right. You'll see Kammy Koopa flying off, and a Save Screen will appear.

It would probably be a good idea to save, so do that, and the screen will disappear, revealing Bowser's castle. Kammy will fly into it, and you'll observe a quick scene in which Kammy will tell Bowser about Mario's progress. You'll learn about a Star Spirit at Koopa Bros. Fortress, then the Koopa Bros. (the coolest of cool!) will arrive, show off their move to Bowser, and scurry back to the fortress.

When you gain control of Mario again, go down the tiers of terrain and head left, hitting the ? box for a Sleepy Sheep. Then go right, knock a springboard out of the tree, bounce on to the roof, and grab the Hammer Throw Badge out of the chest. Go back down and through the pavilion-type thing, and enter Toad Town.

You'll be greeted by a Toad. When you finish talking to him, there are lots of things for you to do. Basically, now is your time to explore the town. Enter the pipe near the entrance to visit Mario's Pad, other notable places are: Russ T.'s House (which is behind the pipe) in the top left corner of town, Russ T. can tell you numerous cool things. And the Shroom Grocery (it has a Fire Flower sign), in which you can buy items in, here is a list of their inventory:

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

Once you've finished exploring, you should be at the former location of Peach's castle. If you're not, go up through the Star Door one screen right of the entrance to Toad Town. Make your way to Shooting Star Summit, move right a lot and take the upper path), head left before climbing the summit to get a Star Piece, then climb the summit to meet Eldstar. When you reach the top, the other Star Spirits will appear, and they'll tell you about Bowser's invasion of Star Haven and about the Star Rod. When they run out of power, they'll leave, and you'll be treated to another cutscene of Peach. Watch this, see Twink, and regain control of Mario. Now, go back out to where the path split and take the lower path. You can have your fortune read by Merlullee, or you can go up stairs and trade Star Pieces for Badges with Merlow:

Attack FX A		1
Pay-Off		1
Chill Out		3
Pretty Lucky		5
Feeling Fine		5
Happy Heart		8
Happy Flower		8
Peekaboo		10
Zap Tap		10
Heart Finder		12
Flower Finder		12
HP Drain		15
Money Money		20
Flower Saver		25
Power Plus		25

When you're done there, go back to Toad Town. As you leave the screen in which the path split, Twink will come flying out of nowhere and smack Mario in the head (Twink is soooo cute ^\_^). He'll give Mario the Lucky Star that Peach told him to deliver, then offer to tell you a bit about the Action Command. Listen to what he has to say, and train for a bit, because it's kinda hard to get the timing down on this thing. When you finish up with that, a Magikoopa will show up. Fight him, and when that's all over, head back to Toad Town.

When you arrive, a Toad will tell you that Merlon is waiting for you, so go visit him. His house is the one with the stars and all that. Knock a few times, and the door will bang open, knocking Mario over. Merlon will tell Mario a long story, and when that's all done and over with, tell you where you need to go, and which path (East) leads to it. So go outside, and go to the East path, which is blocked. Uh-oh! Head back to Mario's house or Toad House for a nap, then go see Merlon again. He'll go to see about the dark Toads blocking the East path. Follow him. Turns out they're the Koopa Bros. Why am I not surprised? Anyway, they'll scurry off to their fortress. Merlon will say a few things, then go away, leaving you to chase the Koopa Bros. Save your game (unless you're the risky type), and you're ready to start Chapter 1. So move on out and down the path and all that.

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ii) C h a p t e r 1 : Storming Koopa Bros. Fortress

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Head down the path, watch out for any Koopa Troopas along the way, they will try to attack you for a First Strike. Walk along hitting the various blocks for money, items, and badges. You can pick up a Dizzy Attack Badge and a Fright Jar on this stretch, so do that, then move on.

On the next section of road, you can get a POW Block from the ? block. Hit the tree for a ! switch and then hit it to bring down a bridge, then cross over. If you hit the block after the bridge you will have to fight a Spiked Goomba. Anyway, head on and pick up the Sleepy Sheep behind the fence. You'll get some money and lots and lots of SP if you fight all the fun little beasties. So do that. Because SP is good. If you take the lower path that goes backwards, you can see a Star Piece on an island there, but you can't get it yet, so ignore it for now and move on up, making sure to hit the blocks.

Keep moving along. There's a Honey Syrup behind the far right striped thingy and you can heal Mario by running around the left striped thingy really fast. There are two paths you can take. For now, take the one that goes down - you'll need something from here before you can go the other way. So move on down, hit the blocks if you're up wid dat and a red ? block will appear, hit it for an Attack FX B Badge. Now go right into Koopa Village.

The Koopas here seem to have a major problem - Fuzzies. As soon as the guy who greets you finishes speaking, one of them will pop up and steal his shell. It's up to you, as Mario, to recover it. So do it. You'll have to chase after it and jump on it or hit it with your Hammer. So you do that.

Now, wander around a bit. You can rest in the Toad House, help the various Koopas running around without shells, go into Koopa's Shop and stock up on supplies (remember - you can only carry 10 items at once, and you'll need some of that space later, so have the Shopkeeper Check some of that for you),

Check the various bushes for a Koopa Leaf, a Dried Shroom, and some cash. Visit with the Bob-ombs. So go do it. Visit people and be socially active. Buy things and support the Mushroom Kingdom economy, by being a good consumer, here is their inventory:

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

Rest. Save. After you have done your capitalist duties, it's now time to be helpful to others. Hit the block that the Koopa Shell is resting on to help the first Koopa get back his shell, then hit the tree with the shell in it to help the other Koopa get his shell back. You can whack the Fuzzies around here for moolah. Now move on to the next section of town.

There are more Koopas to help here (2, to be exact), and people to visit. You can go visit Kolorado's wife, or you can hit the tree at the far end to knock a Fuzzy out of there. But your main goals for now should be getting the Koopa Leaf out of the first bush, and helping the naked Koopas. Walk slowly up to the fuzzy inhabited shell in the sandy area, then whack it with your Hammer to help the Koopa, then move the blue block under the brick block with the Koopa Shell on it, then smash the brick block to get the shell back for the Koopa. Now scout duties aside, visit the shaking house.

Go knock on the door to the shaking house. A young shell-less Koopa will come out, and, like everyone else in Mushroom Kingdom seems to do, he will recognize Mario. He'll then ask Mario to help him out, and of course, Mario being the nice guy that he is, will accept it. Or, rather, you, having looked at our guide for advice, will accept it, because that's what I'm advising you to do.

The Koopa (whose name is Kooper - creative, no?) will wait outside for Mario while Mario takes on the Fuzzy. As soon as you step into Kooper's house, the Fuzzy will bounce out the back, leaving Mario no option other than to follow. So follow. Move down the path (fighting Fuzzies along the way), and ignore .that heart on the stump for now. You can't get it yet, so don't bother trying. Just move on, follow the Fuzzy.

When you get to the area with 4 trees, you'll get to play a little game with the Fuzzies. Ever play the ball and cup game, where there's a ball under one cup and 2 empty cups, and the three cups are switched around, then you have to guess which one the ball is under? This is basically like that...except now the ball moves and the trees stay put.

The game isn't really that hard at first (just follow the Blue Koopa Shell with your eyes), and the second time, it's still fairly simple. The third time's the killer, and you'll have to watch carefully to see which one it lands in.

After you get the shell, head back to Kooper's house. As you try to exit the screen, Kooper will show up, saying that he will take a stand against the Fuzzies. Too late. Give him his shell, and he'll join your party. Try to leave again. The Fuzzies will come back to fight. It's an easy battle.

Now that that's over, it's time to go. Head back towards Kooper's place. Remember that stump with the badge on it that you saw earlier? This is where Kooper comes in. Hop up on the taller of the two stumps beside the one with

the badge on it (you'll have to use the first one for a step), and use Kooper's shell ability to retrieve the badge. Yay! You now have the HP Plus Badge! You are soooooo special!

Time to move on. Now, really go back to down. Rest, save, and visit the elder. He'll ask for a favor. Of course, being Mario, you're obligated to do it. So do it. See the SIDE QUESTS & MINI-GAMES section for details.

Now, head back out into town. You can grab a Star Piece off of the block in the center of the east part of the village that you got a Koopa shell off of earlier (just push the blue block under it like before).

That's all you can do now, so it's time to go. Leave town and go up the steps formed by the various land form structure things there. When you reach the top, go left, and go back, taking the lower path. You'll have to fight a few enemies again. That's okay...nothin' wrong with earning SP. When you reach the end of the lower path, with the island and Star Piece, use Kooper to get it. The shell kick thing, y'know?

Now you can go back over to the right, and take the bridge to the right instead of going down the step path thing you used to get to Koopa Village. If you move down the path a bit, you'll see a cluster of 5 coins. As you move in to get them, a Koopa will leap out, and you'll have to fight it. The horror! It's an easy win. Just jump on him. Then, move to the edge of the cliff, kick Kooper into the block you see there, and move down.

At the bottom, pick up the Thunder Bolt that just fell off the block you had Kooper hit, and move again to the end of the cliff. You can see a (!) switch across the river, so it's time to put Kooper to use once more. He'll hit it, a bridge will appear, you should cross it, and then it's on to the final road before you get to Koopa Bros. Fortress.

There's a Star Piece in the first tree here, so whack it with your Hammer and grab that sucka. Then fight the various Koopas flying about here, hit the Heart Block at the end, and prepare to enter Koopa Bros. Fortress. Cross over to the next screen.

Save your game (unless you're a risktaker), and walk towards the fortress. As you reach the door, the Black Koopa Bro will come out of the building. He'll see Mario, then run off to tell Red Koopa. Go on into the fortress.

Once inside, all you need to do is fight the Troopa Koopa patrolling in front of the door. Once you get the key from him, unlock the door, and move on through. You can't do anything in the next room except fight some Bob-ombs, or in the room after except for fighting a few Troopas and getting the Power Bounce Badge, by walking through the black strip you saw the Koopa exit the cell out of to enter the cell. If you can't do it, just continue on and you can get it later. Go to the next room.

This one has a slightly more interesting setup. Fight the Troopa patrolling by the door, and his death will bring about the coming of a switch. Hit the switch. Then go down the stairs, and head to the left. When you get here, the doors will all move up the walls. You're stuck here until you defeat all of the enemies. Well, that's no problem (you should be defeating every enemy you see anyway), so the doors will soon return back to normal. Then, take the left doorway, avoid spinning fire things (you can jump over them), and grab the key. Make your way back to the right, and into the room with the falling stairs.

Now take the right entrance. There's really not much to do here just yet, but

have a quick look around before going back upstairs.

Once upstairs again, head through the locked door on the right side. You'll end up in a large, strange shaped room, but before you'll realize this, you're treated to a quick cutscene with Yellow Koopa. He seems to be setting a trap of some sort. No matter. Move on up the ramp and hit the ? Block. You will trigger the trap, and Mario (and whichever party member currently with him) will fall into the room you saw a few minutes ago (the one with all the caged Bob-ombs).

Now that you're in here, talk to the pink Bob-omb beside you. She'll tell you her name (Bombette), and if you say you'll help, she'll join your party. Yay!

Use her to blow up the crack in the wall, then head out. As you're leaving, a Koopa Troopa and 2 Bob-ombs will show up and try to stop you. Another easy fight. When that's over, go back upstairs then right and through the door at the bottom (south) of the room. Save. Whee.

Now, go back inside the fortress and head to the right. There's a crack in the wall. Send Bombette into it. Go through it. See that chest? Open it. You can get a Refund Badge out of there. Now go back in.

Go back out the way you came until you're in the second room of the fortress. Y'know, the one with all the prison thingies in it. Send Bombette into the one on the far right with the crack, then head on in and grab your key. Send her into the next one to the left, and you can net a Power Bounce Badge if you hadn't already got it.

Now go over to the right until you reach the room with the ramp. Climb up the ramp again. There's a door at the top. Go through it. Kick Paratroopa butt, then head over to the locked door and go through it.

Time to break out ol' Kooper. Switch to him, then punt him into the switch. Cross the blocks until the large vertical one is in your way, then turn and punt the switch again. Cross the spot where the vertical was, and kick Kooper into the switch on the other side. Lather. Rinse. Repeat. Follow this pattern until you reach the stairs on the other side, then climb them and go into the door.

Beat down the Koopa Troopa here and hit the switch. The stairs will lower. Go down them. Jump up onto the block. Switch to Bombette and bomb that crack. Go through it. Grab the key, leave, go back up the stairs, and open that locked door at the top of the stairs.

Go through the door, smack that switch like there's no tomorrow, and watch the stairs rise. Go kick Koopa Troopa butt, then climb the stairs and the ramp. Go all the way up (ignore the door for now), take out that Bob-omb, and get the Smash Charge Badge at the top.

Now go through the door and you'll run into the Koopa Bros. They'll start firing torpedoes at you, so scurry for those stairs, use Bombette on that big block, and get yourself some Maple Syrup. Now, go up the stairs again, and prepare to fight Bullet Bills. When you get to the end of the line of Bullet Bills, you get to fight the Bill Blasters. Yay!

When that's over, go backwards a bit and down the stairs. Hit the Star Block and save your game. Now climb back up and go in through the door.

-----  
B O S S B A T T L E : B O W S E R ? ? ?



Max HP: 10    Attack: 1    Defense: 1

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

This obviously isn't Bowser, but it's easy to beat him...just do your attack  
command and all that. When the battle's over, Bowser will burst apart and  
reveal the Koopa Bros.  
-----

B O S S   B A T T L E :   K O O P A   B R O S .

Max HP: 10    Attack: 1-4    Defense: 1    SP: 32  
-----

Tattle:

(Koopa Bros.) "The Koopa Bros. have formed a tall Koopa tower! 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!"

(G Ninjakoopa) "He looks exactly the same as a normal Koopa Troopa \* "

(Y Ninjakoopa) "Yellow reminds me of curry. Isn't that as weird thing to  
think of in the middle of a battle \* "

(B Ninjakoopa) "Black is pretty fashionable \*"

(R Ninjakoopa) "He's the Koopa Bros. Leader. He's pretty much just a normal  
Koopa Troopa, though. \* "

(\* Ninjakoopa) "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!"  
-----

These guys are hard, so watch it. Use Bombette's Bomb or a Thunder Bolt to  
knock 'em over, then change to Goombario. And have him and Mario to rush in  
and bop on them continuously. They'll die eventually.  
-----

When the battles finally end, a card will show up, and you'll free Eldstar.  
Congratulations. You've finished Chapter 1. Now, save your game, and prepare  
for the next section.

-----  
E n d   o f   C h a p t e r   1  
-----

Before moving on to Chapter 2, you get to see the princess again. She's  
hanging out in her room with Twink, worrying about Mario. As she plans her  
escape, she remembers someone telling her about a secret passageway. So it's  
up to you to help her find it.

Take control of Peach. That fire looks rather suspicious, eh? So go check out  
the painting to the right of it. You'll open up a secret passageway in the  
fireplace. Couldn't they have at least made it somewhere uncommon?

Go down the hall and hit that button at the end of it. You'll end up in a  
secret room. The door's locked, so all you can do is read the diary on the

table on the left side of the room.

Turns out the diary belongs to Bowser...so read away, and learn stuff. Like where the next Star Spirit is (Dry Dry Ruins in Dry Dry Desert).

As soon as you finish, Bowser will barge in and catch the Princess. The guards will appear to take Peach back to her room, leaving Twink to deliver the message to Mario.

Now you can see Mario again, talking to Eldstar. Mario will gain Eldstar's power! Sweet! Now, watch the tutorial Eldstar offers.

When that's over, you'll learn about the Star Beam, then Eldstar will go back to Star Haven. So go back towards Koopa Village.

On the screen before the Koopa Fortress, there's a cracked wall. Use Bombette on it, and go down the pipe. Go to the right and grab the FP Plus Badge out of that chest, then go back to the screen with the pipe. Uh-oh... Mario's too short to reach the pipe! See the complete lack of fence at the bottom? Jump down. Voila. Back where you started. Now, go back to Toad Town.

On your way there, you'll run into Jr. Troopa again. Remember the little guy from the prologue? He's back.

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B O S S B A T T L E : J R . T R O O P A

Max HP: 15    Attack: 2    Defense: 1    SP: 20  
-----

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

His new move is kinda useless...it only blocks 1 point of damage. So charge up your hammer and whop him. The best party member to use for this is Bombette, so if you don't have her up already, switch early on, so she can use her Bomb attack on him. You should be able to beat him with no trouble.  
-----

When the battle's over, continue on to Toad Town. As soon as you step foot into the town, Twink will show up to deliver his message. Now, you can wander around town a bit before moving on. Get some rest, and find out where you have to go next. BTW, there's now a Badge Shop in the lower left corner on the right side of town. It sells at the moment:

Speedy Sprint | 50  
D-Down Pound | 75  
MultiBounce | 75  
First Attack | 100

The First Attack Badge will appear a short while after you buy the other 3. When you're done with all your badge shopping, take the South Exit to the formerly blocked path. Now that the way is clear, Mario can do his thing. Yay! So go visit Tayce T. and have her turn your Mushrooms, Koopa Leaves, and Goomnuts into better items. Also head east to find another shop, this is Harry's Shop, he sells:

Super Shroom | 20  
Volt Shroom | 10  
Tasty Tonic | 5  
Thunder Rage | 20

Dizzy Dial | 15  
Stone Cap | 30

Don't trust the shonky looking guy called Chet Rippo in this part of town, while he will upgrade one of your stats for 39 Coins, the other two will be downgraded. Nothing is for free! Wander around the new section of town about, then head south from the first area of it to get to the Train Station. But before you do, talk to the Bub-ulb near the exit to get a Magical Seed from him, and give that to Minh T. in the Town Garden. When you've done that, go to the train station, use Bombette to knock out that rock on the tracks, and hop on the train to Mt. Rugged. Yay for Chapter 2!

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iii) Chapter 2 : The Mystery of Dry Dry Ruins

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I dunno about you, but the first thing I'd do upon arrival at Mt. Rugged is save. So, save, then it's time to head over Mt. Rugged to get to Dry Dry Desert. Also, search the bushes for some cash and an Egg. Then it's time to climb the mountain.

There's not much you can do yet, other than just following the arrows, so do that. Not far from the bottom, you'll run into Parakarry. He's lost a letter on Mt. Rugged, so, as Mario, it's your job to help him find it. So save the day once more, plumberboy!

Head right, go down the stairs. To the right is a ? box with a Sleepy Sheep inside, and to the left is a yellow block, hit it and go left. You'll find Whacka, hit him to get a Whacka's Bump. Anyway continue climbing Mt. Rugged, head right. You'll have to right some Monty Moles, but they're no big deal. Just save whenever you see a save point and keep kickin' butt, and you'll reach the top in no time.

Halfway up, you'll see a few rock structures with things on top of them. One thing you'll see is a letter, so grap that (use Kooper), and you can give it to Parakarry next time you see him. Now is a good time for that, so go on down and give him the letter. Then go look for the other two he lost. Sheesh. They act like you're an errand boy or something...

Somewhere in the middle of a mountain (this is right after you start to run into Clefts), there's a split in the road. The arrow points to the right. Go left. There are two holes in the rock, drop down through the second one to nab a Star Piece, then jump down to the bottom, climb back up and this time , go fully left. Go out the other side, and go down the ramp (wheeeeeeee!) head to the left, make sure you are nice n' healthy (lots of beasties around here to hurt you), and keep going left until you run into a yellow ? box (which you should hit, and gain a Mushroom), then go left s'more. When you see the two holes in the wall, go into the left hole, and go to the left (there's no wall there) until you get to the top, at which point you should remove the Damage Dodge Badge from the chest, then head back down. Go to the left (again), jump off the ledge, go down the stairs, fight a bit, grab some coins, go back up, and jump on the springboard. Knock the ? box with your hammer for some easy money, ignore the ramp for now, fight the Cleft, and get the Honey Syrup out of the ? box. Now you can go to the ramp and go down (and off) it (wheeeeeeeeeeeeeeeee!), then get that letter and jump down.

Now you can finally go right and climb up the mountain, I'll let ya ;P. Go to the screen where there was a an arrow pointing to the right, and you went left. This time go right (follow that arrow). So go right, fall, grab

the letter, and go see Parakarry again. He'll thank you, then tell you about letters scattered all over Mushroom Kingdom. Take him up on his offer (you find the letters, he'll help you in any way you can), and Parakarry will join your party!

Now that you've got that neat cool flight thing, run around all the areas that had things you couldn't quite reach before. First, go to the location of the first letter, and fly across the two protrusions to grab a Quake Hammer Badge. Then go directly east and fly over the small gap to reach the Bub-ulb, it does a Taxidriver impersonation ^\_^ and gives you a Magical Seed. Next, go back to the area where you got the second letter. If you stand beside the springboard and fly to the left, you can nab 6 coins and a Star Piece.

Now go to the split path, take the right path, and have Parakarry fly you over to the other side. Cross the bridge there (see that vulture watching you in the background?). As soon as you reach the other side, the vulture will stop you. Tell him your name is Luigi, and he'll let you pass. Otherwise, you'll have to fight him, so I'd say the best choice right now is Luigi, because he's pretty tough. So wait until later.

Take the path down the cliff, then go to the right. Hit the Heart Block, save your game, and move on outta there. You've reached Dry Dry Desert.

A few feet into the desert, you'll run into a group of Koopas. Talk to the guy with the mustache - it's Kolorado! If you have Parakarry as your partner, you'll deliver a letter to him. Then it's time to move on. Just follow the path east to Dry Dry Outpost, don't explore Dry Dry Desert just yet.

Once you enter Dry Dry Outpost, enter the first house and talk to the man inside, he'll give you directions to a couple of secrets. Exit, and continue on. As you move towards the shop, a small purple Mouser will run out of it, leaving it closed. Follow it! When you reach the end of the path, it will run off again. Talk to the Mouser in front of the door, if you give him stuff you'll just find out he want's a Lemon from the Oasis. So now it's time to go back to Dry Dry Desert, the shop is open now (called "Little Mouser's Shop"), buy some stuff from it before setting out to Dry Dry Desert again, it's inventory is as follows:

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

In Dry Dry Desert, head west on the path until you see the stone cactus, now head south 3 screens and west 2 screens, then jump on top of that rock to nab an Attack FX C Badge. Go north once and then head east from there, and you'll hit an oasis (collect the Tasty Tonic behind the greenery of the entrance). Once in the Oasis, thwomp the trees to get some fruit and money, there is also a Power Block here, hit it and upgrade one of your Party Members (I suggest Bombette). Now that done, head north 2 screens and east one screen, and you're in Dry Dry Outpost.

Got to the shrouded Mouser at the far east section of Dry Dry Outpost. Give him a Lemon. Ask him how to get to Moustafa. Follow his instructions. Dried Shroom, then Dusty Hammer. Got it? Good. Now, go to the shop (it's the big green building in the first part of town) and buy a Dried Shroom, then a Dusty Hammer. Do what the nice mouse says, kids. And hit that tree outside

his store for some easy cash and the general destructive pleasure of the matter.

Go to the end of the second part of town, where that guy (the one you gave the lemon to) used to be. Go in the now unblocked door, head right, jump up the crates onto the roof, and walk left. Pick up the Letter behind the urns, and keep going. When you reach the dropoff, have Parakarry fly you over, then go in through that door. Well, well. Look who's here. I think he likes you. He'll give you the Pulse Stone.

Now, go back out to the desert. Go up until you can't go any further, then go left 3 or 4 times - until you run into a stone with a depression in the center of it. Use the Pulse Stone with that, and you've found Dry Dry Ruins.

Hit the Heart Block then enter the ruins. Save your game and continue on. When you walk past the sarcophagi, they'll open up, showing Pokey Mummies. Eek! Fight 'em. In the second sarcophagus, grab a Spike Shield Badge and equip it. Move on. Ignore that locked door for now and go downstairs. Pick up the key there, then go back up. Unlock the locked door and go in, then jump on the red switch sticking out. Once the sand drains, go out and downstairs again. Cross the sand and jump into the doorway on the other side of the room, then head right and around, then go up the stairs. Cross that gap with Parakarry, then use Bombette to blow up the cracked wall. Hit that switch. Grab that Star Piece, then go back out, down the stairs and into the room below. Collect the Ruins Key, then exit and go down the next sets of stairs, unlock the door, and go in. At the end of the hall, there's a ? Block. Hit it to release some Pokey Mummies from the sarcophagi, then go beat 'em up. When you're done, a key will appear. Very Zelda-ish, if you ask me. Unlock that door and head in.

Use Parakarry to cross that gap, then run up the first stairs you come to and hit the switch. Run around hitting various other switches until you've reversed the red stairs (my order of choice: go left up the green stairs, hit the switch there, go right up the stairs, hit the switch there, drop down, head up the stairs to the left, down the red stairs, hit the switch down there, go right down red stairs, go right, go left up green stairs and then go left up red stairs). Go over the small wall and fall down on to the wooden skirting. Follow it around to the left and through the false wall, open the chest for the horrible Slow Go Badge. Jump down now, and get the Super Hammer. Sweeeeeeeet. Now, break that block with your new Super Hammer and go out again.

Go back to the previous room and climb the stairs, hit the switch, jump back down, and climb 'em again. Break the block at the top and grab the Artifact, then go back to the room before that one, and jump up the short flight of stairs into the room that you previously couldn't do zip in before. Break that block, and prepare to fight a Stone Chomp. First strike, attack command Hammer, and a Shell Shot from Parakarry should make this a quick battle. Get the Pyramid Stone, and you're done here.

Go back to the room that led to the room where you got the Super Hammer and go downstairs and through that door, then cross that room and down the stairs to the next room, jump down, and break that block. Hit the switch and grab the Ruins Key, then go out through the door. Fight the enemies here (remember, kids: First Strike and Quake Hammer are your friends), run down the hall, go through the door, level up one of your characters by hitting the Power Block (I'd recommend Parakarry), and use Bombette to bomb the cracked wall. Head in. Break the block and prepare to fight!

After the battle, grab the Diamond Stone from the pedestal, then go back out.

Use the springboard, use Bombette to open up the wall if you already haven't and go through the hole, cross the room and go into the one with the Chomp Statues. Run across the room and unlock the door, then hit the switch. Run back out, and go downstairs. Go to the next room, run across the sand, break the block, grab the Lunar stone, and prepare for battle.

When that's done, go back to the Chomp Statue room with the switch. See that order? Remember it and write it down. Then go back to the other Chomp Statue room and put the stones into the Statues in that order. Go down the stairs. Hit the Heart Block. Go through the door and save. Move on. FIGHT!

-----  
B O S S B A T T L E : T U T A N K O O P A A N D C H O M P

(Tutankooopa): Max HP: 30    Attack: 3    Defense: 0    SP: 20

(Chomp): Max HP: 4    Attack: 3    Defense: 3    SP: 3  
-----

Tattle:

(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 some sort of a pharaoh complex. He attacks by throwing shells from that high perch. Try to dodge when he uses magic: its attack power is 2 and it'll sting for sure. And he also summons Chomps his loyal subjects. These Chomps have some serious attack power. Think hard about who to attack first, Tutankooopa or Chomp."

(Chomp): It's a Chomp. You've heard about Chomps before, I'm sure. They're made of such hard stuff that most of your attacks won't even faze them. I heard a rumor that the Chomps are a little peeved at Tutankooopa because he works them so hard."

-----  
When he uses his magic, it will either hit you and your partner, or it will hit Tutankooopa and knock him off his perch, leaving him for your hammer attacks. Beat 'im up! Ignore the Chomp. If you kill one, Tutankooopa will just summon another. Parakarry's Shell Shot is indispensable in this battle.  
-----

When that's over, the Chomp will chase of Tutankooopa, and you'll gain another Star Spirit: Mamar! Yay! End of chapter!

-----  
E n d o f C h a p t e r 2  
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Watch the nice movie with Bowser and Peach. Then make your escape in the usual fashion (use the portrait and the fireplace, remember?) then go out through the door. Edge along the wall to the first door and go in, then make your way around the bookshelves, avoiding the guards. You can grab a Power Rush Badge in between two of the bookshelves. Now back track back to the foyer, make your way over to the other side and enter the far top right door, pick up the Deep Focus Badge then walk up to the bluish Star Chest and search it, this is a special Chest that will transport any objects thrown in it to an identical chest in Merlullee's House. So throw both of the badges in it. Make your way back to the room you got the Power Rush Badge in and make your way to the back, and eavesdrop on 2 of the guards, talking about Tubba Blubba, who lives to eat Ghosts and lives deep inside of Forever Forest, in a castle atop Gusty Gulch. Yum.

Now you can go see Mario again. He's talking to Mamar. After yapping a bit, she'll up your Star Energy and give him Lullaby, which puts enemies to sleep. Then she'll leave. Go back to Dry Dry Outpost (From there, if you want to

take the time, head 1 north and 3 west and jump in the center of the triangle of trees for a Runaway Pay Badge). Rest, restock your items, and go back out. Remember that little Mouser under the tree out in the desert? Go see him with Parakarry as your partner to give him a letter. He'll give you a Star Piece. Woohoo. From there head south once then east once, climb on the large rocks then stand on the brick block, use Kooper from there to hit the brick block the Stop Watch is resting on. Collect it. From there head south once then west once, run into the whirlwind and it will take you to a ledge with the Spin Attack Badge.

Go see Kolorado at his tent.

If you grabbed the Artifact in Dry Dry Ruins (and you should have), Kolorado will see it as a clue to Dry Dry Ruins. Give it to him, and he'll give you another Star Piece. Go back to Mt. Rugged. Remember the vulture? Tell him you're Mario and you'll have to fight him.

-----  
B O S S B A T T L E : B U Z Z A R  
Max HP: 40    Attack: 3    Defense: 0    SP: 20  
-----

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

-----  
Use Throw Hammer a lot. And whatever moves Parakarry has. He'll be toast. Far too easy, if you ask me.  
-----

Make your way down the mountain, collect another Whacka Bump on the way. When you reach the area with the big stone block, break it with your Hammer, then move down the path to find a Level Up Block. I used Kooper. Your choice, if you want to do the same. Go down the rest of the way and hop a train to Toad Town.

Now's probably a good time to see Tayce T. and have her cook some Dried Pasta and Eggs. And other stuff. Go talk to Merlon if you have Parakarry in your party, and you can give him a letter, netting you a Star Piece. Also check out Rowf's Badge Shop, he has restocked:

Sleep Stomp    |    75  
Double Dip     |    100  
Dodge Master   |    100

Also search the chest in Merlullee's House to collect your Power Rush and Deep Focus Badges. Now it's time to head to the Forever Forest. So rest in the Toad House, then go over the bridge near Tayce T.'s , a guard in the guard house has just been spooked by a Boo, go forward. Save your game, and move on. When you're done talking to the ghost, keep going a bit... and... you've reached Chapter 3.

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iv) C h a p t e r 3 : The "Invincible" Tubba Blubba  
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This next part is kinda tricky if you have no idea what you're doing, so

listen up. The first path you'll need to go down is easy to find - the flowers in front of it are shaking and laughing. So use A to push aside that log blocking the path and head in. You'll be stopped by a little midget guy that will tell you a bit about how to navigate the forest. Then he'll bounce off like a little kangaroo...or something.

The basic method of getting around hereabouts involves differences in nature. All the paths in a certain area will look the same, except for one. Sooo... One of these things is not like the others, One of these things doesn't belong. Can you tell which things is not like the others, by the time we finish our song... awww... Sesame Street... the memories. This path that is different is the one you'll wanna take. Pretty simple now that you know what you're looking for, eh? So move on out.

The first path, like I said is the one with the laughing flowers. The second path has two glaring red eyes that appear in the hollow trunk in the background, so find the path and skip along it like a merry little schoolboy. Or a giddy little schoolgirl. Or whatever... you are... or want to be...

The third path again deals with flowers. Most have 3; our lucky winner has 4. Path number four has a glowing red face that pops up in the tree in front of it. Before you go in, move around until you find a path leading into the center of the circle. Go in and get a Mystery Seed from the Bub-ulb hanging out here. Path five has mushrooms...I'm betting you'd get some nice effects if you ate some of those...But anyway, the mushrooms light up if you press A in front of them, so just find the mushrooms that light up in a weird funky light pattern. But firstly, go through the path that has three mushrooms which light up for a longer time then others, walk around to find the path to the center, hit the red ? block for a HP Plus Badge. Head back, the clue is a Bee's Nest. Now head down the path with the psychedelic mushrooms. The flowers return for number six. Instead of laughing and disappearing, the ones you're after giggle and stay. Path number seven deals with rocks (your goal is the one that has a glowing face when you press A while standing beside it) go down that path and find the path to the center and hit the red ? block for a FP Plus Badge. Head back, the clue is a bush that once searched blooms flowers. Now look for the sign that directs you to Boo's Mansion and take the path there.

When you get to the mansion, listen to your partner blather on for a bit, hit the ? block to the right for a Volt Shroom. Then open the gate and go in. The old ghost will show up again, give you a few instructions, and leave. Hit the Heart Block, save your game, and head on in.

Now, go upstairs. In the first room, you can't do anything yet. In the second room, there are three wardrobes on the left side. Open the middle one to release a group of dancing ghosts (the other two will just fall, hurting you). Listen to their leader talk. Now, you have to guess which one has the record. This is fairly easy if you know what you're doing. The first time will be kinda hard, since Mario is off to the side, but no biggy if you miss. The second time (if you did miss) is easy, because you're already over there, having missed, so just watch which ghost gets the record, then bop it with your hammer.

Now go back to room number 1. In the upper left corner, there's a nice little phonograph where you can play your record, so do that. You have to keep a steady rhythm to crank it and make it play, which isn't really too hard, so you should be able to handle this. Press A evenly and listen to that snazzy tune until a Boo pops up, then press B to stop. That Boo that showed up just happens to be the one that's supposed to be guarding the chest, so go over to that chest while he's dancing and get the Weight out of it.



Now, go back downstairs. On the right side of the room, there's a snazzy green couch. With one brown cushion. Jump on the brown cushion to fly up to the chandelier and Mario will grab onto it. It will be pulled down by Mario's weight, moving the wardrobe against the wall and revealing a small door. If you jump off now, the wardrobe will slide into place, so this is where that weight you grabbed comes into play. Use it, then go check out that door.

Don't bother with that chest (it only makes the chandelier drop). Just go downstairs, and from there, through the door at the bottom of the room. Take the door on the right and open the chest to bring out another dancing circle of Boos. Time to play the game again! This time, though, the prize is some snazzy new shoes. Watch closely as they toss it around and do some new dance moves, then bop the guy that has it. Super Boots! YEA! These things rule!

See that wooden thing on the floor? Do the Spin Jump (Jump and A again while in the air) on it. Then hit the switch to bring up another switch and hit that one to bring up a third and giant switch. Hop up on the chair, and from there to the stack of boxes, and then jump on to the switch and do a Spin Jump on it. Then go upstairs.

If you smash the crates here, you can net a Super Shroom, but that's it. Your destination is that magical room on the ground level that was formerly guarded by a Big Boo, otherwise known as the door on the right. This is where the fun begins. Or not.

You've probably already heard about this, but if you jump into the vase on the left side of the room (use the box as a step), you can turn into the original Mario. Sweet! Not much to do as this, though. So jump around until you're bored, then jump back in to become regular Paper Mario again. Then break the crates on the right side of the room to nab a few Apples, and break through the floor in the center. Switch to Parakarry and have him carry you across the bookshelves, then grab the Boo's Portrait and glide back over. Jump down onto the crates and bash them to free up another Star Piece, then bomb your way out of there with Bombette.

Head upstairs again, and make your way to the 2nd floor. Go to the end of the hall and check the empty frame. Use Boo's Portrait there and you'll get an easy way up. Jump into the portrait to go to the 3rd floor. Carefully make your way along the edge (no railings! Eek!), then go into either door there.

Time to meet Bow. Not very threatening, is she? She wants you to do something for her. And not in a Sixth Sense type of way. She doesn't want you to show anyone videos of people being poisoned - she only wants you to find out Tubba Blubba's secret and kill him. Shouldn't be too hard, right? Right. And you'd better do it, because there's a Star Spirit on the line here. But hey, at least Bow's helping you out. After all the talk's over, she'll join your party. Now, Go to the basement and you'll find Boo's Shop, here is their inventory:

Super Shroom		13
Life Shroom		50
Maple Syrup		25
Snowman Doll		15
Stop Watch		25
Mystery?		1

Now leave, and jump down. Go back outside, save your game, and get ready to kick Tubba Blubba's fuzzy little bum.

Take the path that leads around the house (you should probably heal and save first). Make your way past the windmill and into town. After the greeter finishes talking to you (\*sniffle\* poor Herbert! hee was so dark and depressing!), move on into town. Time to save, one of the Boo's will approach you halfway through the town, but what? Tubba Blubba is coming!!! Tap C Down so Tubba Blubba can't see you, nooooooooooooo... he eats poor Stanley!!! \*sniff\* Head up, hit the ? block for coins, a Hyper Cleft is around here. Head up further, hit the ? blocks ahead for coins and Repel Gel. Keep heading up, collect the Letter (it's for Fice T.). Continue on, use Parakarry to cross the divide up ahead, hit the ? block for a Super Shroom, the brick block for coins and the next ? block for a coin, go behind the debris in the background for a Star Piece.

Go forward, save, and enter Tubba Blubba's place of residence. The first thing to do here is get around those floating jellyfish things (called Komayto) and go to the left. Your only problem with this? The Komayto sense movement and will kick your tail outta town if they catch you. So use Boo, and as soon as they turn orange, press C Down to make Mario invisible. Go to the left door and head in. Fight a few of the Clubbas, then go into the 2nd door.

In here, you can clearly see a Star Piece on the table. Think you'll have to get at it from above? Think again. See those crates? Jump from them onto the chair and from there onto the table. Voila. Now jump back down and head out.

Go through the door to your left, and fight a bit. Go into the door at the top, down the stairs, fight the sleeping clubbas (or sneak past them), and butt stomp the wood thing on the floor. Head on down.

Open the chest down there to get a Castle Key. Talk to the ghost a bit if you wanna learn a few things about Tubba Blubba and his room, or just hit the Heart Block and go out the door to the left.

The first thing you'll run into here is a Super Block, so upgrade a party member, I suggest Bow!), then go upstairs, using Bow to avoid the Komayto.

Now, go back to the entrance hall. It would probably be a good idea to go outside and save at this point, then head in, and go right. Use the Castle Key you picked up downstairs to go on in.

Now, fight the Clubbas, go upstairs, avoid the Komayto, and make your way across. Go through the big door, across the bridge-type thing, fo through the door way, bomb the cracked wall with Bombette and go through the hole, spin jump through the back right wooden panel to fall down. Now use Parakarry to fly over the gap to the D-Down Jump Badge, make your way back up to where you were before and head down the hall. At the end, take the door at the top, and make your way across the spikes. When they're about to pop up, use Bow's hide technique to make Mario invulnerable and all that. Grab the Castle Key out of the chest, then go back out. Take the door to the left, and you'll end up over the hall with the table and the Star Piece you can't reach yet. Except you can reach it now. Just jump down from the end of the railing.

Now, go back around, go upstairs again, and all that fun stuff. See that clock against the back wall there? It moves. Make Mario push it. Then go in. Everything's too big for him now, right? So go over to that dresser and pull out the drawer. Then hop up, use Parakarry to bridge the gap to the bed, bounce up from the pillow to the headboard and from there to the bookshelf, and run down the bookshelf to find a hidden passageway. Go down the stairs within, grab the Mega Rush Badge, and go back out. Leave the room. Go fight that Clubba blocking the door. Unlock it and go in.

Hit the ? Block to nab a Maple Syrup, then go upstairs. When you emerge...

Oh no! It's Tubba Blubba! AAAAAAHHH!!! Use Bow to become invisible, and just sit there until he goes past you. When he does, hightail it to the unlocked door at the end of the hall and go on in. Avoid all the sleeping Clubbas by gently tilting the control stick, allowing Mario to walk, and grab the key at the end of the room. Then tiptoe back out. Unlock the door, go in, heal, save, prepare for battle. Move on down the hallway into Tubba Blubba's room.

Just as you reach the chest at the end (yes, that means do that), Tubba Blubba will show up to get some beauty sleep. Now...open that chest. Yakkey will show up, ask you a few questions, and wake the big guy up. RUUUUUUUUUUUUUUUUUUUUUUUUN!!!! Go downstairs and out the door. When you reach the door to outside and go out, the ghosts will show up. Mario will come flying out. RUUUUUUUUUUUUUUUUUUUUUUUUN s'more while they hold the door shut.

Run down the hill, avoiding conflict whenever possible, and through Ghost Town (save and heal while you're here), and to the windmill. Use the Mystical Key to open it, butt bash your way through the covering of the well type thing, and go down. Go through the door and down the hall (doesn't the music during this add a sense of being chased? :P), ignore the sign (No entry allowed!!), go through the door, down the next hall, ignore the next sign (Really! No entry allowed!!), down the hall and past the sign yet again (Absolutely! No entry allowed!!), through the door once more, and out into the nice little cavern thing.

Hmm...That's the secret strength of Tubba Blubba? Pshaw. Kick his butt. And use Bow to do it.

-----  
B O S S B A T T L E : T U B B A ' S H E A R T  
Max HP: 50 Attack: 6 Defense: 0  
-----

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

-----  
Easy battle, this. Use Bow to hide every time he uses his strong and special attack (make sure you always have at least 2 FP!), and hammer away at him (not literally) with Mario's Power Bounce attack. Or just regular Jump attack. Or whatever. And remember - Star Spirits and attack command are our friends. When he gets down to about 5 HP or so, he'll bounce off.  
-----

Follow that heart!

-----  
B O S S B A T T L E : T U B B A B L U B B A  
Max HP: 10 Attack: 4 Defense: 0 ...probably. SP: 30  
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Tattle: "This is Tubba Blubba, now reunited with his heart. This is finally his true self. 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..."

-----  
Another easy battle. I didn't use my partner at all, except for Tattle. Just

hit him with your hammer a few times.

-----  
Aw...poor guy...with his heart and body united, he's not invincible anymore. That's a lesson for ya, kids. Rip out vital organs with a fork, and you'll live forever. Or not. But I was LMAO at this part. "Not invincible" Tubba Blubba? Just a really sensitive guy trapped in a huge body? Hehe...

Anyway, Bow will decide to stay with Mario and learn more about the rest of the world, and give back the Star Spirit. Whew. End of chapter.

-----  
E n d o f C h a p t e r 3  
-----

So ends Chapter 3. Save your game (or don't), and prepare for another fun adventure with the princess.

Go on out into the hall (use the secret passage) and go up to the nice little button and push it. Now you get to eavesdrop on Bowser and Kammy! Oh, what fun! Ooh...bad timing. The thing will turn, and Peachie-poo will end up right behind Bowser.

Well, after hearing a rather information-packed conversation, Peach will end being asked about weak points. Of course, it would only be wise to lie to him. So say Mushrooms, Thunder Rage and Super Soda.

The guards will Peach back in her room (don't ya just love the way they carry her off?), Twink will fly away, and it's back to Mario, who now has 3 Star Energy bars, and the Star Power of Skolar (Star Storm). What a lucky guy. Of course, Bowser's life force is getting stronger all the time, so maybe he's not so lucky...

Head back to Toad Town via Forever Forest, you will meet up with an old friend...

-----  
B O S S B A T T L E : J R . T R O O P A  
Max HP: 40    Attack: 5    Defense: 1    SP: 22  
-----

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

-----  
His latest addition to his defense is wings, so now you can only jump on him. Parakarry is by far the best partner for this, so use his Shell Shot attack a lot and use Mario and his new shoes. When the battle's over, you can laugh at him some more.  
-----

Go through a wrong path then head back to make it back to Toad Town faster. Once you make it to Toad Town you will witness the theft of Tayce T.'s favorite frying pan by a Shy Guy. You can go see her, but she won't cook you anything now. Go north, and you'll find one stealing a Calculator. Now, someone tell me why a Shy Guy would want a Calculator (or a Frying Pan, for that matter). But anyway...see those 2 Shy Guys running around Minh T.'s garden? Whack 'em with your hammer to make 'em go away. Then pay a friendly visit to your neighborhood Post Office. Feh. They're everywhere. Darn dirty

Shy Guys... Talk to Merlon, he will say he had a dream about running around a red cactus in Dry Dry Desert. Go to Shroom Grocery, whack the Shy Guy there, you can now buy stuff from there. Walk outside and a Shy Guy will run past with Russ T.'s Dictionary in tow.

Head towards the docks, and Twink will show up to tell Mario about the Shy Guy's Star Spirit (they're keeping it in their Toy Box), and to congratulate him on his victory over T.B. No, not tuberculosis...Tubba Blubba. Honestly, you people...Grr...

Go into Harry's Shop in that area, and you'll find another Shy Guy (he is running out with a Storeroom Key. Blah. Now, go into the empty house at the far left side of that area of town, and use Bow to become invincible. A pink Shy Guy will show up, not see Mario, and jump through a secret trapdoor. Follow him. Jump on the springboard to start Chapter 4!

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v) Chapter 4 : Trials in the Toy Box  
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This place is really juxtaposed to the last level, from gloom to bright colours.

Anyway, the train is missing, so head left. Fight the yellow Shy Guy if ya want (you probably don't have a choice in the matter), then go talk to the black Shy Guy beside the treasure chest. If you're brave, strong, or stupid, fight 'im! Otherwise, don't. The chest he's guarding contains a Power Plus Badge, so it's well worth the tough fight.

-----  
B O S S B A T T L E : A N T I G U Y  
-----

Max HP: 50    Attack: 10    Defense: 0    SP: 30  
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Tattle: "This is an Anti Guy. His attacks are so intense that he's also called Deadly Guy. 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."

-----  
He's right, y'know. This sucka's pretty hard. Use Bow and hide Mario all the time, and just use normal attacks with Mario, and you'll be fine. Or not. Power Bounce is really your friend in this battle. So is Double Dip and a surplus of Super Shrooms.  
-----

Keep heading left, hit the ? block for a coin before heading left to the next area. This room is full of naughty Shy Guys carrying top merchandise, so you need to mug, roll, bash. etc them for the loot. Two are carrying Cake Mix, and their are others carrying a Mushroom, a Fire Flower and a Calculator. So you'd want to focus your efforts on the guys with the Cake Mix and the guy with the Calculator.

Now head back to the first section of the Toy Box, now head right. Kammy should be leaving a Mushroom for Mario, oh... the horror. Spin Jump on the closest Star Box to net some coins. Fight the lil' Shy Guy, then do a Spin Jump on the Star Box ahead to fly up onto the stack of blocks. Do a Spin Jump on the Star Box up there to be flung over to the other side, netting more coins. Drop down and continue right, hit the ? block for a coin. Then enter the doorway of the coloured building and make your way up the steps to it's roof, use Parakarry to fly over to the roof to your left for a Star Piece. Fly back, then make your way over to the next building on your right.

Now drop down to the block wall below, use Parakarry to fly Mario to the ? block so he is on top of it. Fly over to the blocks on your right, hit the ? block up there for a Thunder Bolt, drop down and hit the ? block you stood on for 10 Coins. Now head right, collect the Mushroom and open the chest for the Storeroom Key, make your way to the first screen of the Toy Box, jump on the trampoline to head back to the Toad Town.

Exit the house, then head off to Harry's Shop, talk to him and give him back his Storeroom Key. He lets you raid his Storeroom... Wow... Cool... Inside is a Dizzy Dial, a Toy Train, a Volt Shroom and a Snowman Doll. Exit the shop and head to Rowf's Badge Shop. Give him the Calculator and he will be back in Biznezz. He will also give you an I Spy Badge to show his gratitude. Exit and come back to buy badges, he now has:

Jump Charge | 50  
Group Focus | 100  
Spin Smash | 75

Go to the Inn and sleep, save then head to the Toy Box, before entering, stand next to the Toy Box and throw the Toy Train in. It will land on the track inside the Toy Box. Jump in the Toy Box.

Save, talk to the Toad near the Toy Train, hit the Pink Switch, then talk to him again to hop on board. Once you depart off the Toy Train, head right and open the chest for the Mailbag. The walk left, save, and then head right to the next section. Heading left just take you to a dead end, blocked by an obese Cake loving Shy Guy, called Gourmet Guy. Anyway head right.

Lots of Shy Guy's are around here, burst their bubble... er... balloon. Parakarry is a good choice here, head right until you make it to a Star Box, then Spin Jump on it to head up to the higher section. Head left and open the chest for a Defend Plus Badge. Head right and jump on the Star Box to be bounced back down (but on the other side of the wall). Continue on, you will eventually see a red Shy Guy in the background, follow it to find the secret moving panel. Use it. Now head right, hit the ? block for a coin, open the chest up ahead for the Ice Power Badge. Head on and collect the horrid Thunder Rage; Kamy left for you, and open the chest for the Frying Pan. Now head back to the Pink Station, take the train to the Blue Station, Save then jump on the trampoline to head back to Toad Town.

Head to Tayce T.'s, and give her back her Frying Pan. She will give thanks by cooking you a cake (with a Frying Pan), mmmmmmm cake ^\_^ . Have her cook anything up you wanted to but couldn't, get her to cook the Cake mix to make more Cakes. Then head to the Post Office, give the Paratroopa in there the Mailbag and in return he will give you a Star Piece. Sleep in the Inn, Save and then head back in to the Toy Box.

Take the train to the Pink Station, this time head left, continue down the path, climb the blocks and hit the ? block for a coin. You will be ambushed by a Spy Guy around here if you're not careful.

Keep heading left until you reach Gourmet Guy, give him the cake, wow... he moves pretty fast for a tubby. Now collect the Cookbook he dropped, head up over the rails, then head on right. hit the ? blocks and the brick block for coins, defeating Shy Guys on the way. Eventually you will get to a Pink Switch. Flip it to fix the track, now you can travel to the Green Station. Head back to the Pink Station, save, hit the green switch to your right and take the train to the Green Station.

Head right to the next section, jump on the conveyor belts and collect the coins, now stand on the conveyor belt that is rolling right. Once it takes you to the conveyor belt that rolls down, get ready to spin right through the gap in the wire fence. Collect more coins! Select Bow as your party member and jump on the conveyor belt that is rolling towards the wire fence, press Down C to make Mario and Bow invisible/gaseous. And you will end up on the other side of the fence. There is a Shy Guy with a NotePad, whack him! Once he's gone, collect the Mystery Note. Make your way right, there is a giant Slot Machine, to use it hit the Start Block then the three blocks in any order or timing you wish. If you get two (or even one) Shy Guy(s) after hitting two blocks, run off away from the Slot Machine. Once the spinning sound stops, go back and it will reset. Here is a Prize Table for it:

3 Stars	= ?
2 Stars	= Mushroom
3 Coins	= 10 Coins
2 Coins	= 1 Coin
2 Shy Guys	= 2 Shy Guys
3 Shy Guys	= 5 Shy Guys

Anyway, enough with the gambling. Keep heading right, jump up on the highest green block. When it reaches its highest point, fly with Parakarry to the highest pink block on your right. Hit the brick block rapidly for coins. Now when it reaches its highest point, fly with Parakarry to the highest blue block on your right. Then when it's at its highest point, fly with Parakarry over to the ledge on your right. Collect the disgusting Super Soda and open the chest for Russ T.'s Dictionary, drop down to the green block. When it is at its lowest point, head right into a secret room with coins and a Star Piece. Now make your way back to the Green Station, take the train to the Blue Station to go back to Toad Town.

Once in Toad Town, go to Tayce T.'s first. Give her the Cookbook, now she can cook with two items simultaneously, thus increasing the amount of dishes she can create for you considerably. Then go to Russ T.'s (it's near the pipe to Mario's House). Give him the Dictionary for a Star Piece. Then give him the Mystery Note, he will translate it, the notes says "Hit yellow, green, red then blue". Sleep in the Inn, save and then head back to the Green Station of the Shy Guy's Toy Box.

Hit the coloured boxes in the order the note said, if you did it correctly the missing part of the track will materialise and you will be able to go to the Red Station. So you go do that. Go to the Red Station.

Save and hit the Heart Block to heal, head left to the next section, jump on the brown flower box then to the moving platform then from that to the block ledge, then to the Ferris Wheel (hit the ? Block up there for coins), then to the next block ledge and then drop down to your left. Hit the ? blocks for coins, jump on the next brown flower box and climb up onto the block ledge using the moving platform, take note of the moving platform up ahead to your right, it takes you to a Power Block.. but you will want to wait until you get the next party member. Anyway, head left and enter the toy fort.

You'll find a Big Lantern Ghost...

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-----  
B O S S   B A T T L E :   B I G   L A N T E R N   G H O S T  
    Max HP: 40   Attack: 5   Defense: 0   SP: 15  
-----  
Tattle: "He avoids attack by hiding in the dark. Your friends, like (ahem)
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me, will also be damaged when he does the Flash Attack. The flash attacks 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!"

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This guy is a cinch, if you press "Z" to change to Bow then get her to Smack the Lantern bright, so that Mario can then jump in (literally) and Power Bounce the hell out of the BLG.  
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Once you have vanquished him, walk up to his Lantern and talk to it, now hit it with your Hammer, it's a baby girl spark called Watt, how cute ^\_^ . She joins your party. Exit this dark room, hold Watt to find a secret ? box, hit it for a Snowman Doll. Head back to the Red Station, on the way power up Watt using the Power Block, also hold Watt around the ? blocks you hit for coins to uncover a secret red ? block, hit it for a Deep Focus Badge, and lastly, just before going through the passage way to the Red Station, hold watt to uncover a ? block with a Volt Shroom in it. Once at the Red Station, hold watt to uncover a ? block with a Super Shrom inside. Hit the Heart block to recover all your HP and FP and then Save.

Head right, a naughty Shy Guy sees you then bolts away. Bomb the crack in the block fortress using Bombette, blimey millions of Shy Guys... would you believe a thousand? ...a hundred? ...fifty? ...two? Head on, use Watt to uncover a hidden ? block, hit it to get a coin. Anyway, now jump on the nearby Star Block to bounce on top of the big green block. Now from there jump on the ? block you just hit, then use Kooper to knock out the brick block ahead to make the Shooting Star drop down. Collect it. Continue on and hit the ? block for a Sleepy Sheep and enter the toy fort.

Use Watt to see in the dark, you'll spot some Shy Guys but they will run away making a huge hole in the wall. Walk through the hole and you will be greeted by the General Guy and his army. Time to do battle.

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B O S S B A T T L E : S H Y G U Y A R M Y

(Shy Squad)	Max HP: 15	Attack: 1	Defense: 0	
(Stilt Guy x 2)	Max HP: 7	Attack: 4	Defense: 0	
(Shy Stack x 2)	Max HP: 10	Attack: 1	Defense: 0	
(General Guy)	Max HP: 30	Attack: 4	Defense: 2	SP: 34

-----  
Tattle:

(Shy Squad) "It'll attack us with all its members at once. The number of times we're attacked 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!

(Stilt Guy) "Yes, as the name suggest, Stilt Guys are Shy Guys on Stilts. I mean, it seems pretty obvious to me... If you attack 'em by shaking the ground, they'll fall off their stilts and become normal Shy Guys."

(Shy Stack) " Whoa, this pile has an incredible sense of balance! Look at that stack! It's 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."



(General Guy) "This is General Guy in his tank. The tank seems to be dangerous even though it's a toy. 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."

-----  
This battle has 4 phases, the Shy Squad, then two Stilt Guys, then two Shy Stacks and then finally General Guy in his tank. Mario should start off using Power Bounce, to take out large numbers of the Shy Squad so their attacks are feeble. Then continue using basic timed attacks until you have to fight General Guy. Firstly, use Mario's Power Bounce to take out the light bulb, so he can't use that really annoying electric attack. Then use Watt's Electro Dash attack, this is one of the only attacks that can penetrate his armor. Have Mario use Hammer attacks. Eventually you will have him down.  
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The Shy Guys will now flee, and Mario will find and rescue another Star Spirit, called Muskular. End of Chapter!!! YAY!

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E n d o f C h a p t e r 4  
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Now it's back to Twink and Peach, time for Peachie-poo to sneak out again. Make your way through the usual escape path. Go across the foyer (be sneaky to get past the guards like last time) to the bottom right door, go to Gourmet Guy, he will want you to cook... the fat bastard wants Peach to cook, if only she had The Feminine Mystique, then she would have told him to feck off. Anyway, he will give you a Castle Key. Now exit the room and use the key on the southern exit of the foyer. Make your way down the stairs and go through the door on the far right, something is in the wardrobe. Search it and you will find a Toad inside, he's hiding from Bowser... figures! Open the chest for the Last Stand Badge, then exit. Head to the special chest and throw the badge in it.

Now make your way back to the lower foyer, go through the door on your right under the stairs. Time to cook... First you have to put sugar and eggs in a bowl, pick up some sugar (green box) and put it in the bowl, then get an egg and put it in the bowl, then talk to Twink and select Yes. Now to whip that batter, tap the A Button really fast. Now you must put flour and butter in the bowl. Pick up some flour (yellow and orange packet at the end of the bench) and put it in the bowl, then get butter (bottle with red top) and put it in the bowl, then talk to Twink and select Yes. Time for cookin', press the A button, count to 20 then press the A Button again. Count like 1 - One Thousand - 2 - One Thousand - 3 - One Thousand... etc. to be fairly precise if you don't have a Stop Watch. Now time for decoration, pick up some cream (bowl with white stuff in it) and put it on the Cake. Then pick up some Strawberries (red pallet) and put it on the Cake, then talk to Twink.

Now exit, Gourmet Guy will taste your cake, if he likes it he will fly around the screen like before and then he will tell Peach where the next Star Spirit is. If he doesn't like it, he will spit it out and tell you what you did wrong, then you will have to redo it. Twink will fly off to tell Mario the location of the next Spirit, then Peach will get caught... again...

Back to Mario 'n' the Star Spirit Muskular, he will upgrade Mario's Star Energy and Mario will now be able to use the Star Power Chill Out! KKEEWLL! Then Twink will fly down and tell you the secret.

Now in Toad Town, do the usual stuff, save, check out the Toad Town Tunnels, Shop, get Tayce T. to cook stuff. Also Rowf's Badge Shop has restocked:

All or Nothing		100
HP Plus		150
FP Plus		150

Now head over to the port, Kolorado is in the far south west corner of it. He wants to cross the ocean over to Lavalava Island. But can't think of a way to. Walk right, down the jetty and on to the blue blob, whack it with your hammer until it flings you up and begins talking to you, it's a cute whale!! He wants you to go inside him to cure his belly ache, so walk inside. It's dark so use Watt, there is a blue fuzzy looking thing bouncing inside stand in the middle and run into it when it lands near you. Beat the Fuzzipede, it has a maximum of 22 HP and you can only use Watt as you party member. Once beaten he will now stop bouncing inside, so the Whale will feel better and spit you out. The Fuzzipede will be obnoxious, then he'll bounce off. After some talk, Kolorado, Mario and Watt willl decide to use the whale to get to Lavalava Island. So do anything you want to do before departing, then go to the Whale and select to go to Lavalava Island.

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vi) Chapter 5 : Hot Hot Times on Lavalava Island

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Once you depart from the Whale, Kolorado will run off. Time to Explore! Head up and search the bushes for a Stopwatch, hit the nearby Coconut Palm for a Coconut! Head down, if you search the Heart Plants you may receive a Heart once the stamen unfolds. Jump on the Spinning Flower then press 'Z' to be flung up to collect the coins, now head right to the next section. A little on and you will hear Kolorado's cries for help, run along the shore and you will find him being attack by a yellow fuzzy, attack and defeat the Jungle Fuzzies and then Kolorado will run off. Jump to the right of the nearby Bellbell Plant, to receive some Repel Gel from a hidden ? block. Climb the rock outcrop nearby to be able to collect the letter up there. Continue on, remember to press 'Z' over the Spinning Flower to net some coins, and to whack the last Coconut Palm to get a Star Piece before heading on to the next section.

Welcome to Yoshi's Village! Talk to the Yoshi's around then head east to the next section. Rest in the Toad Inn, Shop in Yoshi's Cabana, they have:

Super Shroom		15
Honey Syrup		6
Tasty Tonic		2
Fire Flower		5
Thuder Rage		15
Snowman Doll		15

Then save, talk to the Yoshi's and Sushie the Cheep-Cheep then head off to the east to Mt. Lavalava. A little on, you will hear another call for help from Kolorado, head on and you will find him being attacked by a tribal Shy Guy, a Spear Guy. Defeat the Spear Guy. Once you've saved Kolorado, head right in pursuit of him. Talk to him, he will tell you that you've basically hit a dead end then he'll run off to the village. So follow him back, but before doing so, check behind the large tree to find some Jammin' Jelly.

Oh no, the five kid Yoshi's have disappeared into the jungle! Recover in

the Toad Inn, Save then head up into the Jade Jungle. Search the bush to your left for a coin, if you search the nearby Heart Plants you will be in for a surprise in the form of a Hurt Plant, anyway... search the bushes up ahead and Mario will brush them aside. Search the blue grass clump and you will meet another surprise.... M. Bushes. Hit the tree for a coin then head right to the next section.

You will hear screams for help, but this time it's not Kolorado. Walk on ahead, it's Sushie, someone has put her up the tree.. so she's like a fish out of water up there... literally. Hit the tree with your hammer until she falls down. She then joins your party to help find the Fearless Five (but they haven't split up because they hate each others guts, and they don't destroy Grease songs). YAY!

So now head down over the long bridge and go to the platform (jetty) and press Down C to hop on Sushie back, then into the water. Pop under the log bridge by pressing Down C to dive, then head to the platform above and dismount from Sushie on to it. Collect the Star Piece then hit the tree to get another letter., head back into the water and over to the left to another platform. Talk to the Bub-ulb on the there, he tells you to come back later to get the Magical Seed, use Sushie to get to the first platform (jetty) then make your way back left to the last section.

Use the platform to get into the water with Sushie, then head left then board the platform on the island. Dispose of the Spear Guy then hit the red ? block for the Power Quake Badge. Head back into the water with Sushie, head left, dive under the log and swim to the next section.

Head left, dive under the log, dive to collect the coins at the bottom of the lake. Swim left and dismount on to the bottom left platform (jetty). You will hear a strange noise, head up and search the bushes to brush them aside, then search the bushes ahead until you find the one that is a M. Bush. Now sarch the lone bush ahead to find the Red Yoshi kid, he'll head back to home. Head down and jump back in to the water with Sushie, swim up and dismount on to the platform ahead, head right, take care of the Spear Guy. Hit the tree for a coin then head down to the Power Block, upgrade Sushie with it. Head back to the water platform, but don't go back in the water. Instead, head up to the next section.

Up ahead is a flower called a Munchlesia, jump in it to snag the coin (but only if you don't mind losing one heart). Search the bushes up ahead to brush them aside. Jump in the water with Sushie using the platform ahead, swim left and dismount onto the platform ahead. Walk right, jump on the Spinning Flower then press 'Z' to be propelled upwards, whack the Spear Guy with his posse of Jungle Fuzzies bitches, then search the bushes up ahead and Mario will brush them aside revealing a pipe. So go down it.

Use Watt to see in the dark, climb up the rock face to get to the Green Yoshi kid, who is crying. Talk to him and he'll head back to the Village. 2 down, 3 to go! Head back up the pipe, drop down and get back into the water with Sushie, head left to the next section.

Keep heading left, past the first platform and dive to collect the submerged Star Piece. Now board the platform then hit the stump with your Hammer to uncover a bridge. Cross it and you will find a Light Blue Yoshi kid, talk to him and he'll head back to the village. Back track to the section with the Spinning Flower, board the far right platform then head right to the next section.

Head right, hit the stump to make another bridge spring up, head right and

kill.. err... actual "ruffle" the Fuzzy.. there that sounds nicer. Head on to the next section. Oh no, the Yellow Yoshi kid is trapped by some Putrid Piranha. Save him from them and he'll head back home. 1 more Yoshi Kid to go! Now head back left to the last section, jump into the water with Sushie via the platform and head a little left to board the other platform. Head down to the next section. You will hear some snoring, head left and hit the tree to wake up the Blue Yoshi kid, he will head back to the village now. And since you have found all 5 Yoshi kids, so should you. Head down and hit the stump to make a bridge pop up, cross it then head back to Yoshi's Village.

Talk to Kolorado, he says that the village elder wants to see you, so head left to the first section of the village and make your way to the middle island with the large raven statue. Talk to the village elder, he will thank you then he will fetch the Jade Raven statue from the larger statue for you. Recover in the Toad House, buy some needed items, Snowman Dolls are very helpful later on in Mt. Lavalava... hint... hint... Now head back into the Jade Jungle.

Head left over the bridge, head upwards until you get to the next section. Jump into the water with Sushie, head up (diving under the bridge) then board the platform above. Put the Jade Raven into the hole in the Large Raven Statue. It will move aside so you can head up to the next section. So do so.

Jump up to the higher section and use Watt to uncover a hidden ? block, hit it to get a Stone Cap. Go right and whack those darn Spear Guys. Search the large bushes ahead to brush them aside, then head up to the next section. Move the first blue block up one space then right one space, jump once on top of it to hit a hidden ? block with a Volt Shroom in it. Now head right and push the closest blue block on top of the geyser, keep covering the geyser with the closest blue block until a large geyser lifts the rock, which is blocking the way. Move a block that's covering a geyser, then head up to the next section.

Jump up at the vines hanging off the trees. By doing this, you will make two Fuzzies, a Mushroom and a Fire Flower fall from the trees. But you will also open up a path to the next section. So head up. Head right, you will hear a strange growl, continue on and you will find some Putrid Piranhas blocking the way, so battle them. They are accompanied by a W Magikoopa. Take him out first or it will be a very long battle. Once you have defeated them, head right to the next section.

Wow... a huge tree... enter it. Save then climb the "stairs" to the top, then head through the passage way. Walk around the spiralling strangler all the way to the top to net a Happy Heart Badge. Then walk back down a little and enter the tree again, make your way up the "stairs" to the very top. Here you will meet Raphael the Raven, talk to him. After some chatter he will call the ravens, then he will drop down with them following. Follow him, talk to him again and he will up root... haw haw haw... an obstacle. Keep following him, once you catch up to him, he will get the ravens to build a canopy crane so you can get to Mt. Lavalava. Raphael will now give you an Ultra Stone, then he will run off with the other ravens.

Jump into the basket to be taken to the canopy, head right along the branch then jump up to take the flying fox (zip-line) down to Mt. Lavalava. Hit the Heart Block to recover then enter the volcano.

Head right, a Putrid Piranha will pop and act all strange like a security system. Head right to the next area. You will find Kolorado. After watching him comically burn his buns, quickly jump from rock platform to rock platform until you get to a large stable one. Wait for the moving platform to come

close, then jump on it and take it to the next platform. Fight the Lava Bubble.

Jump on the flying fox (zip-line), and talk it all the way down. Head right, continue down the path dodging the fire bars. You will eventually get to a Power Block, hit it and upgrade one of your buddies. I suggest Sushie, but Bombette or Parakarry are other good choices. Backtrack to the last section. Climb up on the rocks and stand on the brick block up there, then change your part member to Kooper and then use him to knock out the brick block ahead. Jump down and collect the POW Block, fight the Spike Tops down there, and hit the ? blocks for coins. Head left, then right down the lower path. Save. Jump on the flying fox, if you press 'A' at the right time to get off, you can get a Fire Shield Badge.

Drop down and head left to the next section. Continue left down the tunnel to the next section. Jump up the to higher section and head left. Use Parakarry to fly over the Lava stream, then get Mario to push all of the blue blocks into the lava stream to partially block it. Head down to the lower part and use Parakarry to fly over the far thinner lava stream. Now head left to the next area.

Push the blue blocks out into the lava to form a little bridge out into the lava, stand on the very end of it and use Parakarry to fly over to the other side. Go over to the large chest and open it for a Ultra Hammer. Whack the Metal Blocks to your right, then go right. Fly over the lava stream then head right and hit the Metal Block closing off the lower path, go right, down the path. Fly over the lava stream with Parakarry and battle the Putrid Piranha. Climb the rocks and open the chest for the Dizzy Stomp Badge. Backtrack all the way back to the room with all the flying foxes.

Use the trampoline to get up to the higher section, talk to Kolorado then hit the Metal Block and head right. After Kolorado amusingly jumps over the edge, take the flying fox down, let go half way down (use the sudden lightening in the background as a guide) to land on a plateau with a Power Block, use it to upgrade a party member. Head back up, and this time take the flying fox all the way down. Go right, to the next section. Quickly run down to the next area to avoid the rolling spiked Thwomp.

Now head over the lava using the moving platform, dodge the firebars and fight the Lava Balls while heading right. Wait to the right of the last firebar and jump it (you will probably turn it into coins in the process) until the moving platform comes, when it does take it over to the other side. Go right.

Fight the enemies then head right, Kolorado will appear and will tell you that the treasure is near. So move the blue block up onto the groove then push it all the way to the left, use it to get a leg up to the higher section. Whack all the Metal Blocks up there, so the rolling spiked Thwomp can free roll down, so run quickly right. It will blast a hole through the sheer rock face. Kolorado also got in its way ^\_^ Go right, Kolorado will run past you, jabber on and then he will run off. Hit the Heart Block to recover. Follow him right, hit the ? blocks for a Super Shroom and Maple Syrup. Kolorado is at the dead end, he tells you to backtrack and go another way. So do so. Head back left and then go left down the steps, Save then head right. Another Putrid Piranha will act like a security system, continue on, you will come across a giant Piranha Plant, time for a boss battle.

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B O S S B A T T L E : L A V A P I R A N H A

(Lava Piranha) Max HP: 40 Attack: 5 Defense: 0 SP: 20

(Lava Bud x 2) Max HP: 8 Attack: 4/0 Defense: 0

(Petit Piranhas x ?) Max HP: 1 Attack: 6 Defense: 0

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Tattle:

(Lava Piranha) Lava Piranhas are plants that can somehow survive in lava.

[Normal - They blow out huge balls of fire to attack. That is one big flower! Wow!

[On Fire- Since their bodies are on fire, you'll take damage if you stomp on 'em. Don't worry of you're fire proof. 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.

(Lava Bud) Lava Buds are little flower 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.

[Normal - They blow small seeds or other projectiles to attack, the small Lava Buds attack power is 4.

[On Fire- They blow put Petit Piranhas. The Lava Bud's stems themselves won't attack you.

(Petit Piranhas) Petit Piranhas spew from Lava Buds. These things can do some serious damage, so watch it!

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Focus your attack on the Lava Piranha, but also multiple enemy attacks like Sushie's Tidal Wave, Bombette's Bomb and Mario's Quake attacks are very helpful in killing the Lava Buds while taking damage out of the Lava Piranha. Once you kill them, they will come back out of the flames... like a Phoenix. This time Sushie is extremely helpful, with her water attacks such as Squirt and Tidal Wave you can douse the flames. Tidal Wave is also great because you can take out the Petit Piranhas with it, they can cause heaps of damage.

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Once they have been defeated, Kolorado will run away in pursuit of treasure. But then the card encapsulating a Star Spirit will come out of the lava. Walk up to it. END of CHAPTER! WAAHOOOO!

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E n d o f C h a p t e r 5  
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What the... ? The volcano is about to erupt! Head right following Misstar. Kolorado still hasn't found his treasure... \*sigh\* Head up the stairs. After watching the antics of Kolorado, follow Misstar's advice and bomb the cracked wall with Bombette. Head on through. Yay... Kolorado has found his treasure, but the volcano is erupting!!!! Misstar will pick up Mario and co. and she will fly up the main vent of Mt. Lavalava with lava in pursuit. The treasure will also fly up and land in the Jade Jungle. You will be prompted to save your game, so prepare for another very fun adventure with the Princess and Twink, he's soooo cute ^\_^.

Head out the usual secret exit, head down through the southern exit of the foyer into the lower foyer. Go down the stairs then enter the door on your far left. One of Bowser's cronies will catch you, but just as he's about to cart you off, a Hammer Bros. stops him. They want you to play a game with them O\_o .

The 64th Trivia Quiz'off! You get to answer questions, most of these questions whole purpose is give you a hint of where the next Star Spirit is. In order to answer some, you'll have to hit the A Button heaps, but if you do

that you can't see the question! So here are the answers:

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

You will get Jammin' Jelly if you answered at least four right, you will then get the Sneaky Parasol. Now Bowser will suddenly come in... BUSTED!!!

Back to Mario, Kolorado and Misstar. Misstar will upgrade your Star Energy to 5 and will give you the Smooch StarPower to use, which restores 20 of Mario's HP! Kolorado will sulk of. Follow him back to Yoshi's Island. Talk to Kolorado, also if you happen to have some Cake talk to the Yellow Yoshi adult, give him some Cake and he will give you a Melon in return. Head into the Jade Jungle.

Search the bushes up ahead to brush them aside, then head up and to the right to the next area. Go right and open the chest to get the Volcano Vase. Now using Sushie head over to that Bub-ulb again and talk to him, he has give Kolorado the last Magical See... awwwww. Head back to Yoshi's Village and talk to Kolorado. Give him the vase and he will be so happy he will give you the last Magical Seed!!! Finish any unfinished bizness in Yoshi's Island (i.e. Shopping and swapping Cake for Melons). Then go west it is peaceful there, and talk to the Whale and tell him you want to go back to Toad Town

Jr. Troopa comes swimming ready for a fight! Hehehe... but he's too late Mwhahahahaha! The lil' Kieren Perkins, he will follow you back to Toad Town where he will pick a fight after Kolorado heads back to his home.

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B O S S B A T T L E : J R . T R O O P A

Max HP: 40... actually 20    Attack: 6    Defense: 1    SP: 22

-----  
Tattle: "It's Jr. Troopa! He swam all the way after us! this kid... he's got guts! He still flies but now he has a spike on his head. It'll hurt if you jump on him. He seems tougher this time. Luckily for us, he also looks pretty tuckered out. Well, he sould 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."  
-----

Still easy as hell, use any attack items you have, Mario's Hammer Throw attack and any indirect attacks from your party member. And you should take him out pretty easily.  
-----

Back to Toad Town at last! Get Tayce T. to cook stuff you collected on your journey to Lavalava Island, buy some Badges from Rowf's Badge Shop, this is his last restock:

- Damage Dodge | 150
- S.Smash Chg. | 100
- Mega Quake | 200

Head to Merluvlee's House and head up to Merlow to swap some Star Pieces for some good badges. Go to the Toad Town Tunnels to explore more with your new abilities. Head to the first section of Toad Town (the one with Shroom Grocery, the pipe to Mario's House, etc. Use the platform (jetty) there to get into the pond with Sushie, swim to the far left and dismount to get the Star Piece. Now head back into the water and board the platform on the island with the pipe. Jump into the pipe and head right to find a Power Block, use it level up one of your party members. Fight in the Dojo! Shop, recover in Toad House and then Save. If you head for Koopa Village you will find Kolorado at the Toad Town exit, he says a fat bastard called Kent C. Koopa is blocking the road. If you head up to Kent C., select fight twice to fight him. Please read the strategy before you do so, so you're prepared.

-----  
B O S S B A T T L E : K E N T C . K O O P A  
Max HP: 70    Attack: 10    Defense: 6    SP: 20  
-----

Tattle: " He seems pretty greedy for such a large Koopa. 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..."

-----  
Before fighting him put these Badges on: Group Focus, Dodge Master, Happy Heart, Deep Focus, Damage Dodge, Last Stand, Power Rush & Pretty Lucky. Now fight him with Bombette, use the Lullaby Star Power until you get him asleep, then use Mario's Jump attack times to flip him over. Then use Mario's Hammer attack and Bombette's Bomb attack to pound away at him. If he wakes up, put him to sleep again. If your Star Power gets low, use Bombette to Focus. You may want to have some Super Shrooms and Sleepy Sheep set aside if you get into trouble.

-----  
Anyway, head to the Flower Garden and give Mihn T. The last Magical Seed, a door to Flower Fields will now appear, go through that door!

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vii) C h a p t e r 6 : Dark Days in Flower Fields  
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Once on the other side of the door, the Wise Wisterwood, a large tree will begin talking to you. He will tell you of an evil mean guy called Huff N. Puff who is apparently more evil then Bill Gates, Hitler and H. R. Puff N. Stuff combined! Huff N. Puff has brought permanent cloudy weather with him, this means no sunlight, which means the plants can't photosynthesis... so they are dying! He says that you need to find a Magical Bean, and a flower chick (not Aeris) called Petunia is the woman/flower to see.

Talk to the Bub-ulbs if you wish, then head down the eastern path to the next area. This place is full of Crayzee Dayzees and Bzzaps! Touch the second outcrop of flowers on the wall, so it unfolds revealing a Stinky Herb. Keep walking east until you get to the next section.

Talk to Petunia, Monty Moles have been biting her roots and she wants you to save her from them. So beat up all of them. Go and talk to her again now. She



will be so thankful she'll give you a Magical Bean. Now attack the Crayzee Dayzee if you wish, then hit the tree near it. Collect the Red Berries it drops. Go back to the Wise Wisterwood and save.

Go down the south west path to the next area. There is a Red Flower here, give it a Red Berry and it will let you pass. Fight the Bzzaps! ahead, touch the second flower outcrop for a Stinky Herb, fight the Ruff Puff, hit the tree on the way left to get Yellow Berries. Continue on to the next area. Talk to the lily her name is Posie (go figure) she'll give you the Fertile Soil. Now head back to the area with the Wise Wisterwood and save like a good boy/girl. Go down the south eastern path to the next area.

Give the Yellow Flower a Yellow Berry so it will open the gate for you. Head right, jump over the first three gaps and then fly over the last two with Parakarry. Climb the steps behind and go left to get to a Power Block, so you can upgrade one of your party members. You will have to battle many Crayzee Dayzees on the way. Head back right, in the flower patch to the left of the tree there may sometimes be Amazy Dayzees. They're hard to kill before they run off, but if you manage to kill them you'll get lots of Star Points. Hit the tree for Blue Berries, then search the flower patch to the right of it for a Star Piece. Now go right to the next section.

Hit the ? block for a Dizzy Dial, the jump into the empty spring and climb out of it using the stairs to the right. Then head right to the next section. Head around the perimeter of this area (anti-clockwise) and hit the tree it will take you to, to get a Jammin' Jelly. Talk to the Lotus flower, her name is Lily (go figure again...). She wants Mario to fetch her the Water Stone, so she doesn't die... fair enough. So head back to the area with the Wise Wisterwood and save. Head down the eastern path again, head east even past Petunia this time. Throw a Blue Berry into the empty well you find, and the thing down it will give you the Flower Saver Badge. Head back to the Wise Wisterwood then go due west to the next area.

Give the Blue Flower a Blue Berry and it will open the gate for you, this place is full of Spinies. Anyway, head left, owwwwwww... a hedge maze, but first some Lakitus will attack you. So defeat them. Now head into the hedge maze. Head up and then left (where the hedge is raised) now follow that path until it kinks up Like this:

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  - - - -  
  |  _v_  |  
  | |    | |
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Go down where the little v is pointing. Follow that path down then head right (where the hedge is raised) follow that around and head left to reach a pipe, go down it, you will appear at the exit. Before you head left, go right and hit the brick block heaps of times for coins. Go left now.

Here you will meet Rosie (thankfully she's a rose ^\_^). This self-centered biatch has the Water Stone, but will only give it to Mario once he supplies her with something more beautiful. So head back to the Wise Wisterwood and then follow the south west path from there to get to Posie, talk to her and she will make a Crystal Berry fall down from the Crystal Tree. Pick it up and take it to Rosie. She will give you the Water Stone in return. So now head back to the Wise Wisterwood and go down the south east path to get to Lily. Talk to her then places the Water Stone in the hole. The spring will fill up with water. YAY!!! Lily is saved!! She will then give Mario the Miracle Water.

Head left one screen and use Sushie to get to the Blue Tree. Hit it to get Bubble Berries. Backtrack to the Wise Wisterwood. Save and then head down the

western path. Give the Bubble Plant a BubbleBerry so it blows a huge bubble. Jump in the bubble to get to the other side of the spiked vines. Climb the stairs in the background and head right to get a Star Piece. Backtrack left and head to the next area. Lakitu's are patrolling here, throwing Spinies. Climb the stairs and explode the rock on top so you can drop down to collect the Mega Smash badge. Head left to the next section.

Climb the stairs of the fort and you will notice the path is being raised by a rock below. So head down and explode it with Bombette to continue on. Once at the top you will find the sun, talk to it. It will tell you of the Puff Puff Machine that is creating all the clouds is to the east from here. So climb down the tower and exit to the right, continue to the right... suddenly a strange looking Lakitu will attack...

-----  
B O S S B A T T L E : S P I K E ?

Max HP: 50    Attack: 4    Defense: 0    SP: 12

-----  
Tattle: "He said his name is Spike. He seems to be a Lakitu, but he's the weirdest one i've seen, 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 what his real name is..."

-----  
Treat him like a Lakitu with lots of HP, which is what he is... Easy peasy!  
-----

After beating him, Lakilulu, Lakilester's (his real name) girlfriend will come to "save" him from you. After some soul searching and self discovery \*rolls eyes\* Lakilester will join Mario's party.. YAY!!! Now head back to the Wise Wisterwood and save (again).

Head up the north east path, jump on Lakilester and take him to the far right green column, stomp the column so it rises then walk over to the purple column to the left and stomp it so it sinks. Now take Lakilester back to the left. Stomp the red column so it sinks, then walk right and stomp the green column so it sinks. Now take Lakilester to the right again, stomp the green column so it rises, walk to the right and stomp the purple column so it rises. You've made it to the other side. There are Ruff Puffs up here, so beat them then enter the right arch and head left to get to a trampoline. Jump on it to get to a Power Block, upgrade Lakilester with it. Drop down and head right to the next section.

Quickly head right to the next section, avoiding the Spinies the Lakitus are tossing at Mario. It's the Puff Puff Machine, talk to the Lakitus around it and they'll eventually attack. After beating them, whack at the Puff Puff Machine (work both sides) and it will explode. The Sun will now be able to provide sunlight again to the flowers.

Head back to the Wise Wisterwood, talk to him. After he congratulates you, he will tell you to plant the bean. So head over to the brown patch below and place the Fertile Soil down, then the Magical Bean and then the Miracle Water. A huge vine will now spring from the soil and protrude through Cloudy Climb. So head back to Toad Town to heal if you are low on HP, FP and Star Power.

Jump on the big cloud north from the vine and take it up to the bigger cloud to get the S. Jump Chg. Badge. Head right and head up the cloud stairs to the big brown puff ^\_^ That is actually Huff N. Puff, time for a boss battle...

-----  
B O S S B A T T L E : H U F F N . P U F F

(Huff N. Puff) Max HP: 60 Attack: 5 Defense: 0 SP: 31

(Tuff Puff) Max HP: 1 Attack: 2 Defense: 0  
-----

Tattle:

(Huff N. Puff) He's a giant cloud monster. 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 restores his HP. You need to use smart tactics to beat this guy, Mario.

(Tuff Puff) These are the Tuff Puffs that break off when you damage Huff N. Puff. 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.

-----  
Huff N. Puff is a pain. If you don't kill the Tuff Puffs, he will just negate any damage you did by sucking them back up. So here's the go, get Mario to do a Power Bounce and then get Sushie to do a Tidal Wave to kill all the Tuff Puffs. If Huff N. Puff ever goes red with power, use Mario's turn to switch Sushie with Bow and then Bow's turn to hide Mario with Outta Sight. That way you will dodge major damage.  
-----

Once defeated Huff N. Puff will explode and a Star Spirit trapped in one of Bowser's cards will fall down. So walk up to it. END OF CHAPTER!!!!

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E n d o f C h a p t e r 6  
-----

You will get an option to do so, so save (unless you like to live on the "wild" side). Now for another fun Twink and Princess adventure. Escape like usual. Now use the Sneaky Parasol to turn into one of the nearby chatting guards. Cool, now you have free reign of the castle. Head to the bottom left room and turn a Hammer Bros. Talk to the Hammer Bros. at the far end of the room to get a Shooting Star. Head back to the Treasure Chest room and put the Shooting Star and the Jammin' Jelly you got in the last adventure into it. Exit and head up the stairs. Talk to the guy so he will get out of the way, then head through the Star Door. Head right, talk to the guard of the far right and he will give you a Castle Key.

Head all the way down to the entrance of the castle and unlock it. Head outside, press B to turn back into Princess and then use the Sneaky Parasol to turn into the sleeping Tubba Blubba. Head back to the guard that gave you the key, he will get out of the way now. Go through the door, Head down the hall and open the door. head up the stairs and go through the next door. Head over the bridge... Kammy will suddenly appear and will suss you out. Shucks! Back to her room Princess must go, and then back to Mario.

Klevar the 6th Star Spirit is with Mario, he will upgrade Mario's Star Energy and will give him the Time Out Star Spirit Power before he heads off to the Star Haven.

Do your usual Toad Town stuff (i.e. buy supplies, cook stuff with Tayce T., swap Star Piece for Badges with Merlow, etc.). Once that's out of your

system head to Merlon's House. Its a Ninji from Starborn Valley, another wizard called Merle (Merlon's son) needs to see Mario. So it's off to Shiver City.

Now head into the Toad Town Tunnels, head one screen right of the room with the pipe to Lavalava Island. Jump up and take Lakilester over the spikes, go down the pipe. Use Watt in this area to find a couple of hidden ? blocks with cool stuff inside. Anyway, head around the room and hit the Stone Block to go left. Head past the Dark Koopas, hit the Metal Block and head left. Hit the brick block then jump on the trampoline, open the chest for Ultra Boots. Cool now you can do Tornado Jumps.

Do the Tornado Jump to hit the brick block, so you can use the trampoline to get back. Head right, hit all the blocks in this room with Tornado Jumps. Use Watt to find a hidden ? block with a Life Shroom in it. Head back to the room with the spikes, cross the spikes with Lakilester then travel right, down the lower path. Tornado Jump the ? block above to get a Shooting Star. Head right to the next area, use Watt to see the hidden ? blocks and then hit them with Tornado Jumps. Now you can use them to cross over to the higher ledge. Go through the blue door there.

Now go down the pipe. Head left to find a Power Block, hit it and upgrade a party member. Go right, up the stairs and into the pipe to get to Shiver City.

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## viii) Chapter 7 : A Star Spirit on Ice

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Shiver City is filled with cute penguins ^\_^ Anyway, enter the store, it's called Shiver Shop. Here is its inventory:

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

Go to the Toad House and recover. After your nap an Iced Potato will be waiting on your bedside table, so collect it. Every time you sleep here an Iced Potato will be waiting for you here. Anyway, exit and head left to the western section of Shiver City. Enter the first house, jump on the drawer and then climb up to the left over to the ledge. You can go through the window closest to you (meaning you not Mario) up here, so do so. Once outside, head left and jump the gap between the houses. Go through the right window of this house, walk down the stairs and open the chest for the Attack FX E Badge.

Exit the house and drop down, follow the path left and enter the house at the end of it, that's the Mayor's House. Talk to the Mayor's wife and then go through the dividing door... The Mayor has bought the farm!!! He has kicked the bucket! He's DEEAADD!!!! And that bitc... biddy of a wife blames Mario. So now Mario has to exonerate himself like Dr. Richard Kimble, except that Mayor Penguin is not his wife, Mario isn't being played by Harrison Ford and the culprit most probably has two arms... Anyway, "The Fugitive" aside. Exit the house and talk to some penguins on the way right, gee their attitude has surely changed. Save and head right again to the eastern section of Shiver City. Head into the first house, this is Herringway's House, hmmm... it's empty. Exit, also the Warehouse next door is locked. But wait, there's a key

at the bottom of the lake, so Spin Jump into the layer of ice until you break through. Now, use Sushie to swim and dive in the lake to collect the Warehouse Key.

So now head back and open the Warehouse with it and head inside. Climb up the stairs and jump on the trampoline, now head left and you will slide down onto the roof of Herringway's House. Jump down his chimney like Santa. It's Herringway \*giggles\* I can see the likeness he has to Hemmingway. After he find's out of the Mayor's passing, he heads off to the Mayor's House, follow him there. Talk to him, then go through the dividing door. After a series of cunning plot twists.... er... yeah. Mayor Penguin will let you travel to Starborn Valley.

Time to finally head to Starborn Valley. Stock up, save and then head east. Follow down the path... awww... it's J.R. Troopa again.

-----  
B O S S B A T T L E : J R . T R O O P A  
Max HP: 50    Attack: 8    Defense: 1    SP: 24  
-----

Tattle: "Jr. Troopa! I'm stunned! Really! This guy just will not quit! He's obviously been training. It seems he can use magic now. Sigh... Let's get this over with."

-----  
Still any easy beat, just heal with Smooch or items if his magic attacks do Mario too much damage. Any attacks will really do in beating him down.  
-----

After dealing with Jr. continue on to the right. Hit the second tree you see until it loses all its foliage, then hit the stump to get a letter, it's for Mayor Penguin. hmmm... 2 of the snowmen are missing clothing. Continue on to the right. This area is filled with Gulpits and Frost Piranhas, so proceed with caution. Soon you will meet up with a scary ghost, select "Fight".

-----  
B O S S B A T T L E : M O N S T A R  
Max HP: 20    Attack: ?    Defense: 0    SP: 14  
-----

Tattle: "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.... I don't know its attack power, but it must be very powerful, judging by its looks."

-----  
Normal attacks will do. It doesn't have a whole lot of HP, so it's nothing Mario and any of his party members can't handle.  
-----

What? It was made of Twinks... strange. Head right to the next section. It's Starborn Valley! Merle will greet you, follow him to his house. You now have to get to the Crystal Palace. Merle will give you a scarf. Exit his house, he will give you advice as you depart. Hmmm... look as the Star to the right of Merle's House, jokes stolen from Parappa the Rapper. Bad Nintendo! Explore around and talk to people around here, stay in the Toad House then save. Now head back to Shiver City.

Head to Mayor Penguin's House and talk to him. He will give you the artifact that has been handed down from generation to generation in Shiver City, a Bucket O\_o

Ok, now head to the snowfield with snowmen between Shiver City and Starborn

Valley. Put the Scarf on the snowman that is missing one and put the Bucket on the head of the snowman missing a hat. The snowmen will speak and the entrance to an ice cave will open up. So enter it, save and then head up the stairs, drop down and stomp on the ice to get to the green ! switch. Stomp on it and the glacier your standing on will rise up really fast (well for a glacier). Keep heading right. On the way are some enemies but they shouldn't be too much of a hassle. Eventually you will make it to a brick block, hit it and then Tornado Jump in the same spot and you'll uncover a hidden ? block that contains a Ultra Shroom! Head right out of the cave to Shiver Mountain.

Head down the stairs and you will find a Pebble. This Pebble regenerates, but why you would even want one I cannot imagine. Head back up and over to the ledge, use Kooper to reach the blue switch to raise the glacier. What another Kooper? Hit the one on the left, it's a Duplighost.. time for a battle.

Keep heading up the mountain, you'll encounter a White Clubba, which is pretty much the same as a normal Clubba. Head up the stairs to the left of it to find a Power Block. It's probably your last and it's probably for Lakilester. Head right to the next section, there are three carved rocks with attack items in them. A Shooting Star, a Snowman Doll and a Thunder Rage. But, if you take one of them an ice door will drop down in front of you, blocking your passage to the Crystal Palace. So you must either place a crappy item in place of the attack item (use a Pebble \*hint\* \*hint\*) or collect them on your way back after collecting the last Star Spirit. Anyway, head to the next section.

Go behind the steps and walk across the glacier. Bomb the crack in the right wall with Bombette, and then go through. Walk through the right wall (it's a false wall), you will find a star trapped in ice and a magician called Madam Merlan will appear. After her story, ewww... Mario had a snot bubble. Collect the Star Stone.

Backtrack and go up the stairs, fit the Star Stone into the Star Shaped hole. The path to the Crystal Palace will now open up, in a very impressive fashion. Talk about an epic staircase!! But at least Mario will lose a few pounds. Head up the first flight of stairs, at the top is a White Clubba, defeat it and then head right and hit the red ? block to get the Mega Jump Badge. Head up the next flight of stairs and save. Climb up the last flight of stairs to get to another ice cave. Hit the heart block inside to recover, and then head right. It's the Crystal Palace! Enter it.

Equip a Quake Badge on Mario in preparation for the bats inside here. Head right and go down through the door ahead. Save and head right to the next room. The Swoopulas will attack you on your way to the next room. Open the chest for the Blue Key. Now backtrack to the first room of the palace (save on the way). Hit the red switch in the right end of this room and a blue locked door will come down. Use the Blue Key on it to unlock it, head through it. Head right and bomb the crack in the right wall of this room with Bombette, then head through the hole.

Hit the brick block in this room consecutively to get lotsa coins. It seems like this room is a dead end, but one of the gaps between the pillars has no glass barrier. Look for the one that doesn't flicker, then head through it. Hit the brick block on this side heaps to get more coins as well. Bomb the left wall on this side with Bombette, and then go through. Duplighosts!!! follow them left and go through the Blue Door. Head left, out of the entrance on this side. Head into the ice cave to the left to find a Star Piece. Head back into the Crystal Palace.

Head up through the door in the middle of this section. Hit the ? block for a Super Shroom. Head left and stomp the wooden panel to head down to a lower

section. Go right to the next room, watch out for the Swoopula while heading right to the next room. Open the chest for a P-Down, D-Up Badge

Backtrack and jump on the Trampoline. Now head right to the next room, past the Duplighost. Collect the Shooting Star in this room. Now backtrack all the way to the first room (on the opposite side of the glass/mirror), head down through the door in the middle of the room, save and then drop down the hole where the red X was, now head right to the next room. Bomb with Bombette the far right wall of this room. Oh no! Lotsa Bombettes. Hit the Bombettes that talk strange (i.e. love hearts, stars, etc. after the end of every sentence). Now after clearing this up head right through the hole. Open the chest for the Red Key.

Now backtrack all the way to the switch and hit it to bring the red door up. Use the Red Key on it then go through it. Head right to the next room. Oh no.. a White Clubba! He's accompanied by a Grey Magikoopa. hmmm... the statue on the other side vanished. Ok, time to battle the next one, accompanied by another White Clubba and a White Magikoopa. Another statue gone, time to fight the last one, he's accompanied by two other White Clubbas and a Green Magikoopa. Now exit the room.

Head through the gap in the glass and then head right through the door, head past where all the statues were and go through the door. Bomb the right wall here with Bombette, then go through the hole in the wall. Fight the Duplighost then open the chest on your right for a Triple Dip Badge. Head back left to the room with the red ! switch.

Place Bombette near the red ! switch and then run for the raised circle. You will now be on the other side, now head right to the next room. Battle the White Clubba then go right to the next room. Follow the example of Mario's "reflection" and kick Kooper through the hole. Oh no... sooo many Koope... eh? Hit all the "copies" of Kooper. Then after that's sorted out, head through the hole in the wall. Head down through the bottom door, Tornado Jump the ? block to get some Maple Syrup. Walk right... hrrmm a statue of a Dino Rhino. Exit this room and this time head right, to the next room.

Go right, to the edge of the cliff and use Kooper so your "reflection" hits the blue ! switch on their side. A bridge will now appear, cross it and go through the door. Hmmm.. some locked doors. Anyway, head through the hole in the glass, then head left to the next room. Go left again to the next room. Now head up through the door to the next room. Use Watt to uncover a hidden ? block and Tornado Jump it to get some Jammin' Jelly. Head right, oh!! It's a Mini Rhino statue. Push it to the left and you will drop down. Head right to the next room. Battle the White Clubbas on the way right, to the next room. Open the chest for a P-Up, D-Down Badge.

Now head all the way over to the Dino Rhino Statue on the other side of the Palace. It has moved! Drop down the hole and then head right through the door. Head past or battle the Duplighost and then go right through the door ahead. Open the chest for the Palace Key!

Now head over to those locked doors you saw before and use the key on one of the locks. Now go through one of the doors. A puzzle room! On the bottom side you can direct which way the White Dino Rhino's are facing, by talking to them (they face you). In turn the corresponding Dino Rhino Statue will turn to mirror that of the White Dino Rhino. On the other side you can push the Dino Rhino Statues in the direction they are facing. So what you have to do is manipulate those things so you get the Dino Rhino's on to those pressure plates. Here is the solution:

Push the left statue to the left, talk to its corresponding White Rhino so it's facing down and the statue is facing up and then push the statue up onto the plate. Now talk to the right White Dino Rhino so it's facing right and then push it's corresponding statue all the way right on top of the pressure plate. Talk to the middle White Dino Rhino so it's facing up and it's statue is facing down, no push the statue up one space. Now talk to the middle White Dino Rhino so it's facing right, and then push it's corresponding statue on to the pad. Yay!! Finished! Now head up the stairs and through the door to the next room.

Hit the heart block to recover and then save. Head through the door, walk up the snow drift to meet up with the Crystal King... battle time.

-----  
B O S S B A T T L E : C R Y S T A L K I N G

(Crystal King) Max HP: 70 Attack: 6 Defense: 2 SP: 42  
(Crystal Bit x ?) Max HP: 1 Attack: 4 Defense: 0

-----  
Tattle:

(Crystal King) He's one of Bowser's main guys. I don't know how he managed to take over this palace., but... 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 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.

-----  
Use Watt for this, because of her Electro Dash attack's defense piercing properties, she is very FP economical. Now only kill 2 of the three Crystal Bits he produces each time, that way the maximum damage he can cause you is 4. And he won't be forced into using his freeze breath on you. When you're not shattering crystal bits, use heavy attacks from Mario and Watt's Electro Dash on the Crystal King. Whenever he splits, use a multiple attack. It will be a long battle, so hang in there. Use Smooch whenever low on HP.

-----

Once he's out of the picture, Kalmar the next Star Spirit will be released in his card cell. So walk up to the card to release him. You will now get an option to save before the focus moves to Princess Peach and Twink. So save. After the events in the Princess' Castle unfold, the focus will go back to Mario and Kalmar. He will bless Mario with more Star Energy, so Mario's maximum reaches 7 and he will give him the Star Spirit Power Up & Away.

Now you must follow Kalmar's advice and head to Shooting Star Summit. So head that way, it's a very long journey. When you get to a save block on the stairs to the Crystal Palace. Drop down off the ledge there, you will fall down to a ledge with another Star Piece. Also on your way to Shooting Star Summit, you can collect the attack items in those statues, as the ice doors will shut only behind you. Anyway, make your way to Toad Town via Shiver City and the Toad Town Tunnel. Recover, stack up on items from the shops, cook some useful items (Jelly Ultra, Maple Super, Deluxe Feast, etc.), save and then head to Shooting Star Summit.



Once you make it to the top, the Star Spirits will speak to you then a shaft of light will appear. So walk into it, Mario will be taken up to Star Way. Follow Star Way all the way to Star Haven, watch the little blue Embers that will attack you on the way up.

Once in Star Haven, explore around, the Star Haven Shop has some nice goods in stock, they are:

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

Stay in the Toad House to recover, save and then head right to the next section. It's the Star Sanctuary, enter it. Once inside, Eldstar and the other Star Spirits will empower Mario with the Star Beam Star Power to use against Bowser, Eldstar will then summon the Star Ship. So if you are ready, jump in it to fly up to Bowser's Castle... and Chapter 8.

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ix) C h a p t e r 8 : A Star-Powered Showdown!

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Once in Bowser's Castle, save. Head down through the hidden door (it's shaded). Cross the bridge, darn the door is locked. So go right and through the little passageway. Head right and battle the Koopatrol. Once defeated it will drop a Castle Key. To the right is just an inaccessible cell with Toads, so head back and use the key to enter Bowser's Castle.

Head right, battling the Koopatrols on the way to the next room. Like the last room, head right to the next room battling Koopatrols on the way, you'll also meet your first Hammer Bros. It's a Guard Door of Bowser's Castle, tell him you want to get past and walk up to him, tell him you want to go through again... Oh no... it's a trap, or to be more specific a trap door.

While in the cell talk to all the Toads, hit the heart block to recover, stomp on the crates for a Tasty Tonic and a Life Shroom. Now use Bombette to Bomb the crack in the right wall. Head through the hole, head right, save and continue through the doorway.

Get on Lakilester and enter the lava, ride him to the left through the passageway. Follow the lava flow left, you'll see a yellow ? block up ahead. Climb the stairs to the left of it and hit the block for a Life Shroom. Continue on left and out the little passageway into the lava moat at the front of Bowser's Castle. Follow it to the left and jump up the rock cluster and hit the ? block for another Deep Focus Badge.

Now backtrack all the way back to the room where you first entered the lava. Get out of the lava and head right jumping over the lava flow from platform to platform. The next group of platforms will sink in the lava, so jump fast. Once you have crossed the platforms, head right to the next area.

Use Lakilester to cross the lava to the blue ! switch and hit it. A stone platform will begin to move, get out of the lava and use the moving platform to get to the other side of the lava. Use Lakilester to get into the lava again and head up through the passageway just ahead, hmmm.. a chest that is

out of reach, exit and head right on the lava flow and hit the blue ! switch ahead to get another platform moving. So head up the steps just right of the passage way up, and take the moving platform to the other side of the lava. You must use Parakarry now to cross each gap to head right, and then though the doorway to the next area.

Get in the lava again with Lakilseter and head right, from the next stone platform you can fly left with Parakarry to collect a Mystery?. However, it's impossible to fly up to the right to get a Thunder Rage. Anyway, head right again to the next stone platform, take the moving platform right to cross the lava gap, but use Bow's Invulnerability ability to avoid the lava flow. Then use Parakarry to cross the next gap. Head into the lava with Lakilester and head up through the passageway ahead.

Head right past the lava flow to get to the stone walkway. Flow it along and approach the Koopatrols who are guarding a blue ! switch, time for a battle. The Magikoopa is a bit of a pain. Once they are out of the picture, hit the blue ! switch and the lava will stop flowing. Now remember that chest you couldn't reach? Well head all the way there. You can also collect the Thunder Rage that was unreachable on the way. Once you get to the chest open it for a Castle Key. Then exit and keep heading to the right until you reach a locked door. Open it with the key and head through.

Hmmm... it's dark, so use Watt. Follow the cave's path, watch out for Bony Beetles. At the first fork in the path head for the top path. Use Parakarry to cross the gap ahead and then change back to Watt so you can see again. At the next fork in the path head for the top path first, and hit the ? block at the end of it for a POW Block. Then take the bottom path and at the fork just ahead take the top path. Use Parakarry to cross the gap ahead, and like before change back to Watt. Head left to the next section.

Keep following the cave path, at the first fork head for the top path first and hit the ? block at the end of it for a Shooting Star. Then take the bottom path and then the top path in the fork just after it. Cross the gap with Parakarry, change back to Watt. At the next fork, take the top path and then drop down the gap ahead. Continue on, watch out for the Magikoopa, if you get hit by it's playstation blast ^\_^ it will get First Strike. Anyway, head left to the next room.

Push the Bowser statue to the left and then head down through the passageway that appears. It's back to the Bowser Gate, but it will let you through this time. So head through. Head right and save, now head right to the next area, battle the Koopatrol and you will get a Prison Key.

Use the key to open the cell containing the Toads. Talk to the Toad's inside, the far right one is operating a pseudo Toad House, so sleep on the comfy prison bed to recover. Head back to the hall (the place with the save block), head up the stairs and head left though the doors. A Spiked Goomba is operating a Warehouse Store here, hmmm.. for a Warehouse Store it's pretty expensive!

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

Exit and head all the way right and go through the door to the next room. Head right and through the door to the next room, you'll have to battle lotsa

enemies on the way. Head right to the next area, jump on the trampoline at the right end of this room. Head left and then pull the chain. Water will fill the room, so head into the water with Sushie. Head left to the last room. Board the platform and then hit the nearby blue ! switch. A trampoline will pop out, so jump on it. Now bomb the crack in the right wall with Bombette and then head through. Tornado Jump the brick block and then hit the blue ! switch that falls down.

Head right through the tunnels that opened up to get to the chain to the far right. Pull the chain and the water level will rise again. Head left back to the last section. Jump in the water with Sushie and swim left, board the platform and collect the Castle Key. Now swim back to the other platform and head right to the other area. Head to the chain and pull it again, the water will drain a little. So head back left enter the water, swim right to the other area and head to the chain, pull it and the water will completely drain. Now head right and use the Castle Key to unlock the door. Head up the steps.. oh no.. Bullet Bills to dodge... or to be more specific Bombshell Bills to dodge. Run quickly the B.Bill Blasters to destroy them. Continue on, there are many more Blasters to destroy on the zig-zagging path up, but eventually you will get to the door to the next area, so head through it.

Dry bones are in here, battle them. Use Watt to uncover a hidden ? block, it has Maple Syrup. Hit the visible ? block for a Super Shroom. Push on the far right Bowser Pedestal to uncover a hidden passage, go through it. Go right to the next room. Defeat the Bony Beetle and then save. Now move the left Bowser Pedestal and head through the passageway that is opened. Hit the Heart Block to Recover then head right to the next room. A Hammer Bros.!, battle it! Now don't go through the open passage, it just takes you to a dead end. Instead, move the middle Bowser Pedestal to the right, uncovering another passageway. Head into the passageway and head left to the next room, collect the Castle Key. Now head all the way back to the second pedestal room that has a locked door. Hit the Heart Block on the way to recover. Save and then use the Castle Key on the locked door and head through it.

Oh no, another Bowser Gate! Walk up to it, he'll give you a challenge, agree to everything. Mario will have to follow a memory quiz, if you get three questions wrong you have to fight 3 Anti Guys. Anyway here are the answers: 3 Koopas, Red Shy Guys, Red Shy Guys, 2 Goombas and then 4 arms. Now once that's out of the way, head through the Bowser Gate.

You're outside of the castle, hit the two ? blocks for a Super Shroom and a Maple Syrup. Head right, hit the ?block ahead for another Super Shroom. Head up the stairs, drop down from the top to land on a platform below with Jammin' Jelly. Anyway, head up the stairs again then head left over the suspended walkway, watch out for the Magikoopas. Enter the doors ahead to re-enter the castle.

Another hall, save and then head left. Head down the stairs to the next room. Defeat the Koopatrol for another Prison Key and use it to unlock the cell. Talk to the far right Toad to recover. Head back to the hall again, head up the stairs and to the left and through the door. Climb to the top of the multi-coloured stairs, drop down to the platform below and set Bombette off walking to the left. Once she sets off the red ! switch, quickly jump over to the left and head through the door. Collect the Ultra Shroom!! Head back to the hall and this time head right to the next room.

This place has two Hammer Bros., head up the stairs and right to the next room. Watch the Magikoopa in here, stand on the vertical row of tiles on the floor and then set Bombette walking so she explodes near the red ! switch, the tiles you are standing on will rise. At this point you should head quickly to

the right over the other platform that rose as well. Then head right through the doorway. Collect the Castle Key and then head back to the room that had two Magikoopas. Use the key to get through the door on your right.

Take notice of the lamps in the background, you must follow that sequence with the split paths ahead. So head up the top path, then down the bottom path, continue walking to go through the bottom path again, then head to the top path, then the bottom and then the top. If you did it correctly you should get to a different looking area with a dark background.

Now head right across the walkway, you'll have to battle a lot. Head right through the door to the next area. Head right.. Oh it's Peach! Talk to her, head back to the left... What, she didn't follow you? Head right, it's a Duplighost, it ain't Peach at all. Head back to the right and keep jumping on the imposter until it shows it's true form. You'll have to battle Duplighosts, no probs. After that's done, head right through the door.

Oh no, not another Bowser Gate. You'll have to battle the Koopa Bros. again... but Jr. Troopa comes running in and trounces them all. You'll have to battle him one last time.

-----  
B O S S B A T T L E : J R . T R O O P A  
Max HP: 60    Attack: 8    Defense: 2    SP: 25  
-----

Tattle: "It's Jr. Troopa again! My man! The little guy still has some egg shell left on his body! Aww! 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?"

-----  
Have a Spike Shell equipped so you can still jump on him whilst he has his spiked hat on. Use Watt, her Electro Dash is great to get past his defense.  
-----

After he's out of the picture, head through the Bowser Gate. Now head up the steps and through the door ahead. It's the Princess' Castle! Save, use Watt to uncover a hidden ? block, it has a Ultra Shroom in it! Now enter the castle.

Climb the stairs on your right and enter the door up there. Search the moving wardrobe and a Toad will jump out. He will let you sleep in the bed to recover, so do so. Exit the room. This time head up the central staircase and through the double Star Doors. Head up the stairs and through the next set of double Star Doors. Now continue up the stairs to your right and go through the doors ahead. Oh no... it's Peach and she has been tied up by Bowser. Time to battle Bowser... de ja vu...

-----  
B O S S B A T T L E : B O W S E R  
Max HP: 50    Attack: ?    Defense: 1    SP: 38  
-----

Tattle: "It's the Evil King Bowser! Finally, after all this time! He has a huge arsenal of attacks, from blowing clouds of fire to jumping on us... Fire Attack: 8    Stomp 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!"

-----  
Just use timed attacks from Mario. Use Watt's Electro Dash to penetrate Bowser's defense. Whenever Bowser uses the Star Rod, use the Star Beam to negate Bowser's invincibility.  
-----

Oh.. drats! He's not finished. If you have REALLY low HP head back to the Toad that lets you sleep in the bed to recover. Otherwise don't worry and continue on. Head right and through the double doors. Head up the stairs and then left through the next double doors. Head across the walkway and through the next set of doors. Save if you wish, equip Mario with the Mega Smash, Power Bounce, Happy Heart and Double/Triple Dip Badges. Head up the spiral stair case and through the double doors ahead. Make your way over to Bowser's Platform and get ready for the Battle Royal. Oh no.. the platform increases Bowser's Power!!!

-----  
B O S S B A T T L E : B O W S E R  
Max HP: 99    Attack: ?    Defense: 2  
-----

Tattle: "It's the Evil King Bowser! Uh... I think he got bigger. That's not a good sign... He has a huge arsenal of attacks, from blowing clouds of fire to jumping on us... Fire Attack: 8    Stomp Attack/Nail Attack: 6  
I'm sure he has other attacks that I don't know. Kammy Koopa's mysterious device has somewhat beefed up his power even more. That's hardly fair! You should use the Star Beam whenever he uses the Star Rod to increase his power. Oh, you already know that!"

-----  
Now as soon as he powers up use the Star Beam. But it doesn't work! And so the focus moves to the Princess. Twink suddenly comes from the sky and whoops Kammy Koopa. After Twink unties the Princess, they must battle Kammy. Just keep using there only commands, Dash for Twink and Focus for the Princess. Eventually, Twink will whoop Kammy. Then Twink will devise a plan and Peach Wishes which will power up the Star Spirits. With this power the Star Spirits will upgrade the Star Beam to a Peach Beam, which is effective against the powered up Bowser. So now once the battle recommences you'll have to take down Bowser. Use the Peach Beam if he uses the Star Rod. Use Watt's Electro Dash, it's extremely economical, 5 HP Damage for 0 FP. Mario should use his Mega Smash and Power Bounce attacks and should use Double Dip to heal with items. Also use the Star Power Smooch if things get too rough.  
-----

Once Bowser is defeated, Mario will recover the Star Rod! Enjoy the ending, you earned it! ^\_^

=====

## 6) Side Quests & Mini - Games

=====

The Toad Town Dojo  
-----

You might want to go to the Dojo in Toad Town to prove your worth - that's the building with the stairs on the first screen of town. At the Dojo, talk to The Master and say you are there "to try". He'll pit you against Chan.

C H A N  
-----

Tattle: "This is Chan, of the Dojo. He's training under The Master, and is

happy to fight us. 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!"

Max HP: 15

Attack: 2

Defense: 2

Strategy: Chan is incredibly easy to beat - just Jump on him so he flips, then Jump and headbonk him until he runs out of HP. You shouldn't lose any HP in this fight.

-----  
You'll earn the First-Degree Card for defeating Chan. If you want to, try again, and you'll get to fight Lee.

L E E

-----  
Tattle: "This is Lee, of the Dojo. He's training under The Master and is happy to fight us. He has mastered the art of disguise, so don't let is 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."

Max HP: 20

Attack: 5

Defense: 0

Strategy: Lee is a bit harder to defeat than Chan, but just use your Attack Commands and he'll be a cinch. Come in initially with Kooper, so he will most likely transform into him. As Kooper, you can flip Lee and whack him to the moon and back.

-----  
Lee will earn you the Second-Degree Card, and if you want to, try against The Master.

T H E M A S T E R

-----  
Tattle: "This is The Master. He owns the Dojo--and he's the strongest member. If he's the best in the Dojo, he must be pretty tough!"

Max HP: 50

Attack: 6

Defense: 0

Strategy: Use your charged up Hammer a lot, and Parakarry's Shell Shot.

-----  
When that's all done and over with you will get the Third Degree Badge, rest before coming back to fight him again...

T H E M A S T E R

-----  
Tattle: "This is The Master. He owns the Dojo--and he's the strongest member. He knows both normal and advanced methods of attack. You'd better concentrate, Mario! This guy doesn't mess around at all!"

Max HP : 75

Attack : 8

Defense: 0

Strategy: Make sure you've mastered action command, then go at him with your hammer and Power Bounce. Try equipping the Zap Tap Badge if you have it, or use a Volt Shroom, this will not only negate his multi-strike attacks, but he will also take 1 HP of damage every time he attacks.

Now you've beaten him a second time you will get the Forth-Degree Badge. Recover and build up your level and then when you feel you're good enough come back to challenge him one last time...

#### T H E M A S T E R

-----  
Tattle: "This is The Master. He owns the Dojo--and he's the strongest member. 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."

Max HP : 99

Attack : 10

Defense: 1

Strategy: You really do need the Zap Tap Badge in this fight. If you make sure you have a stash of healing items and you use heavy attacks like Power Bounce and Mega Smash from Mario, you should have no trouble with him. Use Watt, her Electro Dash costs 0 FP and it causes a decent 5 points of damage (maximum).  
-----

#### Chuck Quizmo's Pop Quiz

-----  
Kaaaa-wiiiiizzz! Every now and then you will notice a strange looking caterpillar wearing a purple silk top hat, you'd think with those kind of threads he'd be pimp... but no he's a quiz show host... \*screams\*... even worse. Anyway each time you answer one of his questions correctly, you'll get a Star Piece.

1. What is the name of Goombario's younger sister? - Goombaria
2. What is the color of the block you can break with the first Hammer you got? - Yellow
3. What ability does Goombario frequently use? - Tattle
4. What color of pants was the Goomba King wearing? - Red and White
5. Which of Mario's battle commands is on the far left? - Strategies
6. How many windows does the Goomba House in Goomba Village have? - One
7. What's the name of the leader of the Red and Blue Goomba Bros.? - Goomba King.
8. What color are Luigi's pants? - Blue
9. How many members are there in Goombario's family? - six
10. What will you receive when you get the right answer in a quiz? - Star Piece
11. What is the name of the smart Toad living in Toad Town? - Russ T.
12. How many building are there in Koopa Village? - Six
13. Of the following who is NOT a member of the Koopa Bros.? - Blue Ninjakooa
14. How many coins are needed to buy a Mushroom at the shop in Koopa Village? - 4 Coins
15. Where does Merlurvee, who tells fortunes about special things, live? - Shooting Star Summit
16. What is the name of the character who joined you at the Koopa Bros. Fortress? - Bombette
17. What color is Bowser's hair? - Red
18. How many Star Spirits do you have to save? - Seven
19. What's the name of the elderly Koopa Troopa who always asks for errands to be run? - Koopa Koot
20. How many Bob-ombs besides Bombette were imprisoned in the jail at the Koopa Bros. Fortress? - Four
21. Where is the house of the explorer, Kolorado? - Koopa Village
22. What is the destination of the train which departs from Toad Town Station? - Mt. Rugged

23. What is the name of the fellow who sells Badges in Toad Town? - Rowf
24. What treasure did Bowser steal from Star Haven? - Star Rod
25. What is the color of the roof of the house in Koopa Village where you can listen to radio? - Blue
26. Who does Kooper idolize? - Kolorado
27. What does Merlee of Dry Dry Outpost specialize in? - Casting spells
28. Who hides inside a coffin in Dry Dry Ruins? - Pokey Mummy
29. What can you get when you take Star Pieces to Merlow at Shooting Star Summit? - Badges
30. Who knew the location of Dry Dry Ruins in Dry Dry Desert? - Moustafa
31. When you want Tayce T., who loves cooking, to make Lemon Candy, what do you have to give her besides a Lemon? - Cake Mix
32. Who among the following lives in Forever Forest? - Oaklie
33. What are Boos, exactly? - Ghosts
34. What appears when you hit the Whacka living on Mt. Rugged? - Bump
35. Other than Lemons, what fruit drops when you hit a tree in the desert oasis? - Lime
36. What is the name of the strange person in Toad Town who can increase Mario's status? - Chet Rippo
37. What ability does Bombette frequently use? - Bomb
38. What does Gourmet Guy like? - Cake
39. Who was the second companion to join your team? - Kooper
40. Who tried to steal coins from you in the desert? - Bandit
41. What is the name of the Star Spirit who can use Star Storm? - Skolar
42. What are addressed to your companions and sent to the post office? - Letters.
43. Among the following, which is NOT in Toad Town? - Mayor's House
44. What kind of book did Gourmet Guy drop? - Cooking.
45. Who am I? - Chuck Quizmo
46. Where do I show up? - In towns and villages
47. What is the name of the plant that grows in Jade Jungle and blows out stars? - Trumpet Plant
48. What color was the leader of Yoshi's Village? - Green
49. What is the name of the elderly man who tells fortunes in Toad Town? - Merlon
50. How Many colors of Yoshi's did you see in Yoshi's Villag? - Six
51. How would the Yoshi Kid's in Yoshi's Village describe Sushie? - Bossy
52. What building is across from the Toad Town post office? - Merlon's house
53. What kind of card do you get when you defeat Lee at the Dojo in Toad Town? - Second-Degree
54. What color is the brooch that Princess Peach wears? - Blue
55. Who gave you Miracle Water in Flower Fields? - Lily
56. What is the name of Lakilester's girlfriend? - Lakilulu
57. How do you make the Pipe leading to the Toad Town Playroom come out? - Hit a tree
58. Among the following, who is inside Club 64? - Pop Diva
59. Which of the following do Shy Guys never do? - Sing
60. What describes the relationship between Mario and Luigi? - Brothers
61. Among the following, who is found in Starborn Valley? - Ninji
62. How many companions do you travel with? - Eight
63. What is the name of the Star Kid who's always with Princess Peach? - Twink
64. How many Star Spirits have you saved in total? - Seven

#### Koopa Koot's Favours

-----

In the far right house of Koopa Village, lives an old Koopa. He's old and immobile so he will ask Mario to do certain favours for him. Doing these will mainly net you a single coin, but don't fret.. you'll be helping the elderly and you will sometimes get good rewards.



\* After retrieving Kooper's Shell

1. Koopa Koot wants to read Kolorado's Book of Koopa Legends. So head to Kolorado's House, that is two houses left of Koopa Koot's. And talk to Koloardo's wife inside to get the book. Take it to Koopa Koot and he will give you 1 Coin.
2. Koopa Koot can't get to sleep, so he wants you to get him a Sleepy Sheep. You can get one from Shroom Grocery for 10 Coins, once you give him one he'll give you 1 Coin and the Silver Credit.

\* After saving Eldstar

3. He wants "The Tape" from Goompa in Goomba Village. Eww... dirty old men dealing in porno tapes. So go talk to Goompa, who is inside the Goomba Family house in Goomba Village to retrieve the tape. Give it to Koopa and you'll get a shiny penny for your time!
4. Now he wants some hot Koopa Tea. Get a Koopa Leaf from a bush in the Koopa Village, then get Tayce T. to brew it into Koopa Tea. Take it to Koopa Koot and you'll get 3 Star Pieces for your trouble, gee... hard work finally payed off.
5. He really want's Luigi's Autograph, so go down the pipe near the entrance to Toad Town, and talk to Luigi to get it. Then take it to Koopa Koot to get another single coin.

\* After saving Mamar

6. Kooper Koot has dropped his wallet on the way back from Koopa's Shop, search the bush near the blue house in the west section of Koopa Village to find it. Give to ol' Koot to get a coin.
7. Now he wants a Tasty Tonic, you can buy them from Harry's Shop in south west Toad Town for 5 coins each. Or if you have a spare Lemon or Lime, get Tayce T. to cook it into a Tasty Tonic. Once you get one give it to Kooper Koot for a coin.
9. Kooper Koot wants an autograph from Merlurvee. So go to Shooting Star Summit and talk to her. She wants you to fetch a Crystal Ball from Merlee in Dry Dry Outpost, so go to Dry Dry Outpost and head behind the boxes in the second half of town, to find her. Once you get the Crystal Ball from her, go back to Merlurvee and swap it for her Autograph. Give the Autograph to Kooper Koot for another 3 Star Pieces!!!

\* After saving Skolar

10. He's losing touch with the current affiars, so you must read and recall the news for him. Head to Toad Town, and read the billboard (both sides) near Merlon's house then go back and talk to Koopa Koot. Mario will silently recall the news and you will get a coin for your trouble.
11. Now he wants a Life Shroom, you can buy ones for 50 Coin from Boo's Shop or if you have given the Cookbook to Tayce T. you can cook one up. Once you have acquired on give it to Koopa Koot to get a coin and the Gold Credit.
12. Koopa Koot wants one of Tayce T.'s Nutty Cakes, hit the tree in Goomba

Village for a Goomnut then get Tayce T. to cook it into a Nutty Cake.  
Now give it to Koopa Koot and you'll get another coin.

\* After saving Muskular

13. Koopa Koot will now complain about the racket coming from Kooper's House. He wants you to complain for him. Go to Kooper's House (next door to Koots), and switch your party member to Bombette. Now talk to the Bob-ombs inside that are making the ruckus and she will get them to stop. Head back to Koopa Koot's and he'll give you 3 Star Pieces for your service.

14. He now wants an Old Photograph, from one of the Boo's in Boo's Mansion. Head to Boo's Mansion, and talk to the Boo inside who is hanging around the lobby. After bitching behind Koopa Koot's back, he will give you a photo. Give it to Koopa Koot to get 1 Coin.

15. Koopa Koot now will have a craving for Koopasta, you'll need some Dried Pasta, which you can get from Little Mouser's Shop for 3 Coins. And some Koopa Leaves, which you can get from certain bushes in Koopa Village. Get Tayce T. to cook these two ingredients together to get Koopasta. Then deliver it to Koopa Koot to get a Coin.

\* After saving Misstar

16. Koopa Koot has lost his glasses, they are in the village somewhere. Search the bushes near the town exit entrance to find them. Return them to him for a coin.

17. He wants a Lime. Head to the Dry Dry Desert Oasis to get one, then take it to him and he will give you another 3 Star Pieces.

18. The ol' Koot now has a hankering for a Kooky Cookie. Get a Koopa Leaf from one of the bushes in Koopa Village, get some Cake Mix from the Shy Guy's Toybox and then take them to Tayce T. and have her cook them together to get a Kooky Cookie. Then Deliver it to Koopa Koot for a measly coin. Hmm... a Cookie made from a Mix and pointy green leaves... me thinks Koot is in to Class B drugs.

\* After saving Klevar

19. Koopa Koot has a Boo friend in Gusty Gulch, with a package for him. So head to Gusty Gulch. The second Boo you encounter will tell you he has the package, he just needs time to find it. So walk off, talk to the next Boo then go back and talk to him again to get the Package. Take it back to Koopa Koot for a Coin.

20. He now wants a Coconut, so head to Lavalava Island and hit a Coconut Palm there to get one. Give it to Koopa Koot for another coin.

21. Koopa Koot wants a rare Red Jar from Dry Dry Outpost. So go to Dry Dry Outpost and buy a Dusty Hammer, then Dried Pasta, then another Dusty Hammer and then finally a Dried Shroom to get a Red Jar. Take the Red Jar to Koopa Koot to get 3 Star Pieces.

Toad Town Tunnels

-----

After gaining access to the southern part of Toad Town (after saving Eldstar), you can enter the Toad Town Tunnels. These sewers are full of

Bloopers (squids), subterranean varieties of enemies and goodies. You should periodically after saving a new Star Spirit return here to further progress through this side area.

\* After saving Eldstar

Head right over the green pipes from the entrance, save, hit the yellow block and continue right. This place has Gloombi... well one ^\_^ ! Hit all the brick blocks, one is full of coins and one has a Spiked Goomba resting flush on top of it. Head right, go over the pipes and suddenly a Blooper will appear:

#### B L O O P E R

-----  
Tattle: "Bloopers lurk in the dark pools of Toad Town Tunnels. They seem pretty unremarkable. Although... you have to wonder how they float in the air like that..."

Max HP: 30

Attack: 3

Defense: 0

Strategy: Power Bounce and Goombario's Headbonk will do.

-----  
Now go right and open the chest for a Shrink Stomp Badge.

\* After collecting the Super Hammer (i.e. after saving Mamar).

Head left from the entrance and whack the stone block with your Super Hammer, head left. A huge Blooper will attack:

#### E L E C T R O B L O O P E R

-----  
Tattle: "Electro Bloopers are electro-charged. 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?"

Max HP: 50

Attack: 4

Defense: 0

Strategy: Mario's Throw Hammer attack and Parakarry's Shell Shot works wonders in keeping his power circuit dead. Use Mario's Power Bounce when he is "off" to cause major damage.

-----  
Hit the switch that drops to make three pipes sprout up, the right one takes you to Goomba Village, the middle one takes you to Koopa Village and the left one takes you to Dry Dry Outpost. Hit the stone block to your left and continue on. Hit the ? blocks for coins and a Snowman Doll. Take a moving platform up to the higher ledge and go through the pipe, hit the switch and head left. Jump onto the platform to the right and let it sink until the one beside it is slightly higher than it, then jump over to the higher one and quickly jump from there to the other side. Go through the door.

Ride the lift up to the higher platform and use Parakarry to cross over to the other two and get the Star Piece. Then go back to the lift but this time take it all the way to the top. Head right and drop through the hole, hit the power block their to upgrade a party member. Then go down the pipe to your left, drop down, and head out, jump down, make your way across, and go up the

stairs and through the doorway.

Cross the room and hit the block to knock down a springboard. Spring your way up and open the chest to get a tasty Power Smash Badge.

\* After collecting the Super Boots (i.e. after saving Skolar)

Spin Jump through the wooden panel near the entrance pipe. Downstairs, head to the left. Fight all the Dark Koopas to make a switch appear and hit that to open up the pipe to Boo's Mansion.

\* After Watt becomes a member of your party (i.e. after saving Muskular)

Head right from the entrance of the Toad Town Tunnels, use Watt to uncover a hidden ? block and hit the ? block to get a Super Shroom. Now head to the room with the pipe that takes you to Boo's Mansion, from there head to the next room, use Watt to uncover three hidden ? blocks above the grid. Move the blue block under them then jump from the blue blocks to make them materialize. So you can then jump across them to get to the Power Block, you may have to wait until you get another member or the Ultra Stone before you can use it.

\* After saving Misstar

Head to the room with the see-saw (teeter-totter) like platforms (i.e you stand on one, it falls, the other rises). go down the pipe in the bottom right corner of that room. Hit the Metal Blocks in your way, then climb the steps to the Power Block then use it to upgrade one of your characters. Head back to the entrance and drop down the nearby hole, now use Sushie to cross the murky waters to the other side. Once you do so, a huge Blooper will appear.

S U P E R B L O O P E R & C O .

-----  
Tattle:

(Super Blooper) "Whoa! it's huge! Easily the biggest blooper ever! 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"

(Blooper Baby) "Super Blooper spits em out and they come to drain you. We need to beat 'em quickly so they can't drain us dry. They're so cute, though!"

Max HP: (SB)70 (BB)6

Attack: (SB) 5 (BB)2

Defense: 0

Strategy: Using a Volt Shroom or equipping a Zap Tap Badge before fighting these guys helps a lot! Just hammer at them! Use Bow's Outta Sight whenever Super Blooper goes red.

-----  
Now a switch will fall down, hit it and a pipe will come up. This pipe takes you to Yoshi's Island. Head tight, continue on, fighting the Dark Koopas on the way, head right, go right and then down the stairs and then go down the pipe. Use Bombette to bomb the right wall then go right. This is Rip Cheato's place. You can buy lotsa stuff from him for 64 Coins each. Here is a list of what you buy from him, in order: Star Piece, Life Shroom, Bump Attack Badg, Repel Gel, Star Piece, Super Shroom, Mushroom, Dried Shroom, Dried Shrom, Star Piece and then just all Dried Shrooms.

Head through the pipe to your right, collect the Odd Key to your left then open the door to your right with it. It takes you back to Toad Town.

### Li'l Oink Farm

-----

In the same area as the Train Station in Toad Town, there is a shed that looks like a gumball dispenser with a pen to the right of it, that is the Li'l Oink Farm. Anyway, if you hit the bar (dispenser handle) you'll pay 10 coins and an egg will roll down the chute. Hit the egg with your Hammer and a pig called a Li'l Oink will hatch from it, it will then head into the pig pen to your right. Only 10 Li'l Oinks can fit in the pig pen at once. So when the 11th Li'l Oink is hatched, the oldest will scream "Wee, Wee, Wee, Wee" all the way home, but it will also leave an item in it's wake. If you enter the sty to collect an item, all the Li'l Oinks inside will run away. So you have to pick the item well. However, it is possible to get 2 items if your fast enough Here's a table of the varieties of Li'l Oinks.

Breed	Drop Item	Approx. %
Pink	Fire Flower	15%
Tiger	Thunder Rage	15%
Flower	Maple Syrup	10%
Black	Dried Shroom	10%
White	Super Shroom	10%
Shroom	Life Shroom	10%
Star	Shooting Star	10%
? Mark	Repel Gel	8%
Silver	Jammin' Jelly	6%
Gold	Ultra Shroom	6%

### The Playroom

-----

In the top left corner of the area of Toad Town that has the Train Station there is a lone tree. Hit it and a pipe will sprout from the earth. This pipe takes you to a mini-game area called "The Playroom". If you got the Silver Card from Kooper Koot you will be able to play Jump Attack, and if you got the Gold Card from Kooper Koot you'll be able to play Jump Attack and Smash Attack. Talk to the receptionist to make the pipes that take you to these games sprout up.

### Jump Attack

-----

In this game you have 11 panels, you basically must hit as many good panels before you hit a Bowser Panel. There are four types of panels: 1-Coin Panels, which give you one coin; 5-Coin Panels, which give you five coins; 5-Times Panels, which multiply your current amount of coins won; and Bowser Panels, which end your game and make you lose all the coins you got in the game. It costs 10 coins to play and you have 3 levels of the game to play: 5-Block Option, 7-Block Option and 9-Block option. You must clear the amount of Blocks suffixed of the level. Also, if you clear the 9-Block Panel option your earnings will double.

### Smash Attack

-----

In this game you have 30 seconds to find 10 Peach Panels among 5 rows of 7 blocks (35 blocks). Also, there are Bob-Ombs and Fuzzies hidden inside the blocks, so if you hit a block containing one, you will lose time. You must tap the A Button fast if it's a Fuzzy. The amount of coins you get from

winning is 10 times the amount of seconds left.

### Parakarry's Postal Pandemonium

-----

Parakarry, being the clumsy postal worker he is, has dropped Letters all over the Mushroom Kingdom. Mario being the overly nice chap he is, is going to find these letters and help ol' Para K. (as his homies call him) deliver them to their receivers, for every one you deliver you'll get a Star Piece.

1. You will find a Letter on Mt. Rugged, which you initially collected for Parakarry when he said he had only lost one (grrrrr...). Deliver it to Merlon in Toad Town.
2. You will find another Letter on Mt. Rugged, which you collected for Parakarry before he joined your party. Deliver it to Kolorado in Dry Dry Desert.
3. If you hit the palm just below the entrance to Dry Dry Outpost from Dry Dry Desert a Letter will fall down. Deliver it to Mort T., who runs the Toad House in Koopa Village.
4. When you are heading over to Moustafa on the rooftops of the houses in Dry Dry Outpost, there will be a Letter poorly hidden behind an urn. Deliver it to Nomadimouse, who is stranded in Dry Dry Destert along the main path.
5. After Kolorado and his team leave from Dry Dry Desert, hit the palm tree that was behind their camp and a Letter will fall out of it. Deliver this Letter to Goompa, who lives in the Goomba Village.
6. You will find a Letter hidden behind some debris on the trek up to Tubba Blubba's Castle. Deliver this to Fice T., who is the Toad Guard who guards the entrance to Forever Forest.
7. Climb the rock outcrop near the beach of Lavalava Island to find a Letter. Deliver it to Igor, who runs Boo's Shop in the basement of Boo's Mansion .
8. Hit a lone tree on an island in the same section Sushie joined your party, and a Letter will fall out. Take this to Russ T., who lives in his study near the pipe to Mario's House in Toad Town.
9. On the way to the Puff Puff Machine, after going through the first hollow log, you will find a Letter amongst some orange flowers. Deliver it to Minh T., who is the caretaker of the Toad Town Flower Garden.
10. In the same area as the line of Snowmen, and keep hitting one of the conifer trees so all its foliage flies away and you hit the Letter down from its stump. Deliver this letter to Mayor Penguin.
11. You will find a Letter behind a chunk of ice on the way to Starborn Valley. Deliver it to Merlow, who lives in the top story of Merlulvlee's house on Star Summit.

### Chain Letter

-----

On Mt. Rugged you will find a Letter for Goompapa, take this to him and you will start a swap chain of Letters that leads to getting the Lucky Day Badge.

1. Give Goompapa his letter in Goomba Village, and he will give you a Letter

for Muss T.

2. Head to the hole left in the absence of Peach's Castle, the lone toad there is Muss T. So give him the Letter. He will give you a Letter for Koover.
3. Head to Kooper Village, give the Letter to the Koopa loitering outside of the Toad House, he's Koover. He will give you a Letter for Fishmael.
4. Go to the Toad Town Port, the guy fishing is Fishmeal. So give him the Letter. He will give you a reply Letter for Koover.
5. Head over to Koover and give him the Letter. He will give you a letter for Mr. E, who lives in Dry Dry Outpost.
6. Journey to Dry Dry Outpost. The Dryite with the Blue Turban outside of the Toad House is Mr. E, so hand the Letter over to him. He will give you a Letter for Little Mouser.
7. Go to Toad Town, give the Letter to the orange Toad girl loitering across the road from the Dojo, that's Miss T. She will give you a Letter for Little Mouser.
8. Go to Little Mouser's Shop in Dry Dry Outpost and give him the Letter. He will give you a Letter for Franky the Boo.
9. Head to Boo's Mansion, talk to the Boo floating around the lobby of the Mansion, he's Franky. So give him a Letter. You will then get a Letter for Dane T. from him.0
10. Head to the area of Toad Town with the Train Station, and give the Letter to the small Toad loitering in the far south edge of this area. His friend will then give you a Letter for the Red Yoshi Kid in Yoshi's Village.
11. Journey to Yoshi's Village and deliver the Letter to the Red Yoshi kid. He will give you a reply Letter for Dane T.
12. So head back to Toad Town, and give the Letter to Dane T. His friend will give you another Letter, this time for Frost T.
13. Journey to Starborn Valley and give the letter to Frost T., he's the green Toad at the base of the valley. He will give you a letter for Goompapa, so this chain goes full circle.
14. Head to Goomba Village and deliver the Letter to him, finally no more Letters! He will give you the Lucky Day Badge.

Chanterelle, the Pop Diva

-----

In Dry Dry Outpost you will find a Toad Composer that creates beautiful melodies, but needs words to go with his music. In Club 64 (near the Toad Town Port, you'll find a Pop Diva by the name of Chanterelle. She has post traumatic stress disorder after seeing Princesses Castle be shifted into the sky, so she can't sing. If you talk to the Poet next to her he writes Lyrics to songs. So after you've spoken to them both do this:

1. Talk to the Master Poet in Club 64, he will give you Lyrics.
2. Take the Lyrics to the Composer in Dry Dry Outpost, he will write a Melody to accompany it and then will hand it to you.

3. Take the Melody to the Master Poet in Club 64. Chanterelle will know be able to sing and you will get the Attack FX D Badge for your efforts.

=====  
7) Star Piece Locations  
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There are 160 Star Pieces scattered around the Mushroom Kingdom. You get 64 from answer Chuck Quizmo's Quizes, 15 from doing favours for Koopa Koot, 11 from delivering Letters and 3 from Rip Cheato... so  $64 + 15 + 11 + 3 = 93$  and  $160 - 93 = 67$ . So where do you get these elusive 67 Star Pieces from? Well 31 of them are scattered around the Mushroom Kingdom, you have to do various things to get these, they are all listed below in the Acquired/Found list. The last 36 are found by finding the 36 hidden panels, these are all listed below in the Hidden Panel list.

Acquired/Found

-----

1. West of Goomba Village  
On the way back to Goomba Village (after you fall from the veranda), you will find one on the edge of a ledge.
2. Goomba Village  
Give Goombaria the Dolly you found in Jr. Troopa's Playground, and she'll give you a Star Piece.
3. Path to Toad Town  
Hit the tree near the Goomba King's Castle for a Star Piece.
4. Toad Town  
Hit the tree near Merlon's House to dislodge a Star Piece.
5. Shooting Star Summit  
Go left near the base of Shooting Star Summit for a Star Piece.
6. Koopa Village  
After getting back Kooper's Shell, move the blue block under the brick block and hit it to get another Star Piece.
7. Pleasant Path  
Use Kooper to reach the small island with the Star Piece, in the lower fork of the path.
8. Pleasant Path  
If you hit a certain tree with your Hammer on the way to Koopa Bros. Fortress, a Star Piece will fall out.
9. Mt. Rugged  
Drop down through a hole in the rock face of Mt Rugged to find a Star Piece laying on mine structure.
10. Mt. Rugged  
After getting Parakarry, head to the high western part of Mt. Rugged and fly over the small crevace, to make it to the Star Piece.
11. Dry Dry Desert  
After draining the second sand room, collect the Star Piece left in the bottom of the pit.



12. Dry Dry Outpost  
Give Kolorado the Artifact you found in Dry Dry Ruins to net yourself another Star Piece.
13. Toad Town Tunnels  
After acquiring the Super Hammer, explore the Tunnels further and use Parakarry to cross some gaps near a rising platform to reach a Star Piece.
14. Boo's Mansion  
Smash the crates in the room you got Boo's Portrait, for a Star Piece.
15. Gusty Gulch  
Search behind some debris one screen before Tubba's Residence, to find a Star Piece.
16. Tubba Blubba's Castle  
Near the entrance of the castle is a small room with a Star Piece resting on the table. Jump onto the crates, then onto the chair and from there onto the table to collect the Star Piece.
17. Tubba Blubba's Castle  
Fall from the overhead balcony onto the large table that has the Star Piece resting on it to collect it.
18. Shy Guy's Toy Box  
From the Blue Station, head down the right path. Check behind the yellow hexagonal block for a Star Piece.
19. Shy Guy's Toy Box  
From the roof of a toy building, fly with Parakarry to the left to find a Star Piece.
20. Toad Town  
Return the Mailbag to the Post Office for a Star Piece.
21. Shy Guy's Toy Box  
After collecting Russ T.'s Dictionary, head left and drop down on the green block. When it is at its lowest point, head right into a secret room with coins and a Star Piece.
22. Toad Town  
Return the Dictionary to Russ T. for a Star Piece reward.
23. Lavalava Island  
Hit the last Coconut Palm to dislodge a Star Piece, before heading east to Yoshi's Village.
24. Jade Jungle  
Use Sushie to reach the Star Piece on an island,, it's in the same screen she joined you party.
25. Jade Jungle  
In the same area as the Light Blue Yoshi kid, dive with Sushi to collect the submerged Star Piece near the stump bridge.
26. Toad Town  
Use Sushie to reach the Star Piece west of the pond.
27. Flower Fields

Search the flower patch to the right of the tree that bears Blue Berries to find one.

28. Flower Fields

After crossing the spiked vine pit in a bubble, climb the steps above and then head right to find a Star Piece.

29. Flower Fields

Down the path north-east of the Wise Wisterwood, on the same ledge as the Power Block. Spin Jump above the right arch and a Star Piece will fall down.

30. Shiver Mountain

From where the Save Block on the stairs to the Crystal Palace are, drop down off the ledge there, you will fall down to a ledge with another Star Piece.

31. Crystal Palace

Head out of the entrance on the "opposite" side of the castle, enter the ice cave there to find a Star Piece.

Hidden Panels

-----

1. West of Goomba Village

Pound the ground just to the right of the Heart Block, near the fallen balcony.

2. Goomba Village

Pound the ground around where Goombario found you in the Prologue.

3. Path to Toad Town

Pound the ground in the patch of grass on the west side of the bridges gorge.

4. Toad Town

Pound the ground opposite of the path from the Dojo.

5. Toad Town

Pound the ground just below the guard house near the entrance.

6. Toad Town

In the same area as the Train Station, pound the ground in the south-east corner on the path.

7. Toad Town

In the same area as the Port, pound the ground just right of the Save Block.

8. Shooting Star Summit

Pound the ground just before the path splits into paths to the summit or Merluvlee's House.

9. Shooting Star Summit

Pound the ground just below Merluvlee's House.

10. Shooting Star Summit

Pound the first ledge on the climb up to the summit.

11. Pleasant Path

Pound the ground between the three Blue-Green Candy Poles.

12. Koopa Village

Pound the ground, directly south of the Item Shop, near the Bob-Ombs

13. Pleasant Path

After crossing the suspension bridge to the next area on the way to the Koopa Bros. Fortress, pound the ground.

14. Mt. Rugged

Just after the Save Block, pound the ground right of the mouth of the ramp.

15. Dry Dry Desert

Pound just below the Stone Cactus.

16. Dry Dry Outpost

Pound the roof of the most eastern house.

17. Boo's Mansion

Pound the persian rug in the lobby.

18. Boo's Mansion

Pound the persian rug in the right side room of the 2nd level.

19. Boo's Mansion

Pound in front of the Grandfather Clock, downstairs from the booby-trapped chest.

20. Boo's Mansion

In the room where you got the Super Boots, pound the ground ner the western wall.

21. Gusty Gulch

Pound the ground after heading through the gate between Gusty Gulch and Boo's Mansion.

22. Shy Guy's Toy Box

Pound the ground just below the Blue Station.

23. Shy Guy's Toy Box

Pound the ground just below the Pink Station.

24. Shy Guy's Toy Box

Pound the ground just below the Green Station.

25. Shy Guy's Toy Box

Pound the ground just below the Red Station.

26. Yoshi's Island

Pound in front of the Giant Raven Statue.

27. Jade Jungle

After pulling the vine to open a path, in the next area pound the ground to the right of the root.

28. Mt. Lavalava

Pound the ground to the right of the plateau with the Super Block you can only reach by falling off the zip-line.

29. Mt. Lavalava

After making the Spiked Thwomp blast through the wall, in the next area pound near the Heart Block.

30. Flower Fields

Pound left of Petunia, down the path east of the Wise Wisterwood.

31. Flower Fields

Pound in front of the Yellow Berry Tree, down the path south-west of the Wise Wisterwood.

32. Flower Fields

In the same area as the Bubble Berry Tree down the path south-east of the Wise Wisterwood. Pound the ground just before the exit to the right.

33. Shiver City

Pound the ground to the right of the Mayor's House.

34. Shiver Snowfield

Pound the ground on the southern edge of the area with the line of snowmen.

35. Crystal Palace

In the room with the Dino Rhino, pound the ground directly below the ? block you got a Honey Syrup from.

36. Crystal Palace

In the room with the Mini Rhino, pound the ground directly below the hidden ? block you got a Jammin' Jelly from.

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8) R e c i p e L i s t  
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I am not going to put down every combination that leads to each of the 50 dishes, spending the time finding all of them would be downright crazy. So instead for each Dish, I only state the cheapest and/or easiest way of cooking it. If you want a complete listing of all the possible combinations for each dish, look at Devin Morgan's Recipe List found here:

<http://www.gamefaqs.com/console/n64/game/26888.html>

For other stuff written by him (including a great Paper Mario Guide) go here:

<http://www.gamefaqs.com/features/recognition/3579.html>

Apple Pie

-----

Ingredients: Cake Mix - Defeat a Shy Guy holding it in the Shy Guy's Toy Box.

Apple - Smash some crates in Boo's Mansion to find some.

Recipe: Cook Cake Mix with Apple.

Big Cookie

-----

Ingredients: Cake Mix - Defeat a Shy Guy holding it in the Shy Guy's Toy Box.

Egg - Found by searching a bush near Mt. Rugged Station.

Recipe: Cook Cake Mix with Egg.

Bland Meal

-----

Ingredients: Koopa Leaf - Found by searching bushes in Koopa Village.

Goomnut - Found by hitting the tree in Goomba Village.

Recipe: Cook Koopa Leaf with Goomnut.

Boiled Egg

-----

Ingredients: Egg - Found by searching a bush near Mt. Rugged Station.  
Stinky Herb - Found by touching a flower outcrop in Flower  
Fields.

Recipe: Cook Egg with Stinky Herb.

Cake

-----

Ingredients: Cake Mix - Defeat a Shy Guy holding it in the Shy Guy's Toy Box.  
Recipe: Cook Cake Mix.

Coco Pop

-----

Ingredients: Cake Mix - Defeat a Shy Guy holding it in the Shy Guy's Toy Box.  
Coconut - Hit a Coconut Palm on Lavalava Isle. with your Hammer.  
Recipe: Cook Cake Mix with Coconut.

Deluxe Feast

-----

Ingredients: Mushroom x 2 - Bought from Little Mouser's Shop for 3 Coins  
each.  
Koopa Leaf x 2 - Found by searching bushes in Koopa Village.  
Iced Potato - Sleep in the Toad House in Shiver City, one will be  
waiting for you on your bedside table.  
Recipe: 1. Cook Mushroom with Koopa Leaf = Volt Shroom.  
2. Cook Volt Shroom with Koopa Leaf = Life Shroom.  
3. Cook Life Shroom with Mushroom = Shroom Steak.  
4. Cook Iced Potato = Potato Salad  
5. Cook Shroom Steak with Potato Salad.

Dizzy Dial

-----

Ingredients: Strange Leaf - Found by searching bushes outside Boo's Mansion.  
Recipe: Cook Strange Leaf.

Egg Missile

-----

Ingredients: Egg - Found by searching a bush near Mt. Rugged Station.  
Fire Flower - Bought from Koopa's Shop for 8 Coins each.  
Recipe: Cook Egg with Fire Flower.

Electro Pop

-----

Ingredients: Mushroom - Bought from Little Mouser's Shop for 3 Coins each.  
Koopa Leaf - Found by searching bushes in Koopa Village.  
Cake Mix - Defeat a Shy Guy holding it in the Shy Guy's Toy Box.  
Recipe: 1. Cook Mushroom with Koopa Leaf = Volt Shroom.  
2. Cook Volt Shroom with Cake Mix.

Fire Flower

-----

Ingredients: Dried Fruit - Defeat some Pokeys in Dry Dry Desert.  
Strange Leaf - Found by searching bushes outside Boo's Mansion.  
Recipe: Cook Dried Fruit with Strange Leaf.

Fire Pop

-----

Ingredients: Dried Fruit - Defeat some Pokeys in Dry Dry Desert.

Strange Leaf - Found by searching bushes outside Boo's Mansion.

Cake Mix - Defeat a Shy Guy holding it in the Shy Guy's Toy Box.

Recipe: 1. Cook Dried Fruit with Strange Leaf = Fire Flower  
2. Cook Fire Flower with Cake Mix.

Fried Egg

-----

Ingredients: Egg - Found by searching a bush near Mt. Rugged Station.

Recipe: Cook Egg.

Fried Shroom

-----

Ingredients: Mushroom - Bought from Little Mouser's Shop for 3 Coins each.

Recipe: Cook Mushroom.

Frozen Fries

-----

Ingredients: Iced Potato - Sleep in the Toad House in Shiver City, one will be waiting for you on your bedside table.

Fire Flower - Bought from Koopa's Shop for 8 Coins each.

Recipe: Cook Iced Potato with Fire Flower.

Healthy Juice

-----

Ingredients: Melon - Give a Cake to the Yellow Yoshi to get one.

Strange Leaf - Found by searching bushes outside Boo's Mansion.

Recipe: 1. Cook Melon = Special Shake.

2. Cook Special Shake with Strange Leaf.

Honey Candy

-----

Ingredients: Cake Mix - Defeat a Shy Guy holding it in the Shy Guy's Toy Box.

Honey Syrup - Bought from Little Mouser's Shop for 5 Coins each.

Recipe: Cook Cake Mix with Honey Syrup.

Honey Shroom

-----

Ingredients: Mushroom - Bought from Little Mouser's Shop for 3 Coins each.

Honey Syrup - Bought from Little Mouser's Shop for 5 Coins each.

Recipe: Cook Mushroom with Honey Syrup.

Honey Super

-----

Ingredients: Super Shroom - Bought from Boo's Shop for 13 Coins each.

Honey Syrup - Bought from Little Mouser's Shop for 5 Coins each.

Recipe: Cook Super Shroom with Honey Syrup.

Honey Ultra

-----

Ingredients: Ultra Shroom - Collected in the wake of a Gold Li'l Oink.

Honey Syrup - Bought from Little Mouser's Shop for 5 Coins each.

Recipe: Cook Ultra Shroom with Honey Syrup.

Hot Shroom

-----

Ingredients: Mushroom - Bought from Little Mouser's Shop for 3 Coins each.

Koopa Leaf - Found by searching bushes in Koopa Village.

Recipe: 1. Cook Mushroom with Koopa Leaf = Volt Shroom.

2. Cook Volt Shroom

Jelly Pop

-----

Ingredients: Cake Mix - Defeat a Shy Guy holding it in the Shy Guy's Toy Box.  
Jammin' Jelly - Collected in the wake of a Silver Li'l Oink.

Recipe: Cook Cake Mix with Jammin' Jelly.

Jelly Shroom

-----

Ingredients: Mushroom - Bought from Little Mouser's Shop for 3 Coins each.  
Jammin' Jelly - Collected in the wake of a Silver Li'l Oink.

Recipe: Cook Mushroom with Jammin' Jelly.

Jelly Super

-----

Ingredients: Super Shroom - Bought from Boo's Shop for 13 Coins each.  
Jammin' Jelly - Collected in the wake of a Silver Li'l Oink.

Recipe: Cook Super Shroom with Jammin' Jelly.

Jelly Ultra

-----

Ingredients: Ultra Shroom - Collected in the wake of a Gold Li'l Oink.  
Jammin' Jelly - Collected in the wake of a Silver Li'l Oink.

Recipe: Cook Ultra Shroom with Jammin' Jelly.

Kooky Cookie

-----

Ingredients: Cake Mix - Defeat a Shy Guy holding it in the Shy Guy's Toy Box.  
Koopa Leaf - Found by searching bushes in Koopa Village.

Recipe: Cook Cake Mix with Koopa Leaf.

Koopasta

-----

Ingredients: Dried Pasta - Bought from Little Mouser's Shop for 3 Coins  
each.

Koopa Leaf - Found by searching bushes in Koopa Village

Recipe: Cook Dried Pasta with Koopa Leaf.

Koopa Tea

-----

Ingredients: Koopa Leaf - Found by searching bushes in Koopa Village.

Recipe: Cook Koopa Leaf.

Lemon Candy

-----

Ingredients: Cake Mix - Defeat a Shy Guy holding it in the Shy Guy's Toy Box.  
Lemon - Found by hitting a tree in the Oasis in Dry Dry Desert.

Recipe: Cook Cake Mix with Lemon.

Life Shroom

-----

Ingredients: Mushroom - Bought from Little Mouser's Shop for 3 Coins each.  
Koopa Leaf x 2 - Found by searching bushes in Koopa Village.

Recipe: 1. Cook Mushroom with Koopa Leaf = Volt Shroom.

2. Cook Volt Shroom with Koopa Leaf.

Lime Candy

-----

Ingredients: Cake Mix - Defeat a Shy Guy holding it in the Shy Guy's Toy Box.  
Lime - Found by hitting a tree in the Oasis in Dry Dry Desert.

Recipe: Cook Cake Mix with Lime.

Maple Shroom

-----

Ingredients: Mushroom - Bought from Little Mouser's Shop for 3 Coins each.  
Maple Syrup - Defeat a Shy Guy holding it in Shy Guy's Toy Box.

Recipe: Cook Mushroom with Maple Syrup.

Maple Super

-----

Ingredients: Super Shroom - Bought from Boo's Shop for 13 Coins each.  
Maple Syrup - Defeat a Shy Guy holding it in Shy Guy's Toy Box.

Recipe: Cook Super Shroom with Maple Syrup.

Maple Ultra

-----

Ingredients: Ultra Shroom - Collected in the wake of a Gold Li'l Oink.  
Maple Syrup - Defeat a Shy Guy holding it in Shy Guy's Toy Box.

Recipe: Cook Ultra Shroom with Maple Syrup.

Nutty Cake

-----

Ingredients: Goomnut - Found by hitting the tree in Goomba Village.

Recipe: Cook Goomnut.

Potato Salad

-----

Ingredients: Iced Potato - Sleep in the Toad House in Shiver City, one will be waiting for you on your bedside table.

Recipe: Cook Iced Potato.

Shroom Cake

-----

Ingredients: Cake Mix - Defeat a Shy Guy holding it in the Shy Guy's Toy Box.  
Mushroom - Bought from Little Mouser's Shop for 3 Coins each.

Recipe: Cook Cake Mix with Mushroom.

Shroom Steak

-----

Ingredients: Mushroom x 2 - Bought from Little Mouser's Shop for 3 Coins each.

Koopa Leaf x 2 - Found by searching bushes in Koopa Village.

Recipe: 1. Cook Mushroom with Koopa Leaf = Volt Shroom.  
2. Cook Volt Shroom with Koopa Leaf = Life Shroom.  
3. Cook Life Shroom with Mushroom.

Sleepy Sheep

-----

Ingredients: Yellow Berry - Found by hitting a tree in Flower Fields.  
Strange Leaf - Found by searching bushes outside Boo's Mansion.

Recipe: Cook Yellow Berry with Strange Leaf.

Spaghetti

-----

Ingredients: Dried Pasta - Bought from Little Mouser's Shop for 3 Coins each.

Recipe: Cook Dried Pasta.



Special Shake

-----

Ingredients: Melon - Give a Cake to the Yellow Yoshi to get one.

Recipe: Cook Melon.

Spicy Soup

-----

Ingredients: Fire Flower - Bought from Koopa's Shop for 8 Coins each.

Recipe: Cook Fire Flower.

Strange Cake

-----

Ingredients: Cake Mix - Defeat a Shy Guy holding it in the Shy Guy's Toy Box.

Strange Leaf - Found by searching bushes outside Boo's Mansion.

Recipe: Cook Cake Mix with Strange Leaf.

Super Soda

-----

Ingredients: Apple - Smash some crates in Boo's Mansion to find some.

Recipe: Cook Apple.

Sweet Shroom

-----

Ingredients: Mushroom - Bought from Little Mouser's Shop for 3 Coins each.

Koopa Leaf x 2 - Found by searching bushes in Koopa Village.

Cake Mix - Defeat a Shy Guy holding it in the Shy Guy's Toy Box.

Recipe: 1. Cook Mushroom with Koopa Leaf = Volt Shroom.

2. Cook Volt Shroom with Koopa Leaf = Life Shroom.

3. Cook Life Shroom with Cake Mix.

Tasty Tonic

-----

Ingredients: Lime or Lemon - Found by hitting trees in the Oasis in Dry Dry Desert.

Recipe: Cook Lime or Lemon.

Thunder Rage

-----

Ingredients: Mushroom - Bought from Little Mouser's Shop for 3 Coins each.

Koopa Leaf - Found by searching bushes in Koopa Village.

Dried Fruit - Defeat some Pokeys in Dry Dry Desert.

Recipe: 1. Cook Mushroom with Koopa Leaf = Volt Shroom.

2. Cook Volt Shroom with Dried Fruit.

Volt Shroom

-----

Ingredients: Mushroom - Bought from Little Mouser's Shop for 3 Coins each.

Koopa Leaf - Found by searching bushes in Koopa Village.

Recipe: Cook Mushroom with Koopa Leaf.

Yoshi Cookie

-----

Ingredients: Cake Mix - Defeat a Shy Guy holding it in the Shy Guy's Toy Box.

Melon - Give a Cake to the Yellow Yoshi to get one.

Recipe: Cook Cake Mix with Melon.

Yummy Meal

-----

Ingredients: Dried Pasta - Bought from Little Mouser's Shop for 3 Coins

each.

Dried Fruit - Defeat some Pokeys in Dry Dry Desert.

Recipe: Cook Dried Pasta with Dried Fruit.

=====

9) I n v e n t o r y L i s t s

=====

-----

i) I t e m s

-----

Apple

-----

Description: A sweet, tangy apple. Restores 5 HP.

Bought/Acquired: From smashing crates in Boo's Mansion.

Sale Price: 2 Coins

Apple Pie

-----

Description: An apple pie baked by Tayce T. Restores 5 HP and 15 FP.

Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).

Sale Price: 10 Coins

Big Cookie

-----

Description: A huge cookie baked by Tayce T. Restores 20 FP.

Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).

Sale Price: 10 Coins

Bland Meal

-----

Description: Boring food cooked by Tayce T. Restores 10 HP and 10 FP.

Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).

Sale Price: 10 Coins

Blue Berry

-----

Description: A berry found in Flower Fields. Restores 5 FP.

Bought/Acquired: Hit the tree south east of the Wise Wisterwood in Flower  
Fields.

Sale Price: 2 Coins

Boiled Egg

-----

Description: Food cooked by Tayce T. Restores 8 HP and 8 FP.

Bought/Acquire: A dish of Tayce T.'s (See Recipe List section).

Sale Price: 10 Coins

Bubble Berry

-----

Description: A berry found in Flower Fields. Restores 5 FP.

Bought/Acquired: Hit the blue tree south east of the Wise Wisterwood in  
Flower Fields.

Sale Price: 3 Coins

Cake

-----

Description: A tasty cake baked by Tayce T. Restores 15 FP.

Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).  
Sale Price: 10 Coins

#### Cake Mix

-----

Description: A Mix used to bake tasty cakes. Restores 1 FP.

Bought/Acquired: From defeating the Shy Guy's carrying it, west of the Blue  
Station of Shy Guy's Toy Box.

Sale Price: 3 Coins

#### Coconut

-----

Description: A coconut from Lavalava Island. Throw it to damage 1 enemy.

Bought/Acquired: From hitting the Coconut Palms with a Hammer.

Sale Price: 1 Coin

#### Coco Pop

-----

Description: A sweet candy made by Tayce T. Restores 3 HP and 15 FP.

Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).

Sale Price: 12 Coins

#### Deluxe Feast

-----

Description: Amazing food cooked by Tayce T. Restores 40 HP and 40 FP.

Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).

Sale Price: 60 Coins

#### Dizzy Dial

-----

Description: If it works, dazes and paralyzes all enemies briefly.

Bought/Acquired: From Koopa's Shop for 10 Coins each.

Sale Price: 6 Coins

#### Dusty Hammer

-----

Description: A dusty old Hammer. Throw it to damage 1 enemy

Bought/Acquired: From Little Mouser's Shop for 2 Coins each.

Sale Price: 1 Coin

#### Dried Fruit

-----

Description: A fruit found deep within Dry Dry Desert. Restores 15 HP.

Bought/Acquired: You sometimes get one after defeating a Pokey.

Sale Price: 20 Coins

#### Dried Pasta

-----

Description: Pasta from Dry Dry Outpost.

Bought/Acquired: From Little Mouser's Shop for 3 Coins each.

Sale Price: 2 Coins

#### Dried Shroom

-----

Description: A very dry Mushroom.

Bought/Acquired: From Little Mouser's Shop for 2 Coins each.

Sale Price: 1 Coin

#### Egg

-----

Description: An egg of unknown origin. Restores 5 HP.  
Bought/Acquired: From searching a bush near Mt. Rugged Station.  
Sale Price: 2 Coins

#### Egg Missile

-----

Description: An egg bomb made by Tayce T. Throw it to damage 1 enemy.  
Bought/Acquired: A creation of Tayce T.'s (See Recipe List section).  
Sale Price: 10 Coins

#### Electro Pop

-----

Description: A tart lollipop made by Tayce T. Restores 15 FP.  
Bought/Acquire: A dish of Tayce T.'s (See Recipe List section).  
Sale Price: 25 Coins

#### Fire Flower

-----

Description: A flower that burns all enemies with fireballs. Attack Power: 3.  
Bought/Acquired: From most Shops.  
Sale Price: 4 Coins

#### Fire Pop

-----

Description: A hot lollipop made by Tayce T. Restores 20 FP but uses 1 HP.  
Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).  
Sale Price: 20 Coins

#### Fried Egg

-----

Description: Food cooked by Tayce T. Restore 10 HP.  
Bought/Acquire: A dish of Tayce T.'s (See Recipe List section).  
Sale Price: 7 Coins

#### Fried Shroom

-----

Description: A snack made by Tayce T. Restores 6 HP and 2 FP.  
Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).  
Sale Price: 5 Coins

#### Fright Jar

-----

Description: Makes a scary spirit appear and chase some enemies away.  
Bought/Acquired: From Shroom Grocery for 10 Coins each.  
Sale Price: 3 Coins

#### Frozen Fries

-----

Description: A side dish made by Tayce T. Restores 15 HP.  
Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).  
Sale Price: 15 Coins

#### Goomnut

-----

Description: A special nut found only in Goomba Village. Restores 3 FP.  
Bought/Acquired: Hit the tree in the upper right corner of Goomba Village  
with your Hammer.  
Sale Price: 2 Coins

#### Healthy Juice

-----

Description: A juice blend made by Tayce T. Restores 30 HP and 10 FP.

Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).

Sale Price: 25 Coins

#### Honey Candy

-----

Description: A sweet candy made by Tayce T. Restores 20 FP.

Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).

Sale Price: 15 Coins

#### Honey Shroom

-----

Description: A dessert made by Tayce T. Restores 5 HP and 5 FP.

Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).

Sale Price: 10 Coins

#### Honey Super

-----

Description: A dessert made by Tayce T. Restores 10 HP and 5 FP.

Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).

Sale Price: 20 Coins

#### Honey Syrup

-----

Description: Sweet honey syrup. Restores 5 FP.

Bought/Acquired: From most Shops.

Sale Price: 3 Coins

#### Honey Ultra

-----

Description: A dessert made by Tayce T. Restores 50 HP and 5 FP.

Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).

Sale Price: 75 Coins

#### Hot Shroom

-----

Description: A snack made by Tayce T. Restores 15 HP and 5 FP.

Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).

Sale Price: 15 Coins

#### Iced Potato

-----

Description: A tough potato found in the Shiver Region. Restores 5 HP.

Bought/Acquired: Everytime you sleep in the Toad House in Shiver City, one  
will be waiting for you on your bedside table.

Sale Price: 3 Coins

#### Jammin' Jelly

-----

Description: A highly nutritious snack. Restores 50 FP.

Bought/Acquired: In Li'l Oink Farm, any Silver Li'l Oink will leave 1 behind.

Sale Price: 50 Coins

#### Jelly Pop

-----

Description: A big lollipop made by Tayce T. Restores 64 FP.

Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).

Sale Price: 100 Coins

Jelly Shroom

-----

Description: A dessert made by Tayce T. Restores 5 HP and 50 FP.  
Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).  
Sale Price: 75 Coins

Jelly Super

-----

Description: A dessert made by Tayce T. Restores 10 HP and 50 FP.  
Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).  
Sale Price: 100 Coins

Jelly Ultra

-----

Description: A dessert made by Tayce T. Restores 50 HP and 50 FP.  
Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).  
Sale Price: 150 Coins

Kooky Cookie

-----

Description: Makes Mario electric, sleepy or transparent. Restores 15 FP.  
Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).  
Sale Price: 15 Coins

Koopa Leaf

-----

Description: A leaf found in Koopa Village. Restores 3 FP.  
Bought/Acquired: Search the bushes in Koopa Village.  
Sale Price: 1 Coin

Koopasta

-----

Description: Special pasta made by Tayce T. Restores 7 HP and 7 FP  
Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).  
Sale Price: 10 Coins

Koopa Tea

-----

Description: Tea brewed by Tayce T. Restores 7 FP.  
Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).  
Sale Price: 3 Coins

Lemon

-----

Description: A fruit found in a desert oasis. Restores 1 HP and 2 FP.  
Bought/Acquired: Hit a tree in the Oasis near Dry Dry Outpost.  
Sale Price: 1 Coin

Lemon Candy

-----

Description: A tangy candy made by Tayce T. Restores 5 HP and 15 FP.  
Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).  
Sale Price: 15 Coin

Life Shroom

-----

Description: A life-giving Mushroom. Restores 10 HP when Mario's HP hits 0.  
Bought/Acquired: From Boo's Shop for 50 Coins each.  
Sale Price: 20 Coins

Lime

-----

Description: A fruit found in a desert oasis. Restores 3 FP.  
Bought/Acquired: Hit a tree in the Oasis near Dry Dry Outpost.  
Sale Price: 1 Coin

Lime Candy

-----

Description: A tangy candy made by Tayce T. Restores 20 FP.  
Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).  
Sale Price: 15 Coin

Maple Shroom

-----

Description: A dessert made by Tayce T. Restores 5 HP and 10 FP.  
Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).  
Sale Price: 25 Coins

Maple Super

-----

Description: A dessert made by Tayce T. Restores 10 HP and 10 FP.  
Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).  
Sale Price: 35 Coins

Maple Syrup

-----

Description: Delicious maple syrup. Restores 10 FP.  
Bought/Acquired: From Boo's Shop for 25 Coins each.  
Sale Price: 10 Coins

Maple Ultra

-----

Description: A dessert made by Tayce T. Restores 50 HP and 10 FP.  
Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).  
Sale Price: 100 Coins

Melon

-----

Description: A succulent, ripe melon. Restores 15 HP.  
Bought/Acquired: From the Yellow Yoshi adult, after giving him some Cake.  
Sale Price: 7 Coins

Mistake

-----

Description: This doesn't look very good! Restores 1 HP and 1 FP.  
Bought/Acquired: When you cook with ingredient(s) that do not lead to a  
possible Tayce T. Recipe.  
Sale Price: 1 Coin

Mushroom

-----

Description: A regular Mushroom. Restores 5 HP.  
Bought/Acquired: Lots of places, but the easiest place to get them from is  
Shroom Grocery for 5 Coins each. Little Mouser's Shop is  
the cheapest though at 3 Coins each.  
Sale Price: 2 Coins

Mystery?

-----

Description: Who know what it does... Take a chance to find out!

Bought/Acquired: From Boo's Shop for 1 Coin each.

Sale Price: 1 Coin

#### Nutty Cake

-----

Description: A nut cake baked by Tayce. T. Restores 10 FP.

Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).

Sale Price: 6 Coins

#### Pebble

-----

Description: A common pebble. Throw it to damage an enemy.

Bought/Acquired:

Sale Price: 1 Coins

#### Potato Salad

-----

Description: A side dish made by Tayce T. Restores 10 HP.

Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).

Sale Price: 6 Coins

#### POW Block

-----

Description: Flips shell enemies and inflicts 2 damage points on all enemies.

Bought/Acquired: From most Shops.

Sale Price: 3 Coins

#### Red Berry

-----

Description: A berry found in Flower Fields. Restores 5 HP.

Bought/Acquired: Hit the tree east of the Wise Wisterwood in Flower  
Fields.

Sale Price: 2 Coins

#### Repel Gel

-----

Description: Makes Mario transparent and invulnerable for a short time.

Bought/Acquired: From ? Blocks.

Sale Price: 15 Coins

#### Shooting Star

-----

Description: Shooting stars that hit all enemies. Attack Power: 6

Bought/Acquired: ?

Sale Price: 15 Coins

#### Shroom Cake

-----

Description: A cake baked by Tayce T. Restores 10 HP and 10 FP.

Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).

Sale Price: 20 Coins

#### Shroom Steak

-----

Description: A dish cooked by Tayce T. Restores 30 HP and 10 FP.

Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).

Sale Price: 45 Coins

#### Sleepy Sheep

-----



Description: If it works, makes all enemies sleep for a little while.  
Bought/Acquired: From Shroom Grocery for 10 Coins each.  
Sale Price: 4 Coins

#### Snowman Doll

-----  
Description: A snowman that crushes all enemies. Attack Power: 4  
Bought/Acquired: From Boo's Shop for 15 Coins each.  
Sale Price: 6 Coins

#### Spaghetti

-----  
Description: Spaghetti cooked by Tayce T. Restores 6 HP and 4 FP.  
Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).  
Sale Price: 7 Coins

#### Spicy Soup

-----  
Description: A hot soup cooked by Tayce T. Restores 4 HP and 4 FP.  
Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).  
Sale Price: 10 Coins

#### Special Shake

-----  
Description: A smoothie made by Tayce T. Restores 20 FP.  
Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).  
Sale Price: 10 Coins

#### Stinky Herb

-----  
Description: This herb smells kind of bad... Restores 5 FP.  
Bought/Acquired: From touching one of the flower outcrops in Flower Fields.  
Sale Price: 1 Coin

#### Stone Cap

-----  
Description: Turns Mario to stone and makes him unable to move for a while.  
Bought/Acquired: From Harry's Shop for 30 Coins each.  
Sale Price: 15 Coins

#### Stop Watch

-----  
Description: If it works, paralyzes all enemies for a short time.  
Bought/Acquired: From Boo's Shop for 25 Coins each.  
Sale Price: 10 Coins

#### Strange Cake

-----  
Description: This electrifies Mario, turns him transparent, or makes him  
sleep.  
Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).  
Sale Price: 10 Coins

#### Strange Leaf

-----  
Description: A very rare leaf. Restores 5 FP.  
Bought/Acquired: Search the bushes outside Boo's Mansion.  
Sale Price: 2 Coins

#### Super Shroom

-----  
Description: A truly super Mushroom. Restores 10 HP.  
Bought/Acquired: From Boo's Shop for 13 Coins each.  
Sale Price: 7 Coins

#### Super Soda

-----  
Description: A bubbly soda. Cures shrinking or poisoning and restores 5 FP.  
Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).  
Sale Price: 3 Coins

#### Sweet Shroom

-----  
Description: A yummy cake baked by Tayce T. Restores 30 HP and 20 FP.  
Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).  
Sale Price: 50 Coins

#### Tasty Tonic

-----  
Description: A very tasty tonic. Cures poisoning and shrinking.  
Bought/Acquired: From Harry's Shop for 5 Coins each.  
Sale Price: 1 Coin

#### Thunder Bolt

-----  
Description: Lightning that strikes 1 enemy. Attack Power: 5  
Bought/Acquired: From Little Mouser's Shop for 5 Coins each.  
Sale Price: 4 Coins

#### Thunder Rage

-----  
Description: Lightning that strikes all enemies. Attack Power: 5  
Bought/Acquired: From Harry's Shop for 20 Coins each.  
Sale Price: 8 Coins

#### Ultra Shroom

-----  
Description: A ultra-fine Mushroom. Restores 50 HP.  
Bought/Acquired: In Li'l Oink Farm, any Silver Li'l Oink will leave 1 behind.  
Sale Price: 50 Coins

#### Volt Shroom

-----  
Description: Electrifies Mario for a short time.  
Bought/Acquired: From Harry's Shop for 10 Coins each.  
Sale Price: 7 Coins

#### Whacka's Bump

-----  
Description: A Whacka Bump from Mt. Rugged. Restores 25 HP and 25 FP.  
Bought/Acquired: By hitting Whacka with your Hammer, who is found on Mt.  
Rugged. You can only do this 8 times to poor ol' Whacka,  
then he'll buy the farm :(  
Sale Price: 30 Coins

#### Yellow Berry

-----  
Description: A berry found in Flower Fields. Restores 3 HP and 3 FP.  
Bought/Acquired: Hit the tree south west of the Wise Wisterwood in Flower  
Fields.

Sale Price: 2 Coins

Yoshi Cookie

-----

Description: A cookie baked by Tayce T. Restores 15 HP and 15 FP.

Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).

Sale Price: 20

Yummy Meal

-----

Description: Tasty food cooked by Tayce T. Restores 20 HP and 20 FP.

Bought/Acquired: A dish of Tayce T.'s (See Recipe List section).

Sale Price: 15

-----  
ii) Key Items  
-----

Artifact

-----

Description: A strange artifact found in Dry Dry Ruins.

Acquired: In Dry Dry Ruins.

Usage: Give it to Kolorado, and he will give you a Star Piece.

Autograph

-----

variation 1

-----

Description: Luigi's autograph. Koopa Koot wants this.

Acquired: From Luigi, after speaking to Koopa Koot.

Usage: Give to Koopa Koot, he will give you 1 Coin in return.

variation 2

-----

Description: An autograph from Merlurvee. Koopa Koot wants this.

Acquired: From Merlurvee, after fetching her the Crystal Ball.

Usage: Give to Koopa Koot, he will give you 3 Star Piece in return.

Blue Key

-----

Description: A big blue key.

Acquired: From a chest in the Crystal Palace.

Usage: To open the lock on the Blue Door in the Crystal Palace.

Boo's Portrait

-----

Description: A portrait of an old male Boo.

Acquired: From the basement of Boo's Mansion.

Usage: Put it in the canvas to access the third level of Boo's Mansion.

Bucket

-----

Description: An ordinary bucket that the Shiver City Mayor gave you.

Acquired: From Mayor Penguin, after speaking to Merle.

Usage: Put it on the Snowman that is missing a hat. In conjunction with using the Scarf on another Snowman, the way to the Crystal Palace will open up.

Calculator

-----

Description: The calculator from Rowf's Badge Shop. Return it to him.  
Acquired: From a Shy Guy, west of the Blue Station of the Shy Guy's Toy Box.  
Usage: Give back to Rowf, so he opens his shop up again.

#### Castle Key

-----

##### variation 1

-----

Description: Opens a locked door in Tubba Blubba's Castle.  
Acquired: They are scatter all throughout TB's Castle.  
Usage: They open the many locked doors inside the TB's Castle.

##### variation 2

-----

Description: Opens a locked door in Princess Peach's Castle.  
Acquired: From various people inside the Castle.  
Usage: To open doors between the various sections of the Castle.

##### variation 3

-----

Description: Opens a locked door in Bowser's Castle  
Acquired: From various places inside Bowser's Castle.  
Usage: To open the many locked doors throughout the castle

#### Cookbook

-----

Description: A book Gourmet Guy dropped. Show it to a good cook.  
Acquired: Gourmet Guy drops it after you give him some Cake.  
Usage: Give it to Tayce T. and she will be able to cook with 2 items.

#### Crystal Ball

-----

Description: A gorgeous crystal ball. Give it to Merlurvee.  
Acquired: From Merlee, after talking to Merlurvee about it.  
Usage: Give to Merlurvee to receive her Autograph.

#### Crystal Berry

-----

Description: A glittering berry made of crystal.  
Acquired: From Posie, after talking to Rosie.  
Usage: Give to Rosie in return for a Water Stone.

#### Diamond Stone

-----

Description: A star-shaped stone found in Dry Dry Ruins.  
Acquired: Found in one of the treasure vaults of Dry Dry Ruins.  
Usage: Used with the Pyramid and Lunar Stones, to unlock the secret of Dry Dry Ruins.

#### Dictionary

-----

Description: The scholar Russ T.'s dictionary. Return it to him.  
Acquired: From a chest in the Shy Guy's Toy Box.  
Usage: Return to Russ T. to get a Star Piece.

#### Diploma

-----

Description: Proof of Mario's strength. Now Mario is the strongest.  
Acquired: From Master, after beating him the third (and final time) in the

Toad Town Dojo.

Usage: Nothing, shows Mario is a tough cookie.

Dolly

-----

Description: An adorable doll that looks exactly like Princess Peach.

Acquired: Buy hitting a tree with your Hammer inside Jr. Troopa's Playground.

Usage: Give it to Goombaria, and she will give you a Star Piece and a kiss.

Empty Wallet

-----

Description: A wallet Koopa Koot dropped. Return it to him.

Acquired: After talking to Koopa Koot, search a bush near the blue house in the west section of Koopa Village.

Usage: Give to Koopa Koot, he will give you 1 Coin in return.

Fertile Soil

-----

Description: Absolutely pollutant free. This smells like very good soil.

Acquired: From Posie, south west of the Wise Wisterwood in Flower Fields.

Usage: Used with the Miracle Water and the Magical Bean to grow something...

First-Degree Card

-----

Description: Proof of Mario's strength, won by defeating Chan at the Dojo.

Acquired: From Chan, after beating him in the Toad Town Dojo.

Usage: Lets you fight Lee in the Dojo.

Fourth-Degree Card

-----

Description: Proof of Mario's strength, for besting the Master at the Dojo.

Acquired: From Master, after beating him the second time in the Toad Town Dojo.

Usage: Lets you fight the Master for the final time in the Dojo.

Fortress Key

-----

Description: Open a locked door in the Koopa Bros. Fortress.

Acquired: They are scatter all throughout the Fortress.

Usage: They open the many locked doors inside the Fortress.

Frying Pan

-----

Description: Tayce T.'s frying pan. Return it to her.

Acquired: From a chest in the Shy Guy's Toy Box.

Usage: Give to Tayce T. so she can return to cooking items for you.

Glasses

-----

Description: Glasses Koopa Koot dropped. Deliver them to him.

Acquired: Search a bush near the entrance to Koopa Village, after Koopa Koot losses them.

Usage: Give to Koopa Koot, he will give you 1 Coin in return.

Gold Credit

-----

Description: A card Koopa Koot gave you. Use it to play in the Playroom.

Acquired: From Koopa Koot, after giving him a Life Shroom.

Usage: Lets Mario play the Smash Attack game in the Playground in Toad Town.

### Jade Raven

-----

Description: The jade statue of a Raven that Yoshi's Village Leader gave you.

Acquired: From the Village Elder after saving the Fearless Five.

Usage: Place in the Raven Statue in the Jade Jungle, to open up a new pathway.

### Kooper's Shell

-----

Description: Kooper's blue shell.

Acquired: From the Fuzzies after placing their hide and seek game.

Usage: Give to Kooper, so he joins Mario's party.

### Koopa Legends

-----

Description: Kolorado's strange book. Deliver this to Koopa Koot.

Acquired: From Kolorado's wife, after speaking to Koopa Koot.

Usage: Give to Koopa Koot, he will give you 1 Coin in return.

### Lucky Star

-----

Description: A Star-shaped pendant. Let's you use the action command.

Acquired: From Twink, after visiting Eldstar on Star Summit

Usage: Lets Mario and party members power up attacks and defend, using action commands.

### Lunar Stone

-----

Description: \*missing\*

Acquired: Found in one of the treasure vaults of Dry Dry Ruins.

Usage: Used with the Diamond and Pyramid Stones, to unlock the secret of Dry Dry Ruins.

### Lyrics

-----

Description: Show it to a composer some where in the world

Acquired: From the Master Poet in Club 64.

Usage: Give it to the composer in Dry Dry Outpost, to get the Melody.

### Magical Bean

-----

Description: A bean. Its twitching as if to say, "Plant me this instant!"

Acquired: From Petunia, after sorting out her Monty Mole problem.

Usage: Used with the Fertile Soil and the Miracle Water to grow something...

### Magical Seed

-----

Description: A seed. Have it planted in the Flower Garden in Toad Town.

Acquired: From the Bub-ulbs found through out the Mushroom Kingdom.

Usage: Give to Mihn T., so she can plant them in Toad Town's Flower Garden.

### Mailbag

-----

Description: A bag full of letters. Return it to the Post Office.

Acquired: From a chest, just right of the PinkStation in the Shy Guy's Toy Box.

Usage: Return it to the Toad Town Post Office for a Star Piece.

### Melody

-----

Description: Give it to the Master Poet in Toad Town.

Acquired: Give it to the Master Poet in Club 64, and Chanterelle will sing again. Netting you the Attack FX D Badge.

#### Miracle Water

-----

Description: Very cold water. It glitters in the sun.

Acquired: From Lily, after filling her spring with water. Magical Bean

Usage: Used with the Magical Bean and the Fertile Soil to grow something...

#### Mystery Note

-----

Description: You can't read this. Show it to someone who is very smart.

Acquired: From a Shy Guy in the Shy Guy's Toy Box.

Usage: Give it to Russ T. (who speaks and reads Shyguyish) and he will give you a clue.

#### Mystical Key

-----

Description: A key found in Tubba Blubba's room.

Acquired: From the chest in Tubba Blubba's room.

Usage: Opens the Windmill in Gusty Gulch.

#### Odd Key

-----

Description: Opens a locked door in the Odd House.

Acquired: From inside the Odd House.

Usage: Opens the door to the Odd House.

#### Old Photo

-----

Description: Is this a picture of a young Koopa Koot? He wants this.

Acquired: From one of the Boo's in Boo's Mansion.

Usage: Give to Koopa Koot, he will give you 1 Coin in return.

#### Package

-----

Description: A package received from a Boo. Deliver it to Koopa Koot.

Acquired: From a Boo in Gusty Gulch.

Usage: Give to Koopa Koot, he will give you 1 Coin in return.

#### Palace Key

-----

Description: Opens a locked door in the Crystal Palace.

Acquired: From a chest in the Crystal Palace.

Usage: Open the Crystal locked doors.

#### Prison Key

-----

Description: A key to the prison in Bowser's Castle.

Acquired: From defeating a Koopatrol Guard, outside of the cell it's used for.

Usage: Opens the cells of the Prison.

#### Pulse Stone

-----

Description: The closer you get to Dry Dry Ruins, the faster it flashes.

Acquired: From Moustafa in Dry Dry Outpost after discovering his identity.

Usage: Used to find Dry Dry Ruins.

#### Pyramid Stone

-----

Description: A triangle shaped stone found in Dry Dry Ruins.

Acquired: Found in one of the treasure vaults of Dry Dry Ruins.

Usage: Used with the Lunar and Diamond Stones, to unlock the secret of Dry Dry Ruins.

Record

-----

Description: A record of upbeat music. How can you play this?

Acquired: From playing the Boo's Hide n' Dance game.

Usage: Play in the Phonograph to lure the Boo away from his chest.

Red Jar

-----

Description: A jar at Little Mouser's Shop. A collectors item, perhaps?

Acquired: After talking to Koopa Koot. At Lil' Mousers Shop buy items in the order of: Dusty Hammer, Dried Pasta, Dusty Hammer and then a Dried Shroom.

Usage: Give to Koopa Koot, he will give you 3 Star Pieces in return.

Red Key

-----

Description: A big red key.

Acquired: From a chest in the Crystal Palace.

Usage: To open the lock on the Blue Door in the Crystal Palace.

Ruins Key

-----

Description: Opens a locked door in Dry Dry Ruins.

Acquired: They are scatter all throughout Dry Dry Ruins.

Usage: They open the many locked doors inside the Dry Dry Ruins.

Second-Degree Card

-----

Description: Proof of Mario's strength, won by defeating Lee at the Dojo.

Acquired: From Lee, after beating him in the Toad Town Dojo.

Usage: Lets you fight the Master in the Dojo.

Scarf

-----

Description: An ordinary scarf from Merle in Starborn Valley.

Acquired: From Merle in Starborn Valley.

Usage: Put it on the Snowman that is missing a scarf. In conjunction with using the Bucket on another Snowman, the way to the Crystal Palace will open up.

Silver Credit

-----

Description: A Card Koopa Koot gave you. Use it to play in the Playground.

Acquired: From Koopa Koot, after giving him a Sleepy Sheep.

Usage: Lets Mario play the Jump Attack game in the Playground in Toad Town.

Sneaky Parasol

-----

Description: A fabulous parasol given to quiz show participants.

Acquired: In the intermission before Chapter 6, it is given to Princess after the 64th Quiz'off!

Usage: Helps Princess Peach sneak around, undetected!

Star Stone



-----

Description: A stone. It opens the path to the Crystal Palace.

Acquired: From Merlan, the magician in Shiver Mountain.

Usage: To unlock the ice staircase to the Crystal Palace.

#### Storeroom Key

-----

Description: A key to the storeroom in a Toad Town Shop.

Acquired: From a chest, east of the Blue Station of the Shy Guy's Toy Box.

Usage: Give to Harry in his shop, and he'll let you raid his storeroom.

#### Tape

-----

Description: A tape returned by Goomba. Deliver it to Koopa Koot.

Acquired: From Goomba, after talking to Koopa Koot.

Usage: Give to Koopa Koot, he will give you 1 Coin in return.

#### Third-Degree Card

-----

Description: Proof of Mario's strength, for besting the Master at the Dojo.

Acquired: From Master, after beating him the first time in the Toad Town Dojo.

Usage: Lets you fight the Master for the second time in the Dojo.

#### Toy Train

-----

Description: A very well designed toy train. Could this be more than a toy?

Acquired: From the storeroom of Harry's Shop.

Usage: Drop in the Shy Guy's Toy Box, to use it's rail system.

#### Ultra Stone

-----

Description: A stone. Use it to ultra-rank one of your party members.

Acquired: From Raphael the Raven.

Usage: Allows your party members to be upgraded to Ultra Rank.

#### Volcano Vase

-----

Description: A treasure found inside Mt. Lavalava.

Acquired: From the chest in Jade Jungle that falls down after Mt. Lavalava erupts at the end of Chapter 5.

Usage: Give it to Kolorado to get the last Magical Seed.

#### Warehouse Key

-----

Description: A key to the warehouse in Shiver City.

Acquired: At the bottom of the frozen lake, smash through the ice and then dive down in it with Sushie.

Usage: Open the Warehouse in Shiver City.

#### Water Stone

-----

Description: A magical stone. Water springs from it. It will bring dried-up things back to life.

Acquired: From Rosie, after giving her the Crystal Berry.

Usage: Place it in Lily's empty spring to fill it up with water.

#### Weight

-----

Description: A very heavy weight. How can you use this?

Acquired: From the a chest in Boo's Mansion.

Usage: Let's you wigh down the chandelier permanantly, thus opening up a secret passage.

---

iii) B a d g e s

---

Power Jump

-----

BP Usage: 1

Description: Lets you do a Power Jump. Uses 2 FP. Mario stomps on a single enemy using a lot of attack power.

Bought/Acquired: From Goomba, after returning to the Goomba Village with him.

Mega Jump

-----

BP Usage: 3

Description: Let's you do a Mega Jump. Uses 6 FP. Mario stomps on a single enemy using tons of attack power.

Bought/Acquired: From a red ? block on Shiver Mountain.

Multibounce

-----

BP Usage: 1

Description: Lets you do a Multibounce. Uses 2 FP. Jumps on all enemies in a row if action command is timed right.

Bought/Acquired: From Rowf's Badge Shop (after Eldstar) for 75 Coins.

Jump Charge

-----

BP Usage: 1

Description: Let's you charge up Jump Power. Uses 1 FP. When charged, Mario's Jump power goes up by 2. Let's you charge unlimited times, but power fades after attack.

Bought/Acquired: From Rowf's Badge Shop (after Calculator) for 75 Coins.

S. Jump Chg.

-----

BP Usage: 2

Description: Greatly charges up Jump Power. Uses 4 FP. When supercharged, Mario's Jump power goes up by 3. Let's you charge unlimited times, but power fades after attack.

Bought/Acquired: From Cloudy Climb.

Shrink Stomp

-----

BP Usage: 1

Description: Lets you do a Shrink Stomp. Uses 2 FP. If it works, the enemy Mario stomps on shrinks.

Bought/Acquired: From a chest in the Toad Town Tunnels, near where you fought a Blooper.

Sleep Stomp

-----

BP Usage: 1

Description: Lets you do a Sleep Stomp. Uses 2 FP. If it works, the enemy Mario jumps on falls asleep for a bit.

Bought/Acquired: From Rowf's Badge Shop (after Mamar) for 75 Coins.

### Dizzy Stomp

-----

BP Usage: 1

Description: Lets you do a Dizzy Stomp. Uses 2 FP. If it works, the enemy Mario jumps on becomes dizzy. It also paralyzes the enemy for a short time.

Bought/Acquired: From a chest in the recesses of Mt. Lavalava.

### D-Down Jump

-----

BP Usage: 2

Description: Lets you do a D-Down Jump. Uses 2 FP. Disables an enemy's defense power and causes some damage.

Bought/Acquired: From falling down from the second level of Tubba Blubba's Castle, into the room with it.

### Power Bounce

-----

BP Usage: 2

Description: Lets you do a Power Bounce. Uses 3 FP. Jumps on one enemy continuously until you miss an action command.

Bought/Acquired: From a cell in the Koopa Bros. Fortress, use Bombette to bomb a hole to get inside the cell.

### Power Smash

-----

BP Usage: 1

Description: Lets you do a Power Smash. Uses 2 FP. Hammers an enemy using lots of attack power.

Bought/Acquired: From a chest in the Toad Town Tunnels.

### Mega Smash

-----

BP Usage: 3

Description: Lets you do a Mega Smash. Uses 6 FP. Hammers an enemy with a huge amount of attack power.

Bought/Acquired: From an open cave in Flower Fields

### Smash Charge

-----

BP Usage: 1

Description: Lets you charge up your Hammer. Uses 1 FP. When charged, Mario's Hammer power goes up by 2. Lets you charge unlimited times, but power fades after attack.

Bought/Acquired: In almost the highest section of the Koopa Bros. Fortress, guarded by a Bob-omb.

### S. Smash Chg.

-----

BP Usage: 2

Description: Greatly charges up your Hammer. Uses 4 FP. When supercharged, Mario's Hammer power goes up by 3. Lets you charge unlimited times, but power fades after attack.

Bought/Acquired: From Rowf's Badge Shop (after Misstar) for 100 Coins.

### Spin Smash

-----

BP Usage: 1

Description: Lets you do a Spin Smash. Uses 2 FP. If Mario hits an enemy, it smashes into the ones behind it.

Bought/Acquired: From Rowf's Badge Shop (after Calculator) for 75 Coins.

#### Quake Hammer

-----

BP Usage: 1

Description: Lets you do a Quake Hammer. Uses 2 FP. Slightly damages all enemies on the ground or ceiling.

Bought/Acquired: In Mt. Rugged, after getting Parakarry you can fly from ledge to ledge to reach it.

#### Power Quake

-----

BP Usage: 2

Description: Lets you do a Power Quake. Uses 4 FP. Greatly damages all enemies on the ground or ceiling.

Bought/Acquired: From a red ? block guarded by a Spear Guy in Jade Jungle.

#### Mega Quake

-----

BP Usage: 3

Description: Lets you do a Mega Quake. Uses 7 FP. Severely damages all enemies on the ground or ceiling.

Bought/Acquired: From Rowf's Badge Shop (after Misstar) for 200 Coins.

#### Hammer Throw

-----

BP Usage: 2

Description: Lets you do a Hammer Throw. Uses 2 FP. Hits one enemy with the Hammer, no matter where the enemy is.

Bought/Acquired: From a chest on the roof of the entrance to Toad Town, hit the nearby tree for a spring to get up there.

#### D-Down Pound

-----

BP Usage: 2

Description: Lets you do a D-Down Pound. Uses 2 FP. Disables an enemy's defense power and injures it.

Bought/Acquired: From Rowf's Badge Shop (after Eldstar) for 75 Coins.

#### Double Dip

-----

BP Usage: 1

Description: During battle, lets you use two items during one turn. Uses 3 FP.

Bought/Acquired: From Rowf's Badge Shop (after Mamar) for 100 Coins.

#### Triple Dip

-----

BP Usage: 3

Description: During battle, lets you use three items during one turn. Uses 6 FP.

Bought/Acquired: From a chest in Crystal Palace.

#### Group Focus

-----

BP Usage: 2

Description: Let's Mario's party members use the Focus command, as well.

Bought/Acquired: From Rowf's Badge Shop (after Calculator) for 100 Coins.

#### Quick Change

-----

BP Usage: 4

Description: During battle, lets you change your party member... ..and still use the new member without losing a turn.

Bought/Acquired: Spin Jump three times inside Merlon's House.

Peekaboo

-----

BP Usage: 3

Description: Makes it possible to see your enemies HP.

Bought/Acquired: From Merlow in exchange of 10 Star Pieces.

Dodge Master

-----

BP Usage: 2

Description: Makes the action command work more frequently.

Bought/Acquired: From Rowf's Badge Shop (after Mamar) for 100 Coins.

Happy Heart

-----

BP Usage: 3

Description: Restores HP automatically during battle at a slow rate.

Bought/Acquired: From the top of the strangler vine around Rapheal the Ravens tree. And you can also get one from Merlow in exchange of 8 Star Pieces.

Happy Flower

-----

BP Usage: 3

Description: Restores FP automatically during battle at a slow rate.

Bought/Acquired: From Merlow in exchange of 8 Star Pieces. And if you head down the path west of the Wise Wisterwood in Flower Fields, and then hit the three pink trees in the order of middle, right and then left you will get another one.

Deep Focus

-----

BP Usage: 1

Description: When using Focus, charges Star Energy more then usual.

Bought/Acquired: Peach can collect it then put it in the magical chest, you can also find more in the Shy Guy's Toy Box and in Bowser's Castle.

HP Plus

-----

BP Usage: 3

Description: Increases maximum HP by 5.

Bought/Acquired: Behind Kooper's house, use Kooper to reach the badge from the highest stump. You can also buy it from Rowf's Badge Shop (after Muskular) for 150 Coins.

FP Plus

-----

BP Usage: 3

Description: Increases maximum FP by 5.

Bought/Acquired: Near the Koopa Bros. Fortress. Bomb a nearby wall, go down the pipe, then head right to collect it. You can also buy it from Rowf's Badge Shop (after Muskular) for 150 Coins.

Flower Saver

-----

BP Usage: 6

Description: During battle, saves 1 FP every time you attack.

Bought/Acquired: Throw a Blue Berry down the dry well east of the Wise Wisterwood in Flower Fields, and from Merlow in exchange of 25 Star Pieces.

Power Plus

-----

BP Usage: 6

Description: Increases Mario's Jump and Hammer attack powers by 1.

Bought/Acquired: From the chest Anti Guy is guarding, and from Merlow in exchange for 25 Star Pieces.

Defend Plus

-----

BP Usage: 6

Description: Decreases the damage that Mario takes by 1.

Bought/Acquired: From a chest in the Shy Guy's Toy Box.

Damage Dodge

-----

BP Usage: 3

Description: If you do the action command, decreases Mario's damage by 1.

Bought/Acquired: From a chest in Mt. Rugged, accessible via a hidden tunnel.

P-Down, D-Up

-----

BP Usage: 2

Description: Decreases attack power by 1. Increases defense power by 1.

Bought/Acquired: From a chest in the Crystal Palace.

P-Up, D-Down

-----

BP Usage: 2

Description: Increases attack power by 1. Decreases defense power by 1.

Bought/Acquired: From a chest in the Crystal Palace.

HP Drain

-----

BP Usage: 3

Description: Decreases Mario's attack power by 1. But for every turn Mario's HP recovers by 1. Mario's HP can recover by a maximum of 5.

Bought/Acquired: From Merlow in exchange of 12 Star Pieces.

All or Nothing

-----

BP Usage: 4

Description: If you use the action command, Mario's attack power goes up 1. If you fail it goes to 0.

Bought/Acquired: From Rowf's Badge Shop (after Muskular) for 100 Coins.

Mega Rush

-----

BP Usage: 1

Description: When Mario's in Peril, his attack power goes up by 4.

Bought/Acquired: From behind the Grandfather Clock in TB's Castle, go down the secret tunnel in the bookshelf.

Last Stand

-----

BP Usage: 1

Description: When Mario's in Danger, he receives only half the damage.

Bought/Acquired: Peach must collect it from a room in her castle, then she must put it in the magical chest. So Mario can collect it from the chest in Merlullee's house.

Power Rush

-----

BP Usage: 1

Description: When Mario's in Danger, his attack power increase by 2.

Bought/Acquired: Peach must collect it from the library in her castle, then she must put it in the special chest. So Mario can collect it from the chest in Merlullee's house.

Close Call

-----

BP Usage: 1

Description: When Mario's in Danger, enemies sometimes fail to attack.

Bought/Acquired: From a red ? box, found on the path from Goomba Village to Toad Town.

Pretty Lucky

-----

BP Usage: 3

Description: Make enemies fail to attack Mario every once in a while.

Bought/Acquired: From Merlow in exchange of 5 Star Pieces.

Lucky Day

-----

BP Usage: 7

Description: Sometimes makes enemies fail to attack Mario.

Bought/Acquired: From Goompapa, after you finish the Chain Letter.

Ice Power

-----

BP Usage: 2

Description: Increase attack power against the enemies by 2. Mario won't take damage when he jumps on a fire enemy.

Bought/Acquired: From a chest in the Shy Guy's Toy Box.

Fire Shield

-----

BP Usage: 2

Description: Makes the damage Mario takes from the attacks go down by 1. Mario won't take damage when he jumps on a fire enemy.

Bought/Acquired: From dropping off a Zip-Line at the right time in Mt. Lavalava.

Spike Shield

-----

BP Usage: 2

Description: Lets Mario jump on a spiked enemy without taking damage.

Bought/Acquired: From the second sarcophagus in Dry Dry Ruins.

Feeling Fine

-----

BP Usage: 3

Description: Protects Mario from poisoning and dizziness during attack.

Bought/Acquired: From Merlow in exchange of 5 Star Pieces.

Zap Tap

-----

BP Usage: 4

Description: In battle, makes most enemies who touch Mario take damage.

Bought/Acquired: From Merlow in exchange of 10 Star Pieces.

Heart Finder

-----

BP Usage: 3

Description: After beating an enemy, makes more hearts appear than usual.

Bought/Acquired: From Merlow in exchange of 12 Star Pieces.

Flower Finder

-----

BP Usage: 3

Description: After beating an enemy, makes more flowers appear than usual.

Bought/Acquired: From Merlow in exchange of 12 Star Pieces.

Runaway Pay

-----

BP Usage: 2

Description: Lets Mario earn Star Points even if he escapes from battle.

Bought/Acquired: By jumping in the center of three trees in Dry Dry Desert.

Refund

-----

BP Usage: 1

Description: Refund some coins if you use an item in battle.

Bought/Acquired: From a chest outside of the Koopa Bros. Fortress, you must bomb a hole in the wall using Bombette to get there.

Money Money

-----

BP Usage: 7

Description: After a battle, lets Mario get twice as many coins usual.

Bought/Acquired: From Merlow in exchange of 10 Star Pieces.

Pay-Off

-----

BP Usage: 2

Description: The more damage Mario takes, the more coins he receives.

Bought/Acquired: From Merlow in exchange of 1 Star Piece.

I Spy

-----

BP Usage: 1

Description: A sound and icon alert you to a nearby hidden panel.

Bought/Acquired: From Rowf after giving him back his Calculator.

Chill Out

-----

BP Usage: 2

Description: Keeps you from being hit by a First Strike.

Bought/Acquired: From Merlow in exchange of 3 Star Pieces.

Speedy Spin

-----

BP Usage: 1

Description: Increases the distance Mario can Spin Dash.



Bought/Acquired: From Rowf's Badge Shop (after Eldstar) for 50 Coins.

#### Dizzy Attack

-----

BP Usage: 2

Description: Delivers a blow that makes an enemy dizzy and unable to move.

Bought/Acquired: From a red ? box, found on the path from Toad Town to Koopa Village.

#### Spin Attack

-----

BP Usage: Lets Mario destroy a weaker enemy with a spinning move.

Bought/Acquired: In the Dry Dry Desert, jump into the whirlwind around the blue cacti.

#### First Attack

-----

BP Usage: 1

Description: Lets Mario destroy a weaker enemy with a first strike.

Bought/Acquired: From Rowf's Badge Shop (after Eldstar) for 100 Coins.

#### Bump Attack

-----

BP Usage: 5

Description: Let's Mario destroy a weaker enemy in the field by hitting it.

Bought/Acquired: From Rip Cheato for 64 Coins (3rd purchase).

#### Slow Go

-----

BP Usage: 0

Description: Makes Mario unable to run. His pace becomes very slow.

Bought/Acquired: In a Chest which you get to through a false wall, which is above where you got the Super Hammer in Dry Dry Ruins.

#### Attack FX A

-----

BP Usage: 0

Description: Changes the sound effects when Mario's attacking.

Bought/Acquired: From Merlowin exchange of 1 Star Piece.

#### Attack FX B

-----

BP Usage: 0

Description: Changes the sound effects when Mario's attacking.

Bought/Acquired: Hit the brick blocks west of Koopa Village then hit the red ? box that appears.

#### Attack FX C

-----

BP Usage: 0

Description: Changes the sound effects when Mario's attacking.

Bought/Acquired: From the stone cactus in Dry Dry Desert head south 3 times, and then west twice. Jump up from the lone rock to get the badge.

#### Attack FX D

-----

BP Usage: 0

Description: Changes the sound effects when Mario's attacking.

Bought/Acquired: Get Chanterelle to sing again.

Attack FX E

-----

BP Usage: 0

Description: Changes the sound effects when Mario's attacking.

Bought/Acquired: From the house with no door in the Western section of Shiver City, enter it via a roof window.

=====  
10) E n e m y L i s t  
=====

Amazy Dayzee

-----

Tattle: Amazy Dayzees are so rare that they're also Legendary Crayzee Dayzees. 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.

Max HP : 20

Attack : 20

Defense: 1

Location: Flower Fields

Strategy: These are hard nuts er... flowers to crack! But where there is a will there is a way. Firstly, use Bombette's Bomb attack to initiate a First Strike. Now use Mario's Power Bounce. Hopefully, you will time it well enough to cause 8 HP of damage. Then use Bombette's Bomb attack and it should be finished. Voila! Star Points, ahoy!

Bandit

-----

Tattle: Bandit's bump into you hard and shake up your pockets. They can steal up to 10 Coins. 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!

Max HP : 5

Attack : 2

Defense: 0

Location: Dry Dry Desert

Strategy: Use Kooper's Power Shell to recover any stolen coins efficiently and get Mario to use normal timed attacks on them.

B.Bill Blaster

-----

Tattle: B.Bill Blasters shoot a constant stream of Bombshell Bills. 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.

Max HP : 10

Attack : 0

Defense: 4

Location: Bowser's Castle

Bill Blaster

-----

Tattle: Bill Blasters are the cannons that shoot out Bullet Bills. 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

Max HP : 4

Attack : 0

Defense: 1

Strategy: Take out them out one at a time with Action Commands. If will take two turns each this way. But the Bullet Bills are easy to kill and dodge anyway.

Location: Koopa Bros. Fortress

Bob-omb

-----

Tattle: Bob-omb are pretty temperamental, and they get steaming mad when you attack 'em. 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!

Max HP : 3

Attack : 1

Defense: 0

Location: Koopa Bros. Fortress

Strategy: You can take a Bob-omb out in one go by using Mario's Power Jump or Bombette's Bomb, but this is very FP draining. Your best bet is to attack with Bombette or Goombario first then get Mario to finish it off with a Hammer attack in one turn. Or to attack first with Mario and then use Kooper to finish it off in one turn.

Bombshell Bill

-----

Tattle: Bombshell Bills have such beautiful gold casings! Of course, if you sit and admire 'em, you'll get hit. They're more powerful than Bullet Bills are, so watch your HP. Let's take 'em out before they get near us!

Max HP : 3

Attack : 6

Defense: 0

Location: Bowser's Castle

Bony Beetle

-----

Tattle: They're Bony Buzzy Beetles... Hence the name. It's tough to damage 'em. When their spikes are out, their attack power is 5. When they retract their spikes, take the opportunity to flip 'em over. After that, beating 'em will be a breeze.

Max HP : 8

Attack : 3

Defense: 4

Location: Bowser's Castle

Bullet Bill

-----

Tattle: This is a Bullet Bill, a kamikaze attacker. If you don't beat Bullet Bills quickly. They'll slam into you and explode. I'm serious, Mario! These guys will really makes us pay if they manage to hit us! We have to beat 'em before they get the chance to strike us.

Max HP : 2

Attack : 2

Defense: 2

Location: Koopa Bros. Fortress

Strategy: Just use the Action Command to take out as many as you can.

### Buzzy Beetle

-----

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

Max HP : 3

Attack : 2

Defense: 2

Location: Dry Dry Ruins

### Bzzap!

-----

Tattle: Bzzap! are monstrous bees. If they sting you, sometimes you'll be poisoned. They also occasionally call a swarm of bees to attack you in a cloud. Be careful of those little attackers, because you'll sometimes shrink when stung. They don't have a lot of HP, so take care of 'em as quick as you can.

Max HP : 3

Attack : 6

Defense: 0

Location: Flower Fields

### Cleft

-----

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

Max HP : 2

Attack : 2

Defense: 2

Location: Mt. Rugged

Strategy: Really the only "good" way of taking them out, is to use Bombette's Bomb ability.

### Clubba

-----

Tattle: Clubbas are the main guards of Tubba Blubba's Castle. 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.

Max HP : 8

Attack : 3

Defense: 0

Location: Tubba Blubba's Castle

Strategy: Jump n' hammer is best. Use the force...er...action command. Personally, I like to make this a quick battle if there are 3 of 4 of 'em. Just do a Multibounce with Mario, then use Bombette and her Power Bomb command. They won't have a chance to retaliate. 'Course, you can easily eliminate one beforehand if you use Bombette to First Strike them. She'll do a bomb attack, and you'll get 6 damage (more or less, depending if her level's been boosted or not) with no action command button bashing, FP wastage, or anything like that. That, and a regular ol' jump, will take it out.

-----

Tattle: Crayzee Dayzees look cute, but you won't think they're so cute after they attack you! 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.

Max HP : 8

Attack : 3

Defense: 0

Location: Flower Fields

Dark Koopa

-----

Tattle: Dark Koopas are Koopa Troopas who live in the Toad Town Tunnels. They're known for causing dizziness. 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.

Max HP : 8

Attack : 3

Defense: 2

Location: Toad Town Tunnels

Strategy: Bring out Goombario, and have him Headbonk one while Mario Jumps on another.

Dry Bones

-----

Tattle: Dry Bones are skeletal remains from Koopa Troopas. 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.

Max HP : 8

Attack : 4

Defense: 2

Location: Bowser's Castle

Strategy: Use Bombette's Power Bomb, Kooper's Power Shell or a Fire Flower to obliterate them. Otherwise, they'll be tough to beat for good.

Duplighost

-----

Tattle: Duplighost disguise themselves as members of our party. They love to attack in disguise. It seems like they're generally stronger fighters when they're not disguised though.

Max HP : 15

Attack : 4

Defense: 0

Location: Shiver Region

Ember

-----

Tattle: Embers are fiery monsters forged from uncanny blue fire. 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.

Max HP : 10

Attack : 4

Defense: 0

Location: Star Way

### Forest Fuzzy

-----

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

Max HP : 6

Attack : 1

Defense: 0

Location: Forever Forest

Strategy: Equipping the Zap Tap Badge or using a Volt Shroom will make their attacks ineffective.

### Frost Piranha

-----

Tattle: Frost Piranhas are frozen Piranha Plants. They'll try to freeze you with their icy breath. You'll be at their mercy if they freeze you, so you better try to immobilize them right away. Icy attacks won't work they live ice! Fire attacks, though...

Max HP : 10

Attack : 4

Defense: 0

Location: Shiver Region

### Fuzzy

-----

Tattle: Why do Fuzzies always jump up and down? They need to chill out! The problem with Fuzzies is their quickness. It's really tough to time their attacks. If they latch on to you, watch out! They'll absorb your HP.

Max HP : 3

Attack : 1

Defense: 0

Star Points: 2

Location: Behind Kooper's House

### Gloomba

-----

Tattle: Gloombas are nasty Goombas who live in the Toad Town Tunnels. They're stronger than ordinary Goombas, but you can take 'em.

Max HP : 7

Attack : 1

Defense: 0

Location: Toad Town Tunnels

### Goomba

-----

Tattle: Goombas are what you'd call, "small fries". Actually, they're pretty much the smallest fries... Hey, Wait! I'm one of 'em! You can jump on them or whack 'em with the Hammer, these guys are old school. They've been around since you were in Super Mario Bros.!

Max HP : 2

Attack : 1

Defense: 0

Location: Goomba Village and Toad Town Area

### GRN Magikoopa

-----

Tattle: This is a Green Magikoopa. He's one of the magicians in the Koopa clan. I have to admit, I like those green robes. Very cool! He can

magically increase the defense power of others. He looks pretty surly.

Max HP : 11  
Attack : 3  
Defense: 0  
Location: Flower Fields

GRY Magikoopa

-----

Tattle: He's one of the magicians in the Koopa clan. Those grey robes aren't very flashy, but they're kind of cool. 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?

Max HP : 11  
Attack : 3  
Defense: 0  
Location: Crystal Palace

Groove Guy

-----

Tattle: Groove Guys wear weird clothes. They're probably stage clothes. Pssh... You know performers... They shake their boties to call in reinforcements. They also spina round 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.

Max HP : 7  
Attack : 2  
Defense: 0  
Location: Shy Guy's Toy Box

Gulpit

-----

Tattle: Whoa! Gulpits look pretty burly, don't they? 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 concentration the rocks first.

Max HP : 12  
Attack : 2  
Defense: 0  
Location: Shiver Region

Hammer Bros.

-----

Tattle: Theses are the Hammer Bros. You've seen these punks before, haven't you? 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.

Max HP : 12  
Attack : 5  
Defense: 0  
Location: Bowser's Castle

Hurt Plant

-----

Tattle: Hurt Plants pretend to be Heart Plants, which give you a Heart when you touch them. 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 restores your HP, you'll find yourself in trouble pretty fast.

Max HP : 8

Attack : 2

Defense: 0

Location: Jade Jungle

#### Hyper Cleft

-----

Tattle: Hyper Clefts have more defense power then normal Clefts. They sometimes charge their power before attacking. That charge attack will take away 8 HP, so watch out when they start to glow. It'll miss you if you become transparent. Their defense power will fall to 1 if you use an explosion to flip 'em over. And incase you hadn't noticed they have spikes on top! It'll hurt if you jump on 'em.

Max HP : 4

Attack : 3

Defense: 3

Location: Gusty Gulch

#### Hyper Goomba

-----

Tattle: Hyper Goombas are crazy, uncivilized Goombas living in Gusty Gulch. They sometimes charger 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.

Max HP : 7

Attack : 1

Defense: 0

Location: Gusty Gulch

#### Hyper Paragoomba

-----

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

Max HP : 7

Attack : 1

Defense: 0

Location: Gusty Gulch

#### Jungle Fuzzy

-----

Tattle: Jungle Fuzzies are very similar to other Fuzzies, but they live in the jungle, so... .... that's their name. They cling to you, suck out your HP and add it to their own. What a 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!

Max HP : 7

Attack : 2

Defense: 0

Location: Lavalava Island

Strategy: As with all fuzzies, a Volt Shroom or the Zap Tap Badge is their undoing.

Koopatrol



-----

Tattle: They're elite Koopa soldiers. These are the highest-ranked guards of Bowser's Castle. 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.

Max HP : 8

Attack : 4

Defense: 3

Location: Bowser's Castle

Strategy: Use either a Quake attack or jump on them whilst you have the Spike Shield Badge equipped to flip them. They shouldn't do you any harm if you flip them each turn.

Koopa Troopa

-----

Tattle: Everybody knows Koopa Troopas. They're Bowser's followers. 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.

Max HP : 4

Attack : 1

Defense: 1

Location: Toad Town Area and Koopa Village Area

Strategy: As Gombario hints, use Mario's Jump Attacks or Goombario's Headbonk to flip them over, then bop away with the Hammer or Headbonk attacks to end the battle.

Lakitu

-----

Tattle: Lakitu are strange Koopas that can ride clouds. 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 Lakitus have been hassling you for your entire career, Mario.

Max HP : 12

Attack : 3

Defense: 0

Location: Flower Fields

Lava Bubble

-----

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

Max HP : 9

Attack : 4

Defense: 0

Location: Mt. Lavalava

M. Bush

-----

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

Max HP : 8  
Attack : 3  
Defense: 0  
Location: Jade Jungle

Magikoopa

-----

Tattle: Magikoopas are the elite magicians of the Koopa clan. Tread carefully, Mario! Their magical attacks pack a serious punch! They know many nasty spells. We'd Better beat them before that can do anything crazy.

Max HP : 11  
Attack : 6  
Defense: 0  
Location: Bowser's Castle

Medi Guy

-----

Tattle: Medi Guys are the emergency workers of the Shy Guy clam. 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.

Max HP : 7  
Attack : 1  
Defense: 0  
Location: Shy Guy's Toy Box

Strategy: Their heal move Recovers 4 HP. So make sure you take them out with a well timed Power Bounce, or other attacks first, before attacking the other Shy Guys.

Monty Mole (Mt. Rugged)

-----

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

Max HP : 3  
Attack : 2  
Defense: 0  
Location: Mt. Rugged

Monty Mole (Flower Fields)

-----

Tattle: You remember Monty Moles from Mt. Rugged, don't you? They're vicious rock throwers. They may look intimidating but they're not very strong.

Max HP : 12  
Attack : 3  
Defense: 0  
Location: Flower Fields

Paragoomba

-----

Tattle: Paragoombas are nasty winged Goombas who make their home in the Toad Town Tunnels. Just like Paragoombas, Paragloombas lose their wings when attacked, then they fall and become Gloombas.

Max HP : 7  
Attack : 2  
Defense: 0  
Location: Toad Town Tunnels

### Paragoomba

-----

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

Max HP : 2

Attack : 1

Defense: 0

Location: Goomba Village Area and Toad Town Village Area

### Paratroopa

-----

Tattle: No surprise here--Paratroopas are Koopa Troopas with wings. When you jump on them or use a POW Block, their wings fall off and they become normal Koopa Troopas. It's easy to beat 'em once they're Koopa Troopas. Just give 'em another Jump Attack! They think they're pretty cool because they wear sunglasses, but they aren't that tough.

Max HP : 4

Attack : 1

Defense: 1

Location: Koopa Village Area and Koopa Bros. Fortress Area

Strategy: Use Mario's Jump Attacks or Goombario's Headbonk to knock off their wings and again to flip them. Then it's just like any other battle you've ever fought.

### Piranha Plant

-----

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

Max HP : 5

Attack : 3

Defense: 0

Location: Forever Forest

### Pokey

-----

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

Max HP : 4

Attack : 2

Defense: 0

Location: Dry Dry Desert

Strategy: Mario's Hammer (or Hammer Throw) Attack and Kooper's Power Shell ability are indispensable in a battle with these guys.

### Pokey Mummy

-----

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

Max HP : 4

Attack : 2

Defense: 0

Location: Dry Dry Ruins

Strategy: Mario's Hammer (or Hammer Throw) Attack and Kooper's Power Shell ability, are as useful against these guys as they are against the garden variety Pokies. Use a Tasty Tonic or Refresh if you get poisoned early on in the battle, if you're near the end don't bother. Mario will go back to normal once the battle has finished.

Putrid Piranha

-----

Tattle: Putrid Piranha sometimes bite, but the truly scary thing is their nasty poisonous breath. The power of their bad breath is 2, but your HP will begin to fall if you get poisoned. You should try to recover as quickly as possible if you get poisoned.

Max HP : 12

Attack : 3

Defense: 0

Location: Jade Jungle and Mt. Lavalava

Pyro Guy

-----

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

MaxHP : 7

Attack : 2

Defense: 0

Location: Shy Guy's Toy Box

R Magikoopa

-----

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

Max HP : 11

Attack : 3

Defense: 0

Location: Crystal Palace

Ruff Puff

-----

Tattle: Ruff Puffs are nasty little cloud henchmen of Huff N. Puff. 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.

Max HP : 10

Attack : 4

Defense: 0

Location: Flower Fields

Shy Guy

-----

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

Max HP : 7

Attack : 2

Defense: 0

Location: Shy Guy's Toy Box

#### Sky Guy

-----

Tattle: Sky Guys are master balloonists. 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!

Max HP : 7

Attack : 3

Defense: 0

Location: Shy Guy's Toy Box

#### Spear Guy

-----

Tattle: Spear Guys are relatives of Shy Guys. They live in the jungle. You'll 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.

Max HP : 7

Attack : 3

Defense: 0

Location: Jade Jungle

#### Spiked Gloomba

-----

Tattle: They're Spiked Goombas who live in the Toad Town Tunnels. Be careful of the spiked hats they wear. It'll definitely hurt if you jump on 'em.

Max HP : 7

Attack : 3

Defense: 0

Location: Toad Town Tunnels

#### Spiked Goomba

-----

Tattle: Spiked Goombas are Goombas with spikes on their heads. Whatever you do, don't jump on their spikes or you'll get hurt or even paralyzed!"

Max HP : 2

Attack : 2

Defense: 0

Location: Goomba Village Area and Toad Town Village Area.

#### Spike Top

-----

Tattle: Spike Tops have spikes on top! Duh! 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.

Max HP : 4

Attack : 3

Defense: 4

Location: Mt. Lavalava

Strategy: Use a Quake Hammer attack, a Bombette Bomb attack or a POW Block to flip them over. Then take them out.

#### Spiny

-----

Tattle: Spinies have spikes on their shells that are pretty sharp. 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.

Max HP : 5

Attack : 4

Defense: 3

Location: Flower Fields

Spy Guy

-----

Tattle: Spy Guys look like they're ready for war in their spiffy camouflage gear! They charge 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.

Max HP : 7

Attack : 2

Defense: 0

Location: Shy Guy's Toy Box

Stone Chomp

-----

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

Max HP : 4

Attack : 3

Defense: 1

Location: Dry Dry Ruins

Strategy: Bombette's Bomb attacks do pretty well against these guys!

Swooper

-----

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

Max HP : 4

Attack : 2

Defense: 0

Location: Dry Dry Ruins

Strategy: Use Quake Hammer to knock them down, then use normal timed attacks to finish them off.

Swoopula

-----

Tattle: Swoopulas attack from the air and cling to you to suck your HP. 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 on 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.

Max HP : 8

Attack : 2

Defense: 0

Location: Crystal Palace

White Clubba

-----

Tattle: They live in cold climates, who knows why they moved here... 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.

Max HP : 12  
Attack : 5  
Defense: 0  
Location: Shiver Region

W Magikoopa

-----

Tattle: He's one of the magicians in the Koopa clan. White robes, huh? How does he keep 'em clean? 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 recover 3 HP. You'd better take care of this guy but fast.

Max HP : 11  
Attack : 3  
Defense: 0  
Location: Jade Jungle

Y Magikoopa

-----

Tattle: He's one of the magicians in the Koopa clan. Yellow is the new black, didn't you know? 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.

Max HP : 11  
Attack : 3  
Defense: 0  
Location: Flower Fields

=====  
10) M i s c .  
=====

bananagirl's Naughty People List

-----

Being on this list is a sign of great misjudgment. Or idiocy. Or maybe you just emailed me at the wrong time. But anyway, here goes, in alphabetical order, so they don't feel so bad. Also, I'm doing this by email address, but I'll leave it to you to figure out the mail provider that they're using. Take note that half of these people thought they were just doing their daily friendly deeds, and really didn't know they making me mad.

BananamanFX\* - Help Offering  
Coolsib - Partial Walkthrough  
Golfinggeek4 - Demanding  
Gunnarsupreme257 - Help Offering/Unwanted Info  
JJohnson59 - Partial Walkthrough  
Kroaker11\* - Loving  
Mithrandir\_Lives\* - Help Offering  
Noah129 - Help Offering x2  
Sharkseye99 - Help Offering  
Smackdown07 - Lazy  
Snakeman\_07 - Demanding/Help Offering/Lazy  
Supermario\_878 - Partial Walkthrough

Explanation of Terms:

Demanding: Someone didn't say please...just acted like I was their slave.  
Help Offering: Asked if they could help with the guide.  
Lazy: Asked for/told about something already in the guide.

Loving: Freaked me out.

Partial Walkthrough: Sent, without permission, a walkthrough for a part of the game.

Unwanted Info: Sent character or boss stats or something that I didn't want or need or whatever.

\* = Did a no-no, but seemed nice or cool or whatever in light of what the rest of the email said, or if they explained at a later time.

=====  
11) T h a n k s t o  
=====

bananagirl would like to thank:

-----  
Everyone on my AIM Buddy List, my family (excluding my sisters), everyone who works for Nintendo, and everyone who has emailed me telling me they love me or that I have a great guide or that I'm a nice person or offering to help or telling me about something I already knew but didn't add yet or whatever.

Devin Morgan for the info on Buzzar.

CyricZ for various things I missed and lotsa hugs!

AstoBlue would like to thank:

-----  
My sister, she not only bought the game, but she finished it by herself and has been a great help in gathering info and other general help in finishing this guide.

John Lange for writing his wonderful Tattle Guide.

Which I used to fill gaps in my more messy and hastily written down tattles I write messy when i'm FAQing ^\_^

\*\*\*\*\*

V e r s i o n H i s t o r y

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Version 1.0(B) 11/02/01

Introduction and Prologue, only vague character descriptions and walkthrough.

Version 1.1(B) 12/02/01

Added Chapter 1.

Version 1.2(B) 14/02/01

Added end of Chapter 1 and part of Chapter 2.

Version 1.3(B) 16/02/01

Added more of Chapter 2. Phew. My eyes hurt.

Version 1.4(B) 16/02/01

Finished Chapter 2, and added end of Chapter 2.



Version 1.5(B) 19/02/01

Part of Chapter 3 done. More to come later. I think.

Version 1.6(B) 24/02/01

Finished Chapter 3, added end of Chapter 3, added beginning of Chapter 4.

Version 1.7(B) 25/02/01

Added lots of pointless stuff that isn't related to the game in any way, but makes this guide more fun to read. Er...would that be funner or more fun? More fun sounds better, but I was always taught that words of 1 or 2 syllables took '-er', and everything else was 'more.' Um...ignore me.

Version 0.3 26/11/01

AstroBlue has now taken over this FAQ \*laughs maniacally\*

Did a large edit of the formatting (completely FAQ wide) and deleted lots of stuff that was irrelevant... sorry Becky.

Overhaul of WALKTHROUGH up to halfway through Chapter 2.

Information added to the SIDE QUESTS & MINI-GAMES, STAR PIECE LOCATIONS, RECIPE LIST, INVENTORY LISTS and ENEMY LIST sections.

Version 0.4 07/12/01

Chapter 4 of the WALKTHROUGH is finished!

Information added to the SIDE QUESTS & MINI-GAMES, STAR PIECE LOCATIONS, RECIPE LIST, INVENTORY LISTS and ENEMY LIST sections.

Version 0.5 18/12/01

Chapter 5 of the WALKTHROUGH is finished!

Information added to the SIDE QUESTS & MINI-GAMES, STAR PIECE LOCATIONS, RECIPE LIST, INVENTORY LISTS and ENEMY LIST sections.

Version 0.6 05/01/02

Chapter 6 of the WALKTHROUGH finished.

Information added to the SIDE QUESTS & MINI-GAMES, STAR PIECE LOCATIONS, RECIPE LIST, INVENTORY LISTS and ENEMY LIST sections.

Version 0.7 30/01/02

Chapter 7 of the WALKTHROUGH finished.

Information added to the SIDE QUESTS & MINI-GAMES, STAR PIECE LOCATIONS, RECIPE LIST, INVENTORY LISTS and ENEMY LIST sections.

Version 0.8 06/02/02

WALKTHROUGH and ENEMY LIST sections completed!

Information added to the INVENTORY LISTS.

Version 1.0 26/02/02

SIDE QUESTS & MINI-GAMES, STAR PIECE LOCATIONS, RECIPE LIST and INVENTORY LISTS sections completed!

## F A Q S T A T S.

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C o p y r i g h t

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- <https://www.neoseeker.com>
- <http://www.rpgamer.com>

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