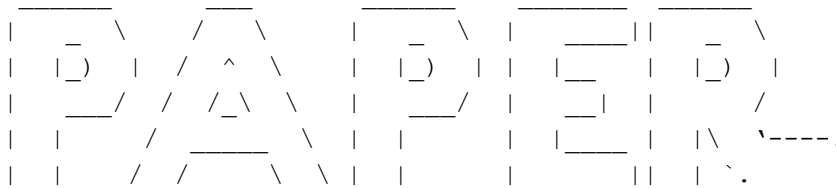


Paper Mario FAQ/Walkthrough

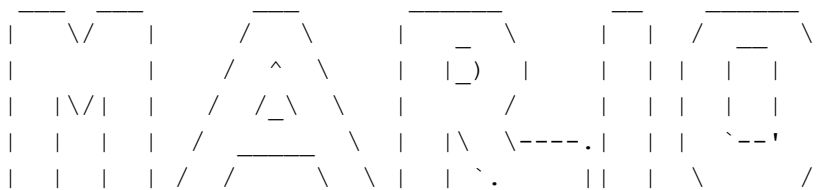
by HMking

Updated to v1.7 on Jan 12, 2005

I Dug Out My N64 From Under My Bed For This One Guys!



-ONLY FOR THE NINTENDO 64-



"You Fight Well For One Dressed Like A Plumber!"

FAQ/Walkthrough
Verision 1.6
Size: 144 KB
52 Pages
Author: HMKing (HMKing88@gmail.com)
*****Neoseeker, IGN, Gamewinners, GameFAQs,*****
***** Table Of Contents *****

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|*****The Guide*****|
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Section 1: Introduction

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| Completion: 95% | Last Updated: 2-24-04|
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Guide Information

Current Version: V.1.6

Size: 144 KB

Author: HMKing (HMKing88@gmail.com)

Available At: IGN.com, Neoseeker.com, Gamewinners.com, GameFAQs.com

Total Errors Found: 13

Stuff I Should Point Out-

*This guide is already bigger than almost all of my previous guides. In only a week, I've made a guide bigger than one that took me months (HM:FoMT).

*This is my favorite guide. I actually enjoyed making the walkthrough. Those who know how much I hate making walkthroughs, this is truly amazing.

Version History

Version 1.0:

(02-19-04)

-Started guide.

(02-20-04)

-Continued work on guide.

-Sent it to IGN, Gamewinners, GameFAQs, and Neoseeker.

(02-21-04)

-Continued work on the walkthrough after being rejected.

(02-22-04)

-Finished up walkthrough for prologue.

-Finished up walkthrough for chapter 1.

-Finished up walkthrough for Chapter 2.

(02-23-04)

-Added FAQ section.

-Sent guide to IGN.com.

Version 1.1:

(02-24-04)

-Added "Important Badges" section.

-Finished Walkthrough for chapter 3

-Guide posted at IGN.com.

-Added "Good 'N Tayc T Food" section.

-Added "Game Information sub" section.

Version 1.2:

(02-25-04)

-Added "Mario Terms" sub section.

-Added "Leveling Up" sub section.

-Finished Walkthrough for chapter 4.

-Finished Walkthrough for chapter 5.

Version 1.3:

(02-25-04)

-Added new section border.

(02-26-04)

- Finished Walkthrough for chapter 6.
- Added "Notes" section.

(02-27-04)

- Added more to Chapter 6 boss strategy.
- Fixed two errors found in guide.
- Added "Badge" section.

(03-01-04)

- Added more to the Important Badges sub section.
- Put lines between sub sections.

Version 1.4:

(03-01-04)

- Added mini bosses to "Boss" section.

(03-04-04)

- Changed ASCII art.
- Proposed monthly cleaning idea.

Version 1.5:

(03-11-04)

- Added "Chuck Quizmo" section.
- Corrected several spelling errors.

Version 1.6:

(7-10-04)

- Went through guide and fixed some formatting and spelling errors.
- Declared guide complete.

Notes

This sub section is here to let ya know wazzup with the guide.

Notes with a "*" next to it are new notes this version.

Wrong Author Name

|
|As some of you Neoseeker readers might have noticed, the author name |
|still says "Equinox Creations". I have no idea why. I have changed my |
|name when I sent in the guide, but it still says "Equinox Creations" |
|How annoying. Well anyway, E.C.= HMking. Same thing. Consider you |
|Neoseeker readers lucky. |

New Updating System

|
|I have decided to change the update sending in thing from sending it |
|every time I feel like it to sending in an update every 10 KB. Every |
|time I reach 10 KB, I'll send it in to the usual sites. |

| _____ |
|
|/Co-Author!!!\ _____ |
|

|For those that actually read the note that was here, I have ended the
|Co-Author thing. I decided (since I got it at Gamefaqs) that I can
|finish it up on my own. So there will be no co-author. Besides, I'm
|not good at sharing the credit. :)|
| _____ |

| _____ |
|/Guide Is Complete\ _____ |
|

|This guide has sat on my computer for ages (more like months, but
|whatever!) and I am now declaring it for the most part complete. I
|have covered it all and have nothing else to add! So fare thee well! |
| _____ |

Contact

If you have any questions (of almost any kind), send them to one of the
contacts listed.

Email:

HMKing88@gmail.com

AOL Instant Messenger:

Duenos14

GameFAQs.com Message Board s/n:

ANTICAN

Nintendo Forums S/N:

HMKING

Credit

These are the people that contributed to the guide in any way at all:

-Thanks to RODRI316 for allowing me to use some info from his PM guide.

-Thanks to GameFAQs.com for help on the following:

- Legal Info
- Good Guide Tips
- Posting My Guide

-Thanks to Nintendo Power Magazine for the following:

- Awards PM has won
- Important Badges Information
- Some of Tayc T.'s food info
- Some help on the walkthrough

These are the people that helped with the walkthrough:

-Ste Man for playing while I wrote for the following levels in the walkthrough:

- Chapter 4
- Chapter 5
- Chapter 7 (A little bit)

These are the people that have my permission to post this guide:

Name:	URL:	Date Posted:
Neoseeker	www.neoseeker.com	02-19-04
IGN	www.IGN.com	02-24-04
Gamewinners	www.gamewinners.com	03-02-04
GameFAQs	www.gamefaqs.com	03-03-04

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+-----+
|Want this guide at your site?|
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You too can have this guide on your website!!! Just email me at HMKing88@gmail.com With the subject "PMPost" Once I give you permission, you are allowed to put the guide on your site (As long as you give me credit somewhere on your site)

Legal Info

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If you send something, your name and or SN will be used in the guide with your permission. Just like you can't use this guide with out my permission, I can't use your name without your permission. I will ask you for permission and you have the right to say no. If you say no, I will list you as anonymous. And remember: Credit will be given where it is due.

Copyright 2003-2005 Jeremy D. (HMKing)

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+-----+
|Thanks to GameFAQs.com for help on this section!|
+-----+
```

Game Review

I have totally re done the review, because I realized I didn't do a very good job rating it.

Graphics: It's really hard to make an intentionally 2D game look good, but the people at Nintendo did a really good job. Since they did good, the game gets a...

8/10

Story: The story seems weird at first, but once you catch on, it's a really cool story. You just can't wait to see who the next member of your party will be. Since the beginning is a bit slow, the game gets a...

9/10

Controls: The controls are pretty good and are taught to you in a fun and easy manner.

7/10

Replay Value: If you like to get everything in a game, you will spend hours playing this after you beat it. Only problem is that there is no record saying that you beat Bowser. Your game starts up (after you beat it) right before you fight Bowser. So that sucks. Because of the lack of good Replay Value, it gets a...

3/10

Music: Obviously a 10/10. This game has awesome sound. It's so good that you will hear some sound and be able to say, "HEY!!! I KNOW THAT SOUND!!! IT'S IN PAPER MARIO!!!" The awesome sounds get a...

10/10 (I am sticking with this rating, because it is still awesome music!!!)

Well now that you have my opinion, here is the opinion of Nintendo Power:

Paper Mario was awarded the following titles in NP-

- *Best N64 Game For 2001
- *2nd Best RPG/Strategy game For 2001
- *2nd Best Opening Sequence For 2001
- *2nd Best In Game Text Dialogue For 2001

Thanks to Nintendo Power for the awards

Game Information

Name: Paper Mario
Systems: Nintendo 64
U.S. Release Year: 2001
Makers: Nintendo, Intelligent Systems
Players: 1
Rumble Pak: Yes
Saved Game Slots: 4
Rating: "E" For everyone!

Mario Terms

These are terms that I will be using in the walkthrough. There here so I don't have to explain what everything is in the walkthrough

Save Block-

This block allows you to save your game in one of the four saved game slots. To use it, position yourself under it and jump.

Heart Block-

This block allows you to heal yourself. To use it, position yourself under it and jump.

Super Block-

This block allows you to add new attacks to your party members. To use it, position yourself under it and jump.

Lock-

Obviously, it keeps you from entering a door without a key. To unlock it, you must have a key.

Key-

Obviously, it unlocks a locked door. To use it, press "A" twice in front of a locked door.

HP-

Health Points. Represents how much life you have left. If it reaches 0, it's game over for you!

FP-

Flower Points. Represents how much flower points you have left. Some attacks require FP, so if it reaches 0, you can't do certain attacks.

BP-

Badge Points. Represents how many badge points you have. Badges require multiple BP. If it reaches 0, then you can't equip anymore badges.

Pipe-

These take you to different places in Mushroom Kingdom.

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  Section 2: Starting Out
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| Completion: 100% | Last Updated: 2-25-04|
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-Here you can find a basic introduction to the Paper Mario game-

Story

Princess Peach (Being the rich and generous gal that she is) decides to hold a party for all of her favorite little 2D friends. Of course the usual guests are invited: Mario and Luigi. And of course the person not on the list is

obviously Bowser. Just like any rejected big dinosaur looking dude would, Bowser crashes the party. He somehow managed to get his castle under Peach's. So he lifts both his and Peach's castle high into the sky. So high that it reaches space (without burning up in the atmosphere of course)!!!!!! What's a Princess among mushrooms supposed to do? Well Bowser hops into the screen and challenges Mario to a good 'ol 2D battle.

As you may notice two seconds into the battle, you cant win. So you'll eventually die. GAME OVER! :) J/K. So you'll find out that Bowser stole the Star Rod from Star Haven and he has wished for invincibility (similar to the invincibility star found in all of the other Mario games, except this one is permanent). So you die and get blasted out of the castle and plummet back to the ground (and once again miss the atmosphere).

Controls

I tried really hard with the ASCII buttons, but I'm not the best ASCII artist, so they aren't that good. But they are good enough to tell which buttons they are.

```
  ┌───┐  
  │   │  
  │ A │ =Jump, Confirm, Action Button  
  └───┘
```

```
  ┌───┐  
  │   │  
  │ B │ =Hammer Attack, Cancel  
  └───┘
```

```
  ┌───┐  
  │   │  
  │C-Up│ =Check Status  
  └───┘
```

```
  ┌───┐  
  │   │  
  │C-Dwn│ =Use Partner's Special Ability  
  └───┘
```

```
  ┌───┐  
  │   │  
  │C-Lft│ =Item Screen  
  └───┘
```

```
  ┌───┐  
  │   │  
  │C-Rgt│ =Party Screen  
  └───┘
```

```
  ┌───┐
```

```
  ┌───┐  
  │   │  
  │Start│ =Brings Up Game Menu, Confirm In The Title Screen, Pause,  
  └───┘   Unpause
```

| Right \
| _____ \ =Select Mono In The Select Screen

/ _____ |
/ Left | =Select Stereo In The Select Screen

| |
| |
| Z | =Spin Dash In Overworld, Change Order In Battle
| |
| _____|

Control Stick= Move Around In Overworld, Move In Menus

Control Pad= Alternate Way Of Moving Around In Menus

Battle Basics

To get stronger, one must battle. Of course, what's the point of getting stronger if you don't battle? Ooh... that's deep.

You start to battle when you touch an enemy or an enemy touches you. If you attack the enemy (That goes under you touching enemy), you get to make your move first and they get some damage from that first attack. If your enemy attacks you first, they get first attack and instant damage. Sounds complicated, but it's not. So basically, once you get into the battle, you can...

Strategies, which allows you to run or change party members.
Items, which brings up your list of items
Jump, which brings up your list of jump attacks.
Hammer, which brings up your list of hammer attacks.
Star Spirits, which brings up your list of Star Spirit attacks.

Other Important Notes About Battles:

-When you attack, a little bit (or sometimes a lot) of your enemy's HP (Basically how much life they have left) goes down. Once it reaches 0, they die and you either win or are left to fight the remaining enemies.

-At the top of the screen, you can see your HP, FP (Flower Points), Star Points, how many coins you have, and how much Star Power you have.

-Hitting "Z" in battle allows you to switch between Mario and your current active Party Member.

-Once all of the enemies are destroyed, you win and receive Star Points, coins, and maybe some items.

-Without a certain badge, when you run away from battle, you get no Star Points.

Leveling Up

To level up, you have to battle enemies (See the above sub section). You receive Star Points after every battle. The amount of Star Points you receive depends on how powerful the enemy is. Once you have 100 Star Points, you level up. You can now choose to either raise HP or FP by 5 or raise your

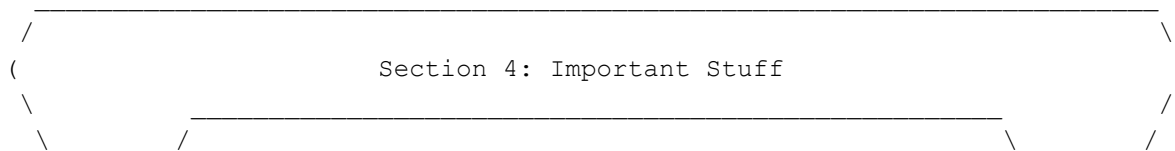
BP by 3.

Other Important Notes About Leveling Up:

-In the beginning, bring up your HP more than anything else's. Once you think you have a good amount of HP, bring up the FP and BP.

-As you get stronger, the enemies get stronger, so old enemies seem to give out less Star Points. That's not really true because they still give out as much as they did when you first fought them, you're just used to harder enemies that give you more Star Points.

-Without a certain badge, when you run away from battle, you get no Star Points.



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| Completion: 95% | Last Updated: 2-27-04|
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```

Your Party

This being an RPG, there should be a Party. This being an RPG with a Party, there must be party members! Here you meet them!

There are eight of these helpful fighters, and I list every one of them! I'm not sure if you've noticed it or not, but all of the members of Mario's party are enemies in the past Mario titles.

Goombario:

This guy wants to be just like you! Isn't that touching? So he decides to leave his home (Goomba Village) and join you on your quest to save the Stars! He is good to use in the beginning of the game, because there is no one else. The only way he is helpful is by using his Special Ability. Hitting C-Down will make him tell you about the surrounding area. This can be helpful if you think you see some mysterious crack in the way. He will tell you that you should use Bombette to blow it up.

His other attacks include:

Headbonk-

Jumps up and bonks and enemy with his head. 0 FP

Tattle-

Tells you some information on enemy. Tells you enemy's HP. 0 FP

Charge-

Raises power by 2. 1 FP

Multibonk-

Headbonk using action command. 3 FP

Kooper:

You meet this young Koopa when his village is under attack. Once you save his precious shell, he'll join you forever! Hitting C-Down will make him curl up in his shell and allow you to kick him ahead of you to attack an enemy, hit a switch, or even reach an item that you can't reach alone.

His attacks include:

Shell Toss-

Throws shell at enemy. 0 FP

Power Shell-

Like shell toss, but affects all enemies on the ground. 3 FP

Dizzy Shell-

Paralyzes enemies on the ground. 4 FP

Fire Shell-

Attack all enemies on the ground with a shell that just so happens to be on fire.

Bombette:

You meet this gal at the Koopa Bro.'s Fortress. She has been locked up and she helps you (who also gets locked up) find your way out of captivity. Then she sticks with you to help you blow up walls by hitting C-Down.

Her attacks include:

Body Slam-

Slams into enemy 0 FP

Bomb-

Blows up an enemy on the ground. 3 FP

Power Bomb- Like bomb, except it affects all enemies on the ground. 6 FP

Mega Bomb- Like power bomb, except it affects enemies in the air as well. 8 FP

Parakarry:

My favorite party member (and the most powerful). You meet him on Mt. Rugged where he asks you to help him find his missing letters. After you find them, he tells you he's lost letters ALL OVER the place! So he hangs with you so he

can find them missing letters. Hitting C-Down will allow you to fly over gaps by holding onto him.

His attacks include:

Sky Dive-

Dive into an enemy. 0 FP

Shell Shot-

Shoots his shell at an enemy. 3 FP

Air Lift-

Carry an enemy out of the battle. 3 FP

Air Raid-

Flying around all over the place like an insane goose, attacking all the enemies in the process. 6 FP

Bow:

You meet this rich little snob-of-a-Boo when her people are being attacked by the evil Tubba-Blubba. She goes with you to help fight the monster, but ends up staying with you throughout the whole journey.

Hitting C-Down will make you invincible, thanks to Bow.

Her attacks include:

Smack-

Slaps an enemy. 0 FP

Outta Sight-

Makes Mario invisible to enemies (Mario cannot fight during this time of invisibility). 2 FP

Spook-

Scare the living crap out of an enemy, forcing them to run away sometimes. 3 FP

Fan Smack-

Attack an enemy with her fan. 5 FP

Watt:

You use this little dudette to light up a dark place.

Her attacks include:

Electro Dash-

Penetrates defense and attacks an enemy with a shock of electricity. 0 FP

Power Shock-

Paralyzes enemy. 2 FP

Turbo Charge-

Boosts Mario's attack power for a little bit. 3 FP

Mega Shock-

Paralyzes all enemies. 5 FP

Sushie (How clever of the Nintendo people):

Sushie watches over the young children of Lava Lava Island, who just so happen to be Yoshis!!! Just thinking of them things makes me think of the hypnotizing theme song for Yoshi's Story. Anyway, pressing C-Down allows you to swim (If you are standing at the edge of a deck) and to dive while swimming.

Her attacks include:

Belly Flop-

Jump up and land on an enemy. 0 FP

Squirt-

Shoot water at an enemy. 3 FP

Water Block-

Protect Mario with a water shield. 3 FP

Tidal Wave-

Create wave that attacks all enemies. 6 FP

Lakilester:

The only party member that actually was bad in this game. Pressing C-Down allows you to ride Lakilester.

His attacks include:

Spiny Flip-

Throws spiky things at an enemy. 0 FP

Spiny Surge-

Throws spiky things at all the enemies. 4 FP

Cloud Nine-

Create a cloud shield for Mario. 4 FP

Hurricane-

Blows enemies away from battle. 5 FP

Well that's all of them.

Important Badges

These are the most important badges in the game (I think) and you really shouldn't battle Bowser at the end with out some of these. To see where to get these, check out the "badge" section.

Zap Tap-

Equipping this badge will cause all enemies to receive damage if they touch you.

FP Plus-

This increases your FP by 5.

HP Plus-

This increases your HP by 5.

Quick Change-

Allows you to change your party member without taking up a turn.

Peekaboo-

Allows you to see an enemies HP without using Goombario's Tattle.

Mega Quake-

Gives you the ability to use Mega Quake with your hammer. Mega Quake effects all ground enemies and does around 6 damage.

Happy Heart-

Slowly heals Mario during battle. Equip more than one to boost effect.

Happy Flower-

Slowly restores FP during battle. Equip more than one to boost effect.

Quick Change-

Allows you to change party members with out taking up a turn.

Good 'n Tayc T Food!

Here are some really helpful things that you can only get from Tayc T.

Big Cookie-

Cake Mix + Goomnut, Egg, or any type of berry
Restores 20 FP

Deluxe Feast-

Strange Leaf + Wacka's bump.
Restores 40 HP and FP.

Honey Ultra-

Honey Syrup + Ultra Shroom.
Restores 50 HP and 5 FP.

Mushroom Steak-

Life Shroom + Super Shroom.
Restores 50HP and 5 FP.

Badges

Badges make Mario be able to perform new attacks, enhance stats, defense, or whatever.

Name:	Location:
All Or Nothing	Rowf's Shop (100 coins)
Attack FX A	Merlow's Shop (1 Star Piece)
Attack FX B	Pleasant Path

Attack FX C	Dry Dry Desert
Attack FX D	Toad Town (Club 64)
Attack FX E	Shiver City
Bump Attack	Toad Town (Tunnels)
Chill Out	Merlow's Shop (3 Star Pieces)
Close Call	Goomba Road
D-Down Jump	Tubba Blubba's Castle
D-Down Pound	Rowf's Shop
Deep Focus	Shy Guy's T-Box, Bowser's Castle, Peach's Castle
Defend Plus	Shy Guy's Toy Box
Dizzy Attack	Koopa Village, Pleasant Path
Dizzy Stomp	Mt. Lava Lava
Dodge Master	Rowf's Shop (150 coins)
Double Dip	Rowf's Shop (100 coins)
Feeling Fine	Merlow's Shop (5 Star Pieces)
Fire Shield	Mt. Lava Lava
First Attack	Rowf's Shop (100 coins)
Flower Finder	Merlow's Shop (12 Star Pieces)
Flower Saver	Flower Fields, Merlow's Shop (25 Star Pieces)
FP Plus	Pleasant Path, Forever Forest, Rowf (150 coins)
Group Focus	Rowf (100 coins)
Hammer Throw	Goomba Road
Happy Flower	Flower Fields, Merlow (8 Star Pieces)
Happy Heart	Merlow (8 Star Pieces), Jade Jungle
Heart Finder	Merlow (12 Star Pieces)
HP Drain	Merlow (15 Star Pieces)
I Spy	Toad Town
Ice Power	Shy Guy's Toy Box
Jump Charge	Rowf (50 coins)
Last Stand	Peach's Castle

Lucky Day	Goomba Village
Mega Jump	Shiver Mountain
Mega Quake	Rowf (200 coins)
Mega Rush	Tubba Blubba's Castle
Money Money	Merlow's (20 Star Pieces)
Multibounce	Rowf (75 coins)
P-Down, D-Up	Crystal Palace
Pay-Off	Merlow's (1 Star Piece)
Peekaboo	Merlow (10 Star Pieces)
Power Bounce	Koopa Bros. Fortress
Power Jump	Goomba Village
Power Plus	Merlow (25 Star Pieces), Shy Guy's Toy Box
Power Quake	Jade Jungle
Power Rush	Peach's Castle
Power Smash	Toad Town (Tunnels)
Pretty Lucky	Merlow (5 Star Pieces)
Quake Hammer	Mt. Rugged
Quick Change	Toad Town
Refund	Koopa Bros. Fortress
Runaway Pay	Dry Dry Desert
S. Jump Charge	Flower Fields
S. Smash Charge	Merlow (???)
Shrink Stomp	Toad Town (Tunnels)
Sleep Stomp	Rowf (75 Coins)
Slow go	Dry Dry Ruins
Smash Charge	Koopa Bros. Fortress
Speedy Spin	Rowf (50 coins)
Spike Shield	Dry Dry Ruins
Spin Attack	Dry Dry Desert
Spin Smash	Rowf (75 coins)


```
|Triple Dip      | Crystal Palace      |
|-----|
|Zap Tap        | Merlow (10 Star Pieces) |
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 \               Section 4: Walkthrough               /
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| Completion: 100% | Last Updated: 3-02-04|
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Walkthrough

Now I will walk you through the whole game! YES! The WHOLE game. Oh boy...
Here I go!

Princess Peach (Being the rich and generous gal that she is) decides to hold a party for all of her favorite little 2D friends. Of course the usual guests are invited: Mario and Luigi. And of course the person not on the list is obviously Bowser. Just like any rejected big dinosaur looking dude would, Bowser crashes the party. He somehow managed to get his castle under Peach's. So he lifts both his and Peach's castle high into the sky. So high that it reaches space (without burning up in the atmosphere of course)!!!!!! What's a Princess among mushrooms supposed to do? Well Bowser hops into the screen and challenges Mario to a good 'ol 2D battle.

As you may notice two seconds into the battle, you cant win. So you'll eventually you die. GAME OVER! :) J/K. So you'll find out that Bowser stole the Star Rod from Star Haven and he has wished for invincibility (similar to the invincibility star found in all of the other Mario games, except this one is permanent). So you die and get blasted out of the castle and plummet back to the ground (and once again miss the atmosphere).

So you see Mario all dead and such. Then you see a bunch of stars with faces fly around Mario. They tell you all about your mission and they bring Mario back to life! Yay! Now the rest is up to you.

A Plea From The Stars

After you wake up, you should be in a house. Walk out of it. Now go talk to all of the people you see. Now walk into the house you didn't come out of. Talk to the lady there and walk out of the back door. Talk to the guy there. Now leave the house and walk over to the gate and talk to the father Goomba. Kammy Koopa should come over and put a block in the way of the gate, keeping you from continuing your mission. Like that'll last. So go into the other house (The one on the right) and walk into the back onto the deck... What deck you say?

After some falling, you should land (Duh). Look for Goompa and he'll tell you about his missing hammer. Go left a screen, and search in the bushes for the missing hammer.

Now that you have it, go back to the right screen.

YOUR FIRST REAL BATTLE (the first one you can win)!!!

Jr. Troopa-

This punk has 5 HP and should be no problem for you (who now has the hammer). So beat the crud out of that brat with your hammer and the battle should end pretty quickly. You may saying, "Oh cool! A little punk that thinks he can beat me! How pathetic!" Well, shut up. He gets harder. You fight him all throughout the game, and he gets harder and harder every time. Also, he gets really annoying.

After he's all dead and such, walk to the right screen and head over to the block. Bust it up. Then walk to the right again. You should now be back up to village. Goomba will give you the Power Jump Badge. After he gives it to you, he will offer a Badge Tutorial, which you should say "yes" to. Now you will receive Goombario as your first Party Member. Now that you're done with this stuff, break up the block. Now go heal yourself (go to the house you woke up at) and save your game. Now you are ready to leave. So walk to the right screen and leave this cruddy village (which only has like 5 people in it :P) in your dust. Keep walking till you run into two big Goombas. They have been told to keep all intruders away. Guess what! You are an intruder! So they must kick your butt. Yah.... Right....

Red Goomba & Blue Goomba-

Red has 7 HP and Blue has 6. These guys are just as easy as that punk Troopa. Just a little bit stronger. Using your hammer and Power Jump (which can only be used if you equipped it) should make this battle a piece of cake. If you want to be all strategic, beat Blue first, then Red.

Once they are done losing, go back and save and heal yourself (Using the heart block). Then go to the right 2 screens. Then a little cinematic will take place. Then it's time for your first Boss Battle!

Goomba King, Red, and Blue-

Goomba has 10 HP, while each of the Goomba bro.'s only have 1. For starters, hit the Goomnut tree to inflict (that word sounds so evil) damage to the King and kill the Goomba Bro.'s. Use Goombario's headbonk and Mario's Power Jump and regular attacks to finish off the "king"
Congrats on beating your first boss!!!

Here is something new for you to learn about: After all of the boss battles, a little movie will take place, showing what is happening up in Peach's castle. You also get to control Peach sometimes, which is really fun to do!.

After the movie, go right one screen. WELCOME TO TOAD TOWN! It may look like fun (and it is), but you must stick to the task at hand! So head right one screen and north. Take another right and take the upper path. Then go up the mountain. At the top there will be a big dialogue filled sequence. Now head back. AH! It's raining stars! With a bonk on the head, you'll meet Twink, who will give you Lucky Star. This allows you to time your hits. Twink will offer a tutorial, which I suggest you take. Once you're done with that, you will be forced to fight...

Magikoopa-

Has 8 HP, which shouldn't be a problem for you now that you know about the action command. Only problem is that Magikoopa can fly, meaning you can't use your hammer (unless you've got Hammer Throw). So after 3 damage, Magikoopa will be knocked off the broom, leaving it helpless against the awesome power that is your hammer!

Notice that the magic attack is the Playstation buttons!!! Triangle, Square, Circle, and X!

Once the mindless moron leaves (No, not Goombario), Twink will also leave and you are left on your own. So head back into town. The second you do, a Toadstool will tell you that Merlon is looking for you. Merlon lives in the house with the spiny roof. Before you go there, you might want to save and heal yourself. Once you do that, head over to the house with the spiny roof (It's in the same section of the town that you are in now). Hit "A" in front of the door twice and you'll meet Marlon (the hard way :|) Merlon tells you a bunch of stuff, and just like you, Mario falls asleep out of complete boredom. Basically he tells you that if you ever need help, come talk to him and he'll tell you where to go next. But he charges (unlike me!). So exit his house and head to the right. You'll meet some interesting looking characters. Talk to one of them, and they tell you how you don't want to take that path, because it's too dangerous. Oh well. Might as well give up! NOT! Head back over to Merlons. Once he leaves, you follow. With a bit of magical magic, Merlon reveals the darker colored Toads true identities!!! OH MY GOSH! IT'S THEM ANNOYING KOOPA BROS!!! Didn't see that coming... or did I? Well now that them butt heads are gone, continue right....

Welcome to the first Chapter 1!!!

Storm'n Koopa Bros. Fortress

If you want to here some really tight music, don't hit "A" when CHAPTER 1 pops up. Try it out!

continue to the right, fighting enemies as you run into them, until you reach a red block with a "?" in the middle of it. That is a badge block. They contain badges (what else?). It should have Dizzy Attack. If you can equip it, do so. So continue right and hit the yellow block to get a Fright Jar.

Continue continuing right until you go to the next screen. Hitting the yellow "?" block will get you a POW Block. So continue right until you come across a tree. Hit "B" while standing next to it to reveal a switch. Hit that to make a bridge appear. Cross it. You can hit the brick block if you want to fight, or just ignore it. So continue to the right until you reach the next screen. Now you can go straight or down. Go down. This path will take you to Koopa Village!

Before you go to the next screen, hit all three of the brick blocks to reveal a Red "?" block! Hit it and you'll receive Attack FX B badge.

Now go to the next screen.

It appears that the Koopas of Koopa Village are in some sort of trouble! Oh no! Guess who's job it is to help? YOURS! Turns out that Fuzzies are stealing their shells! EW!!! NAKED KOOPAS!!! Hit the fuzzie that you see take a shell to get it back. Next is the shell ontop of the brick block. Break the block to return the shell to its owner. Now head over to the tree and whack it with your hammer. That's 3 down! Continue to the right and you will meet Chet Quizmo. He'll ask ya a question and give you a star piece if you answer it right! I'd tell you the answer, but that'd be cheating! LOL! Now you should save. Now

head into the next screen. Now you must once again bonk a fuzzie on the head to get the shell. This one is really hard if you don't know the secret. You have to slowly walk up behind it and beat the crap out of it. The only problem is that the Koopa walks up to it and makes the fuzzie run away! Once you've hit it, Now head over to the right and push the blue block under the brick block (push it over the black square). Then jump on it and break the brick block to save another shell. Now walk up to the house that seems to be dancing all over the place. Kooper Koopa is also having some shell trouble. So you nicely offer your assistance and decide to help him regain his shell. Walk into the house and watch that Meeeoouooooork'n little fuzz ball jump out the back door! So follow it and chase it through the first screen and into the second. Now you must play....

"FIND THAT FUZZIE!!!" Carefully watch the shelled fuzzie hop around the trees.

Keep track of where he goes. When they all stop jumping, hit the tree he hid in. If you mess up, you'll have to fight the fuzzie in the tree. Once you get him, he'll do it all over again, except this time it's harder! Once you get him, he'll "get serious" and be really fast. It's really easy, but if you don't get him right away, don't feel too bad. Once you catch that Meeeoouooooork'n Fuzzie, he'll give up the shell. Now walk to the left, where you'll run into Kooper. Give him back his shell and he'll join your party! Doo Doo Doo Doo! So walk away. BUT WAIT! Meeeoouooooork!!! He changed his mind you sucker! Now you gotta fight him... oh joy. That's right, four fuzzies Vs. you and Kooper. If you don't feel like fighting, use that Fright Jar you picked up earlier. That should either get rid of all or most of them. So walk left into the other screen. Hop up onto the stumps until you are on the stump across from the one with the triangular object on it. Hit C-Down and you will get the HP Plus Badge!!! YAY! If you can spare some BP, equip it. So head left until you get back into Kooper's house. So get outta his house and head left a screen. Now save. Head left out of the village and back to the place where you could go straight or down. This time go straight (Which is right coming out of the village). Once you go right and over the bridge and into the next screen, you will see some money. DO NOT GO FOR IT UNLESS YOU WANT TO FIGHT FOR IT! Now go to the edged of the little cliff you are on and hit C-Down. This should break up a block that has Thunder Bolt on it. Grab it and head to the right. There should be a little river and a switch on the other side. What to do? Try C-Down! Now go over the bridge. When you cross it, watch out for the Paratroopa. It'll get the first strike on you before ya know it! Once you dodge it or fight it, walk to the right and go to the next screen. Now continue right and heal yourself at the health box.

Now it is time for your first "dungeon"!!! BUM BUM BUM! Heh Heh... Bum... lol. I'd save if I was you. Apon approaching the door, you will meet the black Koopa Bro. He will be shocked and stuff and goes off to warn the others. NOW ENTER....

I've always wanted to say that!!! lol.

You will see a big room with a pool of water in the middle. Ignore it and fight the Koopa Troopa and Bob-omb. When they are gone, you will recieve a key! Hey... is this Mario or Zelda?! lol.

so pick up the key and unlock the door. Now enter the door.

Now continue right, fighting the Bob-omb as you please. Then enter the door.

You will witness the green Koopa Bro. hiding the key behind bars. He leaves you and a Koopa Troopa to duke it out. If you choose to fight him, do so. When your done, head to the right. You'll see a badge behind bars! Luckily, you can bust into that joint! Once the Koopa Troopa leaves it, walk against the wall behind it. Now you will have the Power Bounce badge. Equip it if you can. Now walk to the right and enter the door. Welcome to the stairway to heaven...

lol. Head over to the Koopa Troopa and beat it up. Then a switch should appear near the left door. So go ahead and hit it. AH!!! THE STAIR WAY TO HEAVEN HAS BECOME THE STAIRWAY TO HELL!!!! AH!!!! lol. So walk down.... Now go to the left and enter the room. AH! YOUR TRAPPED! Fight off all of the Koopa Troopas,

you can continue left. After dodging the fire swingy things in the next room, you will see a key. Grab it and go back to the room that is at the bottom of the stairs. Ignore the door and go up the stairs. Now unlock the door up there. Enter it and you'll see the yellow Koopa Bro. setting a trap for Mario. Even though you know what will happen, hit the yellow "?" block. You will be trapped in a prison cell with a bunch of Bob-ombs. AH!!! Wait... these are nice ones. Phew... Talk to the pink one. Say "yes" and Bombette will join your party! Hit C-Down near the crack in the wall to escape. Now make your way out, fighting them butt heads that get in the way on the way. Once you are out of there, go back up to the top of the staircase. Now go into the door. Once you go into the other room, use Bombette to blow up the prison cell to grab a key. Now head back to where the trap was and go in the door next to it. Now follow the path to a locked door. Use the newly gained key to unlock it. Now enter it. Now pull out Kooper. Shoot him at the switch. Now move forward until you reach a wall. Now turn around and shoot Kooper at the switch again. Walk to the left and hit the next switch. Walk across to another wall and turn around and shoot again. Now walk up the stairs and through the door.

Sneak around the Koopa Troopa and hit the switch. Now walk down the stairs. Pull out Bombette again and blow up the wall. Enter the hole to get the key. Now make your way up them stairs again and unlock the locked door. Go through it now. Hit the switch to bring forth a great multitude of stairs! lol. Now go up those stairs and follow the path all the way up (past the door) and grab the badge. Now go back down and go in the door. Now your outside... hmm... too easy... oh great! It's them Koopa Bros. and they got cannons! Crap! Dodge the Bullet Bills and go down the small path right away. Blow up the rock with Bombette and hit the yellow "?" block to get Maple Syrup. Now dodge them Bullet Bills until you reach another path thing. Save and heal yourself. Not necessarily in that order! Then attack the cannons. Once you do that, heal and save. Then go up to the door and get ready for your first challenging boss battle!!!

Koopa Bros.-

Well they come out in some kind of Bowser Robot suit.

The Bowser Robo Suit on its own has 10 HP. Just use Mario's better jump and hammer attacks and Bombette's bomb. Once you take down the robo wanna be, it's time for the REAL battle. Each of the Koopa Bros. have 5 HP. So they shouldn't be too hard. Just attack them as a whole until there is no more "whole". Oh, After a couple attacks, they fall over and become like any other Koopa, easy to kill. So attack them with your powerful attacks while they are on their backs.

End Of Chapter!

And so Mario and friends beat the Koopa BRos. at their fortress and rexcued

the first Star Spirit. Still, six Star Spirits remain imprisoned, adn they must save them as quickly as tehy can. The future of the Mushroom Kingdom, Star Haven, and, of course, Princess Peach lies in the hands of Mario and his new friends. Their adventure has just begun...

Here comes another What Up With Peach moment...

So Peach decides to bust out of that joint. Now you can control her... heh heh... I mean.. make her walk... heh heh... lol. So walk up to the picture next to the fire place and hit "A". Tada! A button! Press it and leave through the secret exit. While walking through the secret passage way, I wondered why them candles were lit. Wouldn't they have 1) gone out by now. or 2) fallen down after the violent shaking of the castle being pushed into space?

Anyway.... Down the passage you do go... where you stop only I know!
Once you are in the mysterious room, walk to the left and read the book on the desk. Turns out that the room is Bowser's and the book is his diary. After reading some, Bowser opens the door and catches you. You get sent to your room.

BACK TO MARIO...

the elder star will give you a Star Power and ask if you want a tutorial. Just like all the other ones, take it.

Return to the fortress. Remember there were a bunch of cracks that you couldn't blow up because at the time you didnt have Bombette? Well now is a good time to go back and blow them things up! There's only a few, so I won't tell you them. BUT! There is a major one that I will tell you about. Go outside and over left a screen. There is a wall with a crack. BLOW IT UP! You will be taken to a platform via pipe. Go right a screen. in the next screen, there should be a treasure box wiht FP Plus badge!!! Once you grab it, leave and go back to Toad Town. You should almost make it there, but that punk Jr. Troopa shows up again.... grunt.

Jr. Troopa (Again)-

This time he has 15 HP... WHOA!!! WATCH OUT!!! As long as you've been leveling up (at this point I have leveled up 3 times), you'll be okay. Seems that Jr. has learned a new technique. It's called "Hide From Mario!" Basically he just protects himself with his shell so it's harder to hurt him. No big deal. Just use Mario's hammer and Bombette's bomb attack and he'll be no trouble at all. You get about 20 or so Star Points from, so it's pretty fun battle.

When your done kicking his tail, hit him with the hammer. It's just fun. Now continue to Toad TOWN!!! Here comes another run in with Twink the twit. He'll (or is it she'll?) tell you about the next place you have to go to. When that's done, heal and save. Now that you are done saving and healing, you can shop and do whatever. When you're done doing whatever, head south. Turns out that Rowf has opened a badge shop! He's got some good stuff there, so buy some

if you can. Once you're done buying stuff, continue south to south Toad Town. Once you're in the next screen, head south, but don't go to the next screen. Notice that near the bridge is a dancing flower. Hit "A" while standing next to it. It'll give you a magical seed. It may not seem important now, but it plays a vital role in one of the future levels. Make sure you look out for these things! So anyway, go down a screen. go down to the bottom part of the new screen and use Bombette to blow up the rock in front of the train. Now talk to the black and white guy. Answer yes to his question and you will be taken to Mt. Rugged, the first part of...

Chapter 2

The Mystery of Dry Dry Ruins

Let me just start off by saying that this is my least favorite of the chapters. That's all.

Welcome to Mt. Rugged Station. Here you can save, but not heal. That comes later. First off, check the bushes to get some coins and an egg. Then head over to the read arrow. Follow the arrows if you get lost. Just keep following them until you reach a heart block. Heal yourself and start to walk to right. You will now meet the best party member you will ever get. Of course he isn't part of it yet. As always, you have to do something before they join. Ugh... BTW- His name is Parakarry. He delivers mail all over Mushroom Kingdom (as a matter of fact, you see him deliver the Peach party invitation at the

beginning of the game). Parakarry tells you that you need to find some of the letters he dropped. So head to the right. In this screen you either can go forward or down. Go down, then left. A blue thing will pop out of the ground. It's a whacka. So hit it with your hammer to recieve the Whacka's Bump. It restores 25 HP and FP. Now head right and hit the yellow "?" block to recieve Sleepy Sheep! Now go back up the rocky stairs and go right into the next screen. Now you can save again. So do so. Then keep going right until you reach more rocky stairs. Now position yourself across from the letter you see. Now pull out Kooper and hit C-Down. Now continue right into the next screen. Now continue right until you can go up or right. This time go up. When you get

to the point where you can go left or right, go left. Keep going until you a little slid thing. Hit "A" in front of the bar to be thrown in the air. once you land, go left. Hit the yellow "?" block to get a mushroom. Now go left until you see a place that looks like an "M". Then go into the left hole and keep going left until you get to a treasure box. Open it to recieve the Damage Dodge badge! Now go down back to the "M". Now go left and jump on the spring. Hit the yellow "?" block to get one coin... woo hoo. Now go right, dodging the Cleft. Hit the yellow "?" block to get a Honey Syrup. Now go left and go down the slide. Now go right and grab the letter. Now jump of the part of the ledge that doesn't have rocks on it. Now go right to the next screen. Go down the slide and continue to the right. Keep going... yeah... keep on... go right until you reach a gap with a busted up bridge on the other side. Jump off the ledge, grab the letter and jump on the spring. Now head back to Parakarry (just keep going left or follow the not pointy ends of the arrows). Now he'll join your party! So heal your self and head right two screens. Save and head right until you reach the place that you used Kooper to get the letter. Now walk up to the edge and hit C-Down. Once you land, hit it again. Grab the Quake Hammer badge and continue right until you have the option of going right or up. This time go right. Use Parakarry to get to the other side. Now get the Magical Seed and go back and go up. and go right until you reach the broken bridge place. Now use Parakarry to get to the other side. Now cross the other bridge. You will be stopped by a bird. Answer the second option if you don't wish to fight, and the first and third if you do. This fight will get you quite a bit of Star Points!

Buzzar-

This flying pain in the neck has 40 HP!!! Be careful. Use Mario's most powerful attacks and Parakarry's Shell Shot to stuff the bird. You should get around 15 Star Points.

Now just follow the arrows until you reach a heart and save block. Heal and save. Then head to the right. Just keep going right and DON'T STOP!!! Or you will be attacked and robbed. Seriously. Watch out for tornado things. They will toss you to some place that isnt the road. To get back, just go up or down as far as you can until you reach the road. Once you reach Dry Dry Outpost, head right until you reach the sleeping place. Next to it you will notice an alley. Go in the alley. Welcome to Merlee's shop. Merlee is related to Merlon. So buy whatever you can afford from her, because no matter what, it will come in handy. Now head right until you see a purple mouse run away from

a cloaked green mouse. There is a long way to do this, and then there's my way. The long way is becoming friends with the green one and then doing what I'm about to tell you. You should do it my way. So go back a bit to the Item Shop. Buy a Dried Shroom and then a Dusty Hammer in that order. the purple mouse will tell you how to meet Moustafa. Remember that cloaked green mouse? That's Moustafa. Somewhere in here you'll meet Chet Quizmo and have to do one of his quizzes to get another star piece. When you're done with that, go to

where you saw Moustaffa before and enter the door. Then climb the boxes to get on the roof. Now grab the letter that's behind some pots and head to the left a bit. Use Parakarry to fly you over the gap and enter the door. Moustafa will give you the Pulse Stone, which will help you find Dry Dry Ruins. Not really, since I tell you how to get there, but you do need it to unlock the Ruins. So exit the town and once your in the desert, go left 4 screens, then up 3. Then hit "A" next to the stone sticking out of the ground and RUMBLE RUMBLE BOOM! Dry Dry Ruins.

ENTER... HEY! I SAID IT AGAIN!

Go right until you enter a room with coffins (or whatever they are called) up against the wall. Walk past the second one and it will open. Grab the Spike Shield badge inside and go left a screen. Equip the badge and then save again. Now go right until you have to go up or down. Go down, grab the key then go to the up part and unlock and enter the door. Jump on the button to fill up the lower room with sand. Now go back to the lower room. Now that it's filled with sand, you can enter the door! So do so! Now go up the stairs and use Parakarry to get to the other side of the gappy thing. Now pull out Bombette and blow up the wall. Now go in the hole. Hit the switch to fill up the lower room with sand. Now grab the star piece and go to the lower room and grab the key. Now go down the stairs and go left and down the little stairs and unlock the door. BEFORE YOU DO THIS, YOU MAY WANT TO HEAL YOURSELF!!!

walk to the end of the room and hit the yellow "?" block. The door rises and out comes a bunch of dudes that you have to fight. Defeat them all and you will get the next key. Grab it and unlock the door. Go straight ahead. Ugh... I hate this part. It's hard to explain. But I'll try...

Go up the green stairs and hit the botton. then go up the other G. stairs. Now hit that button. Jump onto the stairs and keep going until you reach a pink button. stand on it. Now hop down to the floor and walk up the first G. stairs. Now go up the pink stairs. then down the stone stairs. Open up the big treasure box and you'll get the SUPER HAMMER!!! BUM BUM BUM BUM! Now bust up the block and go right a screen. Now jump down and blow up the wall with Bombette. Jump down and hit the Super Block (Block with a blue ball in it) This allows you to add another attack to party member! YAY! So upgrade whoever you want. Now blow up the wall on the left with Bombette. Hit the block and beat up the Stone Chomps. Grab the Diamond Stone and leave the room. Now go right. Go through the tunnel and enter the big room. Hit the block to reveal a button. Jump on it to reveal a staircase. Grab the key and go back to the room with all the stairs. Now go into the bottom right door. Unlock the door and go in it. Jump on the switch. Notice the pattern on the Chomp statues. Pyramid, Empty, Diamond, Empty, Moon. Writethat down. Now leave the room and go to the lower room. Break the block, grab the Lunar Stone and fight the Stone Chompy. Now go left into the room you were in before. Using the pattern you copied down, put in the stones you have in the proper places in the big chompy statues. Now head left. Now go up the stairs and into the top right door. Now go to the one pink stairs and go up them. Hit the switch and go up the stairs. Hit the block and grab the artifact. Now leave the room and go right. Now go into the bottom right door. Hit the block, grab the Pyramid Stone and fight the Stone Chompy. Now go back to the room where you put all the stones. Now place the Pyramid Stone. The ground will shake rattle and role (COOLEST GAME EVER!!!) and stairs going down will appear. So go down them until you reach a heart block. Heal yourself and continue down. Then go right. Save, then go right again. It's time for...

Tutankooopa-

He's got 30 HP (10 less than that bird you killed had) and his pet Chompy has 5 HP. So this is a relatively easy fight. This is my favorite boss even though this is my least favorite level. His intro is awesome.

ONce it's his turn, he'll let Chompy loose. Now you have two people to worry about. Hopefully, the spell that Marlee casts on you will help. I know it helped me... STORY TIME!!!...

Well I was fighting Tutankooopa, and I had gotten him down to 6 health and had killed off Chompy. Only problem was that I had 1 health left! Well he brought back Chompy, and it was my turn. I went with a normal jump (because I ran out of FP) luckily, Merlee's spell kicked in and made the attack take away 8 of his health!!! YAY! I was so shocked! Actually, that just happened. lol.

Anyway...

You get the star and yeah.

End of Chapter!

Thus Mario and party unearthed the legendary Dry Dry Ruins deep within Dry Dry Desert. They smashed Tuankooopa the Wizard and frees Mamar, the second of the wish-granting Star Spirits. But the enemies awaiting Mario grow ever stronger... and the challenges more difficult. What's in store for Mario and friends... Where will their adventure take them next?

Time for some Peach time... Blah.

Bowser comes storm'n in and says hey and tries to put the moves on Peach. Here you also here about Mario's next star mission. After all that, use the secret passage way to get to Bowser's room. Now walk out of his room. yep... walk out of it. Now be careful not to get caught by Bowser's guards. You'll get caught if their light touches you. Go down across the wall until you get to the first door. Go in it. Welcome to the library. You have to look out for guards here too, except there is no light to show you where to avoid. So you'll hear about Tubba-Blubba and stuff.

Back to the half interesting stuff...

Mamar will teach you Lullaby and raise you star level to 2. Now you get to walk all the way back to the train station... fun fun. On the way, talk to Kolorado, and give him the artifact to recieve a star piece. Also, you can give him the letter you found ealier (make sure you have Parakarry out!). That's two star pieces! On the way back to the train station, on Mt. Rugged, there is a grey block that you couldn't hit before. NOW YOU CAN! So hit it and hit the Super Block and upgrade a party member. Try upgrading Bombette if you havn't already. Super Bomb is really helpful.

Once you get to Toad Town, head to the sewers (You don't have to, but it does make traveling to previously visited lands easier. Hit Ctrl+F then type SKIP#1 and hit enter to be taken to the next required part of the Walkthrough). Once you go down, take a left and break up the block. PREPARE TO BATTLE BLOOPER!!!

Blooper-

He has 30 HP, so he shouldn't be much trouble for you. Attack him however you want.

Once he's out of the way, three pipes open up. Each one takes you to a different place:

This is from left to right:

Pipe #1-Goomba Village

Pipe #2-Koopas Village

Pipe #3-Dry Dry Outpost

Now get out of there and...

[Skip#1]

If you want, you can shop around and fight at the Dojo. Look at the Dojo section for Dojo stats. Or if you want to go on with the journey without stopping, keep reading.

From the save point in Toad Town, go down one screen and take a right. Someone should scream. The poor little mushroom guard has been spooked by a ghost! The music during this whole part is so cool. Just take some time to listen to it. Tell the guard you saw it. After a bit of Spook and Seak, the ghost will go into the forest. Walk down the path (saving on the way) and you will meet Bootler. So continue right and welcome to...

Chapter 3!

The "Invincible" Tubba Blubba

How I loathe this part of the game. Walk around the circle until you one of the bushes laughs and the flowers turn. Take that path. Basically, from now on, what you are looking for is a path that is near something out of the ordinary. The next one, look for a tree that has red eyes in it. The next one, look for four flowers with a red and white center. For the next one, walk around until you see a path. Follow it and get the Magical Seed. Then walk around until you see a tree with an evil face on it. Now look for the one with a ton of mushrooms near it (More than the others). Now look for the one with flowers on a bush that won't dissapear. Now this one is really easy. Look for the path with the a sign near it that sats "If you have business at Boo's Mansion, come this way. So go that way.

WELCOM TO BOO MANSION. MUWAHAHAHAHAHAHAHA!!!! Open up the rusty old gate to meet

Bootler again. Then when he's done yacking (talking, not barfing), heal and save.

ENTER... lol.

Before I tell you what really to do, go to the first door you see when you enter. Jump on the box and into the pot! Super Mario Bros.... Those were the days.

(actually, I dunno if I was alive when it first came out!).

BACK TO BUSINESS!

Walk up the stairs and enter the second door and examine the yellow cabinet to the left. Out come some Boos. Remember waaaay back when you had to guess where the

Fuzzie that had the shell was? Well this is kind of like that. Except you have to keep track

of who has the old CD (lol... Old CD... :) I mean record). Do this once or twice and you

will be given the record. Now leave the room (with the record of course) and enter the door to the left. Now go walk up to the old CD player (lol...I mean record player) and press "A" twice. Instructions will be given, so I wont tell you how to use the record player. Play the record until the Boo walks over to you and run to the treasure chest he was "guarding". Open it to receive the weight. Now walk out and down the stairs to the ground level. Jump on the yellow part of the green couch and attach the weight to the chandler. Now enter the newly revealed door. Walk down the stairs (Ignoring the treasure chest), and go through the door. Now enter the next door. Open the treasure chest to reveal another Boo game...

blah...do it like you did before to recieve the Super Boots!!! Now go to the obvious "hidden" floor panel and jump. While in the air, hit "A" again. BOOM! Welcome to Basement B. Walk over to the switch and hit it. Then hit the next. Now climb up on the chair and on the boxes and do a super jump (jump and hit "A" in the air) to activate the switch. Climb the staircase, enter the door, climb the other staircase, and enter the door. Welcome back to the ground level. Now walk to the right and enter the door. Super Jump the panel Fly across the bookshelf and grab the Boo's Portrait. Now hop down and blow up the left wall with Bombette. Climb the staircase and enter the door.

Welcome back to the ground level again! Now walk up the stairs and over to the blank portrait on the right side of the balcony thing. Hit "A" twice in front of it to be taken to Bow's level. Enter any of the two doors to meet Bow. Turns out she has the next Star dude.

She'll gladly give him up if you will help her defeat the ghost eating Tubba Blubba. So Boo joins your party! Exit the mansion.

Now would be a good time to save. Now walk to the right over a screen. Now open up these rusty gates. Go right two screens and you will see Tubba Blubba for the first time.

Now continue right until you reach Tubba Blubba's house. Save.

ENTER! Watch out for the flying squid things. When they start to flash, hit C-Down real quick. If they catch you, you will be taken to the outside of the house. Now enter the door to the left. You can avoid enemies by walking (NOT RUNNING!!!) No enter the second door along the wall. Hop up on the table and grab the Star Piece. Now leave and enter the big door. Now enter the door along the wall. Now head down and Super Jump the panel. Now open the treasure chest and

you'll get the Castle Key! Now hop off the ledge and heal yourself. Now enter the door on the left and use the Super Block. Now go aaaalllll the way up the stairs and enter the big door. Now get

back to the first room (the one with all them squid things) and unlock the door on the right.

Now go up the stairs and go to the door on the far left. Go across the bridge and enter the door. Now go down the hall and enter the small door. SPIKES!! AH! When they spikes go down, walk. Every couple seconds, hit C-Down.

When you get to the end, open the treasure chest and you get another key. Walk out into the hallway and

enter the big door. Now head over to the left and unlock and enter the door. Hit the yellow "?" block to get the Maple Syrup. Now head all the way up the stairs and enter the big door.

Here comes a challenging part. Using C-Down, get to the end of the hallway. YOU MUST KEEP TUBBA BLUBBA FROM SEEING YOU! IF HE DOES, YOU CANNOT BEAT HIM WHEN HE FIGHTS YOU!!!!!!!!!!!!!!!!!!!!!!!!!!!!

So enter the small door when you get to the end. Dodge the guards (If you can) and grab the key. Now get out of there and unlock the big door. Now heal and save. Enter the door and go across the bridge thingy. Enter the door and welcome to Tubba Blubba's room. Walk down to the end and Tubba will enter and take a nap. While he's doing this, open the treasure chest to get a talking key. The key will yell and wake up Tubba!

AHHH!!! OH NO! RUN FOR YOUR FRICK'N LIFE!!! Once you get outside, the Boo's will try to kick Tubba's butt.

But they realize that Tubba is coming, so they hold him back so you can run. Save really quickly and run for the windmill!!!! Once you get to it, unlock it and go in. Super Jump the boards. Run through the hallways until you reach a room that has a weird heart in the middle of it.

Tubba Blubba-

The first fight is Tubba's Heart it has 50 HP. He's really easy actually. Just use Boo's Outta Sight attack

when he starts glowing. Also use Mario's most powerful attacks. BUT KEEP AN EYE ON YOUR FP!!! Once you beat the heart.... Head out of there and prepare to fight the not so invincible Tubba Blubba. He's too easy to even explain how to beat him. Once you do, you'll get 33 or so Star Points.

End of Chapter!

After solving the secret of "Invincible" Tubba Blubba, Mario and party set free the Star Spirit Skolar. Now, with Tubba Blubba just a bad dream, the Boos are free to haunt to their hearts' content. Even the lonely wind echoing thorough Gusty Gulch seems to be celebrating the victory... atleast for now. With newest party member Bow, in tow, Mario and friends and freinds are ready to take on their challenge.

Back to dumb 'ol Peach 'n Twink.... Blah....

Once in Bowser's room, you will be asked some questions. Answer like this: Mushroom, Thunder Rage, and Super Soda.

Back to Mario....

Mario's Star Power goes up to 3 and he learns Star Storm, the coolest attack ever. Once your done getting your new powers, head out of Gusty Gulch. Now go to the forest and you will have to fight Jr. Troopa... AGAIN!!!

Jr. Troopa-

He's got 40 HP.

This time he can fly (Oh No... lol). Just jump on him a lot. Also, try out Star Storm. Cool huh? 7 damage.

You also might want to use Parakarry's Shell Shot. After a few rounds of all that, he'll lose (again) and you'll win (again). You'll around 23 Star Points.

Now purposely get "lost". You will be taken back to the beginning of the forest.

Once you get back to Toad Town, walk around and you'll find out that the Shy guys are causing a brouhaha. They are stealing, and looking really stupid. lol. So explore the town all ya want. When your done, go to the middle left part of town. You will see Twink. When he (or she... whichever) is done talking, go into the second house. It's the empty one. Once in there, pull out Bow and hit C-Down. Don't move. Stay invisible until you see a Shy Guy walk in and hop into the wall! Once it's gone, go into the wall. Now jump on the spring.

Chapter 4!

Trials in the Toy Box

Welcome to my second favorite level!!! It's just so bright and happy (unlike the last three!!!) Take the path on the left. You can fight the Shy Guys if you want. The only Shy Guy that you might

want to fight is the black one.

Anti Guy-

He has 50 HP and his attack is 12!!!! I couldn't even beat him the first time.
If you can, wow.
Only strategy is use Bow's Outta Sight and have Mario use his strongest attacks.

When your done with that, walk left. In this room there are Shy Guys with items. These items include:

- Cake Mix (2)
- Sleepy Sheep
- Mushroom
- Calculator
- Fire Flower

Now go back to the main room. This time go down the right path (right as in the direction, not correct :P)
Kami will place a mushroom (just like you said Mario was afraid of). Once that's over...
See all of them boxes? Well jump up on top of them and use Super Jump. You will taken to wherever it is supposed to take you. Now go to the box closest to the wall on the right. Super Jump on it to be launched over the wall onto another wall. Hop off the new wall. Walk over until you see a house like structure. Enter the door and go up the stairs...up ya go!. When you get to the top of the house, use Parakarry to flly to the left house. Grab the Star Piece. Now go to the middle house. This time JUMP to the right. Now hop onto the wall. Now fly onto the yellow "?" block. Now fly to the right more and hit the yellow "?" block there. You will get THunder Bolt. Now hop down and open up the treasure box to receive the Storeroom Key. Also grab the mushroom.
Now go back to the main room. Save and hop on the spring to be taken back to Toad Town.
Now return the following to the following people:

Calculator-Rowf (The guy that has the badge shop)
Storeroom Key- Harry (Guy that owns Item Shop)

When you give back the Key, you will get a toy train. Now walk to the Toy Box. Hit "A" in front of it and toss the toy train in it. The train is back for business!!!
So hop on the barrel that is pointing right. Then talk to the guy by the train. When you get out, walk to the right a bit and open up the treasure box to receive the Mailbag. Now save. Take the right path this time. You will see Kami place a Thunder Rage. Continue right, fighting the Shy Guys as you please. Now head right and Super Jump the block to be taken to the upper path. Go left until you reach a Treasure Box. In it should be Defend Plus.
Now get down from the upper path. Now walk right until you see a big blue section of the wall. stand on the right side of the blue section. A Shy Guy will rush out of the blue section, putting you inside of where he was. If that didn't make

Big Latern Guy-

This big ghostly dude has 40 HP!!!

Here is the strategy for the battle:

Let Bow go first. Use smack on the latern to fill the room with light. Now have Mario jump on B.L.G (Big Latern Guy) with his most powerful jump attack. Repeat this over and over and over (I mean it... ALOT OF TIMES!!!) and you will beat him.

Once he's out of the way, hit the latern he leaves behind with your hammer. Watt will join your party!

Now go back to the main part of Red Station.

Save and heal. Then take the right path. Blow up the wall with Bombette. All the Shy Guy will scatter, making the most annoying sound you have ever heard! lol :)

Now follow them. Enter the dark room. Pull out Watt and hit C-Down. Walk to the right and the Shy Guys will bust out of the room. PREPARE TO FIGHT THE BOSS!!!!!!

General Guy (yep... That's his real name)-

First of all, go to Toad Town and buy some healing and attacking items.

This battle has rounds. For the first one, you fight a bunch of Shy Guys all bunched up. Just use jump attacks and you will finish the things off a couple at a time. Next comes the actual boss with a bunch of different Shy Guys doing different things. Just fight them off like you would with any other group of Shy Guys. When you kill all of them off, it's just you and the boss. First off, bring out Watt and use her Electro Dash attack against the place where the General Guy is.

When it's Mario's turn, attack the bulb on the tank thing with his jump attacks.

End of Chapter!

To save the fourth Star Spirit, Muskular, Mario and team disbanded the gang of Shy Guys tough. Slowly, it seems as if the life forces is returning to the once bleak night sky...But the stars won't truly shine until the Star Rod is wrested from Bowser's evil grasp. Three Star Spirits still await rescue. Where in the world are they being held?

Peach time... ugh.....

Use the path. Walk out of Bowser's room. Walk along the bottom wall until you reach a locked door. Now walk to the right and enter that door. You will get the castle key. So unlock the door to the left of the room. Now walk down the right stairs and enter the door under the stairs. Follow the instructions given by Twink. Once you think you made the cake right, take it to the big Shy Guy. If he likes it, he'll tell you a secret.

Back to Mario....

Your Star Power will go up one and you will learn Chill Out.

Twink will tell you what it heard from the big Shy Guy. Now go left a screen. Walk down until you see Kolorado. Talk to him. Now walk along the dock and Super Jump on the whale. Now go inside the whale and light it up with Watt. Catch the Fuzipede and fight it.

Fuzzipede-

It only has 20 HP, so you really shouldn't need me to tell you how to fight

it.

When it's done, talk to the whale.

Chapter 5!

This is one of them "Do a ton of stuff before you actually get to the dungeon" levels... grunt.

Walk behind one of the bushes to get Stop Watch. Hit "A" near the curled up plants a bunch of times to heal yourself. Now walk right a screen and you will hear a scream. Now continue right. climb up the rock and get the letter. Now hop down and help poor Kolorado... This guy gets attacked like 10 times in this level, so don't think it's cool that you get to help him. Now continue right 2 screens. Now sleep and save.

Go right a screen and Kolorado will once again (told ya so!) be in trouble. Fight the Spear Guy and beat it up. Now go back to the village. ALL THE KIDS HAVE RUN AWAY!!!!!!!!!!!! OH NO!

Yoshi Kid #1-

Take the top left path. Now hit "A" near the bushes and look for two that open up. Once they open up, take the path. Now walk right and hit the tree a couple times. Sushie has joined your party!!! Now continue right. Swim off of the dock (Having Sushie out and hitting C-Down). Swim over to the island with a Star Piece on it. Hit the tree on that island to get a letter. Now return to where you got Sushie. Now go left a screen.

Now swim from that dock. Go to the island with a red "?" block on it. Hit it and get the badge. Now swim over left a screen.

Land on the island that has the Super Block on it. Hit the block and add an attack to a party member. Now go to where the dock was, but don't swim. Take the path that leads up. Now search the bushes for a path. Now swim off the dock and go to the island with a spinning purple flower on it. Now jump on the purple flower and hit "Z". You will be taken to the top of the ledge. Look for a place where the bushes open up again. Now go down the pipe. Use Watt to

light up the area. Hop up to where the yoshi kid is and talk to it. One down!

Yoshi Kid #2-

Leave the cave and go left. Now hit the stump with your hammer. Go across the log bridge and talk to the Yoshi kid. Two

Yoshi Kid #3-

down! Now go back to the right.

Climb back on the dock and take the top right path. Hit the stump. Now walk right a screen. Fight the Putrid Puranas. Three down!

Yoshi Kid #4-

Since you probably need to heal and save (more likely the second one), head back to the village and do that. Now instead of going straight back to where you were, go back to where the whale is. at the top left, there is a hidden path, take it. Now

hit "A" near the dark green bush and fight the weird bush things. Then looke behind then next bush you see to find a Yoshi Kid. Four down!

Yoshi Kid #5-

Now go back to where you find Yoshi Kid #3. BUT! Don't go to the screen where you fight the Puranas. Go to the screen left of it. Now go off the dock and swim down. Hop onto the dock and go down a screen. This Yoshi is sleeping in

the left tree. So hit it with your hammer. THATS ALL OF THEM!!! YAY!

Now go back to the village. Everyone is all happy. Go left a screen and talk to the head Yoshi (she is on the island in the middle of the ocean). Go to where you found Yoshi Kid #3. BUT! Don't go to the screen where you fight the Puranas. Go to the screen left of it. Now go off the dock and swim up to the island with a raven statue on it. Hit "A" twice while standing in front of the statue. A new path has popped up. So go through it. Now hit "A" near some weird looking bushes to reveal a path. Go on it. Now you need to push the blocks over all of the holes that water shoots out of. Eventually, the water will push a huge rock out of the way. Only problem is that water still shoots out of the hole. Now put a block over it. Now jump under the light green vines until you open up a new path. Now go through it. Walk right until you are forced to fight some Purannas. Once those are out of the way, walk right. Enter the whole in the tree. Save and go alllllll the way up until you see a door. Now walk up the vine thing until you see a door. Now walk up the stairs until you see a door. Now talk to the big raven guy. He will summon all his raven buddies. They will jump down, so you follow. They will open up a new path, so follow it. Now they will make a contraption that allows you to get to the actual dungeon place!

The big raven will give you the Ultra Stone, which allows you to make praty member Ultra Rank. Jump in the basket and fly to the other side using the zip line. Go down the path. And enter the next screen. Jump across the platforms, but don't spend too much time on one, because it sink you will lose HP and be taken to the beginning. Once you reach a big platform, wait until a smaller one comes to you. Hop on it and enjoy the short trip. Then you have to quickly run across the platforms until you reach a door. Enter it. Now take the zip line down. Now go left until you can do down some steps. Then go right. Save and go down the zip line. Now go left. Now enter the door adn go up. You should see a little bit of lava flowing to your left. Fly over it using Parakarry and push the three blocks over the lave to make the lava pool smaller. Now go down to where the big lava pool was and fly across it with Parakarry. Now go left into a new screen. Now push the two blocks into the lave pool however you want to. Now fly across it. Then go up the stairs to get the Ultra Hammer. Now go back to the last Save Block. Break the block near it and enter the room. Use the zip line and enter the room. NOW RUN FOR YOUR LIFE!!!! Once you can move again, jump across the platforms and enter the room. Now walk as far right as you can. Now push the blue box to the stair case that has big blocks on it. Break all of the boxes to release the big spiky ball thing! RUN FOR YOUR FRICK'N LIFE!... AGAIN! Now enter the new opening. Save and heal (not in that order of course). Don't go through the door near the Save Block. Go where Kolorado went. Hit the yellow "?" blocks. NOW you can go through the door where the save block is. PREPARE TO FIGHT BOSS!!!

Lava Pirhana-

40 HP

You'll need tons of HP restoring items to take on this boss. And you'll need Sushie out at all times.

This is a two part boss, so it's really hard. Use your Star Powers and items and you'll do okay.

Make sure you have the following badges equipped if you have them:

End of Chapter!

Venturing deep into the steaming Mt. Lavalava, Mario and friends plucked the Lava Piranha and rescued the fifth Star Spirit, Misstar, from a fiery fate. But the "treasure" Kolorado is looking for is yet to be found. Wherever could it be?

Once he shuts up, take the middle right path. Now continue right until you see a flower being terrorized by demonic moles. Fight off all of the moles by using your hammer. Once that is done, you will receive the Magical Bean, which is one of three items required to get to the boss. Next you should go back to the Flower Field entrance area (near Wisterwood). Now take the bottom left path. Walk left until you see a flower standing near a crystal tree. Talk to it and you will receive the Fertile Soil for free. That's two items down and one to go. You may think that this is pretty easy, but it ain't the whole time. Getting the Miracle Water is the hardest part! Now, go back to entrance area and this time take the bottom right path. Continue right until you see a a Lily pad doohicky... whatever it is. Talk to it and you will hear about the Miracle Water. Now head on back to entrance area and take the middle left path.

Navigate throught the maze (HINT: you can walk through some bush walls. Also

make sure you have either Parakarry or Watt out, so you can see where you are in the maze). Once you get out, if you did, Talk to the Rose. It will tell you that it will give you the Water Stone (which you need) if you can bring her something more pretty...girls...sheesh...lol.

So go back through that dang maze and head to the place where the crystal tree

was (Where you got the seed). Talk to flower and you will get the Crystal Berry. Now go back to the rose... AGAIN! Give her the Crystal Berry and you will get the Water Stone. Now take the Water stone to the lyly thing. Water will gush out of everywhere! YAY! Now you will have the Miracle Water. BUT! That does not mean you are ready for the boss! Since the whole area is now water, you will need Sushie! So pull her out. Now swim to an island that has a purplish blue tree on it. Hit the tree with your hammer to receive the Bubble Berry. Now head back to entrance area. Now take the middle left path and talk to the bubble blowing flower. Give him the Bubble Berry and you will be taken across the the thorny lake (not really a lake, but close enough). Now continue left until you reach a castle like thing. Now go to the left side of it (without going up the stairs) and bomb the rock under the stairs with Bombette. Now go up the stairs to meet the sun. Funny, I always thought the sun would be a little more manly... lol.

Once it shuts its mouth, head right until you are stopped by a guy flying on a cloud. Fight him. He's pretty easy. So take him out. Once you do, he will join your party! YAY! Now take the top right path. Head right until you reach a bunch of pillar things. There should be green and red ones. This is an extremely hard part to explain!! Jump on the first red. Then get on Lakilester and go to the right and get on the green platform. Jump on it. Then jump on the purple one. Now hop down and return to the first ones. Now jump on the purple one. Now return to the second green platform. Now go back to the first one and jump on the green one. Now continue on right to the Cloud Machine. Hit the machine with your hammer until you are challenged to a fight. Once you win, hit the machine until it blows up. Now go back to the entrance area. Walk to the dirt spot and hit "A" and use the three items you collected. A BIG vine will sprout. This is the path to the boss. So you might want to leave and head over to Toad Town and heal yourself (It's good to do that, because you don't heal your Star Powers with Health Blocks). So hop on the leaf and UUUUUUUUUUUUUUUUUUUUUUUUUUP ya go!

Huff N. Puff-

H.R. Puff'n Stuff! lol. Sooo glad I was born after all that bad T.v. lol This is truely the hardest boss you will ever face. He has these little dudes called Tuff Puffs. Everytime you do damage to him, more of them come out. They can either attack you (suck out health until you hit "A" fast enough) or can be eaten by Huff to regain his health a little. So, he is really hard (as you can tell). Basically, you wanna use your most

powerful attacks from everyone. Here is what I did:
Come to battle with lots of Super Mushrooms. Also come to battle with Lakilest at Super Rank. Right away, use Lakilester's Cloud 9. This will

protect Mario from most attacks for four turns. Next, use Mario's most powerful jump attacks on Huff 'n Puff. Use Lakilester's second attack to take out the Tuff Puffs. Luckily, the attack is so weak that it will take out all of the Tuff Puffs, inflict pain to Huff, and only create two or three new Tuff Puffs. It also helps if you have 55 HP (the Max. amount of HP you can have in the game)

End of Chapter!

So it is that Mario and party defeat cruel cloud Huff N. Puff and set free the sixth Star Spirit. The thick clouds that once cast dark shadows have gone, and Flower Fields is bathed in sunshine again. A single Star Spirit waits to be rescued, waits to take its place in the Star Sanctuary. Perhaps you will see Princess Peach soon... Perhaps...Just wait and see. Kammy Koopa, who watches impatiently from Bowser's Castle, is waiting, too... for you to try to save them...

Alright, I have to admit... This is my favorite part of the game... I just love the Peach parts... NOT!!! The only one that I even like is this one part. Turns out that you can use that Umbrella you won to turn into anyone you want!!! COOL! So do the usual sneaking out thing.

Walk out of Bowser's room and hit "B" in front of one of the guards. YOU ARE NOW A GUARD!!! COOOOOOOL!!!! So now that you have the proper look, walk up the stairs and talk to the guard guarding the door. Now walk through the door. Walk down the hall until you reach another door. Talk to the guard. He will ask you to find his relief guard. You will get the Castle Key. Cool!

Now go through the door that takes you to the other level. Now walk forward and unlock the door. ENTER!! HEY! I'VE NEVER SAID THAT IN A PEACH PART BEFORE!!! COOL! Talk to the sleepy guard. What's up with the bubble out of the nose thing? Must be some stupid Japanese thing. lol. So talk to him. He won't wake up! So hit "B" again to turn back to Peach. Then hit it again to become the lazy guard. Now go back to the guy calling for relief (lol... relief... he must be constipated! lol). Now go through the door. Walk down the hall and enter the next door. Now go uuuuuuup the stairs. Enter the next door. Walk until you are stopped and you see Kami Koopa come out of a door. Some how, she knows it's you and reveals your true identity.

BACK TO MARIO....

Klevar will add 1 Star Energy and give you get Time Out.

Now head back to Toad Town. Go into Merlon's house. There will be a ninja looking dude there. You find out that Merle (could he possibly be related to Merlon? yeah... he is. He's his son) Now leave.

Head to the Toad Town Tunnels. Go in.

In the middle of the main "room", there is a bunch of boards. You know what to do. Super Jump on them. Now go in the hole. Now go right. Hop on Sushie and swim in the water. Now enter the door. Now hop up on the ledge and pull out 'ol Lakilester and fly over the spikes. No go down the pipe. Now go left into the next room. Now keep going left (jumping on the springs as needed) and open the big Treasure Box. Now you have the Ultra

Boots. Now go back to the room with spikes on it. Go back to the door of that room.

This time go right (not up then right, like last time). Now continue right (across the blocks) and try to open the big blue door. Go in the pipe. Now go left and use the Super Block. If Koopa is Super Rank, Ultra Rank him. If he hasn't been upgraded at all, Super Rank him. Basically, you want him to have Fire Shell, since this is an icy level. Now go right and up the stairs and into the pipe.

Chapter 7

<A Star Spirit on Ice>

THIS IS MY FAVORITE LEVEL!!!! IT'S SO COOL! It's probably because you spend most of your time outside of an actual dungeon like area.

Go left a screen and enter the house to the far left. Talk to the penguin lady and walk go through the door. Talk to the penguin on the floor. He appears to be dead. His wife will come in. With my vast amount of crime knowledge, I can tell you that this next part is really unrealistic. She sees you standing over her "dead" husband. What else is she going to think? Maybe that you walked in and saw him dead? Uh... NO! SHE THINKS YOU KILLED HIM!!! I think it's funny how the wife refers to death as "having his flippers clipped" lol. Now leave the house. Now head to the middle area (where you entered the level area). Now go right a screen and do a spinny jump on the ice until it breaks. Now hop on Sushie and dive to get the key.

Now go to the house with the locked door and use the key. Go up the stairs and jump on the spring. Now slide down the roof and you will be tossed onto another roof. Now hop in the chimney (like you would with a pipe). This guy is why I like the level. He is a writer! LIKE ME! Meet Herringway. He will head to the Mayor's house (the house that the guy you are being blammed for killing lives in). So follow. Now go into the room. Turns out the whole thing is a big mistake. Mayor fell, looked dead. Yah know, typical penguin murder :)

Now head right until you are out of the town. After a bit of a walk, Jr. Troopa will show up. His intro music is soooooooooo annoying. This time he has magic... oh no... yeah.. right. Another easy win, and you can continue.

Now continue right. Ignore the weird snow men for now. Go to the next screen. From here on, there are enemies. And these are powerful ones to boot. Continue right until you are stopped by a mysterious enemy.

Monstar-

He may look big and tough, but he only has 20 HP. Take him out and you can continue your journey. Just jump on his over and over again until he dies.

Turns out the Monstar was really some annoying star kids (similar to Twink, so I already hate them). So anyway, head right a screen
WELCOME!

You will automatically talk to Merle. Once he ends the talking, follow him to his house. He will give you a scarf. Now head back to the Mayor's house. He will give you a bucket. Now go to where those odd looking snow men were. Hit "A" in front of each of the snowmen twice.

As a reward for your gifts (the bucket and scarf), the snow men will rise up the ice wall, revealing a door. ENTER IT!!! NOW!

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*****
*I may love this level, but is the hardest thing ever to explain. So I used *
*a bit of my game playing and Nintendo Power for this part of the      *
*walkthrough.                                                           *
*****
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Go right (saving if you want to). Hop off the ledge and do a Ultra Jump on the ice. Now Ultra Jump the switch. Now walk down the stairs and fight the Gulpit. Now continue right. Go up the stairs and fight the Frost Piranhas. Now go right until you reach a new screen. Now go down the stairs and pick up the stone. Now go back up the stairs and this time head right. Use Kooper to hit the switch. You are seeing doubles! That's right! TWO KOOPERS!!! WHAT TO DO?!?!?! After the two are done talking, hit the one you think is fake with your hammer (it's really obvious. The fake one calls you moron instead of Mario). Once you beat up the fake, go right a screen. You should see three pillars with items in them. Everytime you take one out, you must replace it with another item (that's why you picked up the rock). So do that (or you can skip this part and ignore the items all together). Now continue right a screen. Now you will see a stair case. Walk behind it (press up as much as you can and then walk). Now head right until you see a crack. Blow it up via Bombette. Now enter it and walk through the next wall. After some chit chat, you can hop on the ice thing and grab the star thing. Now go back to the stair case and climb up it. Now hit "A" twice near the star shaped hole. THUD BANG RISE UP! BOOM! PRESTO! New stairs have appeared. Now climb on up them stairs...

ALL the way uuuuuuuuuuuuuuuup. WELCOME TO THE CRYSTAL PALACE!

Walk right until you come across a door on the side wall. Go in it. Now make your way right until you reach another door. Enter it. Now go across the hall and through the other door. Now open the treasure box to get the blue key. Now go back to the main room (where you entered). Walk right until you come across a switch. Ultra Jump on it to bring the blue door down to you. Unlock the door and enter. Now, there should be a part of the wall that isn't glass (in other words, it ain't there). If you can find it, walk left (entering the door). You are now on the other side of the main room. Enter the door on the side. Walk right until you reach a board in the middle of the floor Ultra Jump on it to break it. Now go down it and grab whatever is in the treasure box. Now go back to the original side of the main room (the side that you entered in). Now go into THAT side's side door. There are now boards there. So jump on them. Now go down the hole and head right until you reach a crack in the wall. Use Bombette. DOUBLES AGAIN!!! Hit all the fake ones. Then go through the hole. Then open the treasure box. In it should be the red key. Now go back to the main room. Now hit the switch to bring the red door to you again. Enter it. Fight all of the guards until they are all dead. Now go left a room. Now look for a missing wall. Now go right a room. Make your way over the little bridges and open the door that was once blocked by a statue. Pull out Bombette. Set her off by the switch. Then run onto the odd looking part of the ground. Now enter the door. Fight the enemies you find here. Now walk right until you come across a hole. By looking at the reflection, you should know what to do. After you do what you see, a bunch of 'ol pals will show up. Too bad they are all fake. So hit them all but Kooper. Once you kick the fake people's butt's, go through the hole. Now go right and enter the door. This part is kind of confusing. Pull out Kooper and use your reflection as a guide to hit the switch. Now go through the door. Look for a missing wall part. Now go to the other side and walk left until you reach a little hole. Go through the door near it. Now walk to the back of the statue and push against it. This will move it out of the way. Watch how funny Mario looks when he falls down the hole. LOL.

Once you land, walk right until you reach a door. Enter it and open the treasure chest to get something. Now return to the room with the small hole in the wall. Now take the door on the side with the big hole (the one that looks blown up).

Now fall down the hole and go right and open the treasure box to get the Palace Key. Now go back to the room with the holes in it. Now head right until you reach a door that requires a key. Unlock it and enter. This is kind of a tricky part.

Here's some hints on what to do:

Talk to the dinos from different sides to rotate the statues. Then push the statues onto the floor panels that are colored differently.

Once you do all of that, stairs and a door will appear. Go up them and get ready to face the boss!!!! Oh... you can heal and save before you fight! :)

Crystal King-

He has 70 HP and starts out throwing little ice things at you. You can take them out easily. Just hurt him. Eventually, he'll make three copies of himself. Just guess which is real or use multi enemy attacks. Occassionally, he'll heal himself 20 HP.

This gets extremely annoying. Basically, you should come to battle with some Super Shrooms and some FP restoring items.

Now it's Peach time...The last one!!!! YES! This one I like, because you're not involved at all! You just watch Bowser freak out about Mario's arrival.

Back to Mario...

You will be congratulated and all that jolly good stuff. Your Star Meter goes up one and you get Up & Away. Now go all the way back to Toad Town. Now head to Shooting Star Summit. Now hop on the little light thing to be taken to Star Way. So walk up the road thingy. Once you get to the end of it, you will be at Star Haven. YAY! Here you can (and should) save, heal, and buy. STOCK UP ON SUPER SHROOMS!!! NOW!!! Now go right a screen.

Welcome to Star Sanctuary!

You'll see some familiar faces (the 7 stars). After they stop talking to you, they will give you Star Beam (the only thing that can stop the Star Rod). They will also give you the Star Mobile... such an original name! So hop in it and you will be taken to.....

Chapter 8-

<A Star-Powered Showdown>

Here is a quick tip for fighting in this place: Use Watt at all times. I don't know why, but she's good to use.

Once you land and get out of the Star Mobile (I can't get over the stupidity of its name!), save. Now go right a screen. You will notice that one door is locked, while another isn't. What SHOULD you do? Yeah... go through the unlocked door. Once you enter the new room, beat up the guards to get the key to the locked door. Now leave the room and go to the locked door. Unlock it and enter. Now go right two screens (fighting the guards as needed). Now you will be in a room with a Bowser door thing. Talk to it and it will open the floor below Mario and cast you into prison. Here you can heal (which will most likely be very good to do). Bomb the cracked wall. Now walk on out of prison. Now go right until you reach a save block. Save. Now go right until you reach a lava

filled room. You will need to use some party members in this room:

Parakarry-Use him to fly over small gaps.

Lakilester-Use him to go on the lava.

Bow-Use her to pass through lava flows.

Kooper-Use him to hit switches.

Once you get to the end of it all, you will enter yet another lava filled room. Oh Joy! In this room, hit all of the switches. These slow down the flow of lava. You will notice a door (more like a rectangular hole) in the wall. Go in it and fight the enemies then hit the switch to stop the lava even more. Now go back to the door you couldn't reach before. Use Lakilester to go in the door. In that room there should be a key. Now get out of there and go right until you reach another door on the side wall. Now get out of there and back to the lava room.

Now use get to the platform with the locked door on it. Unlock the door and enter it. You should now be in a dark room. Use Watt to shed some light on the situation. Make your way up (ALLLLLLLLLLLLLLLLLLLLLLLLLLL THE WAY UP!). Once you get to the top, there should be a room with a block that has a Bowser face on it. Push it to the left to reveal a passage way. ENTER IT!

It will take you to the big Bowser door again. Talk to it and it will let you pass. YOU MAY THINK YOU ARE ALMOST DONE, BUT YOUR NOT!

MWAHAHAHAHAHAHAHAHAHAHAHAHA!!!!!!

Now walk right and go down the stairs. Fight the guard to get the key. Now let the prisoners free. Now go back to the room after the Bowser Door. Now take the staircase up. Go left and enter the door to shop for items. Go right and enter the door to get to a water puzzle room. HOW I HATE THIS LEVEL! Obviously, you need Sushie for this part. Swim around and pull chains and hit switches to solve the puzzle (THIS IS PUZZLE! IT REQUIRES YOU, not I, TO SOLVE IT! GET USED TO IT! THIS IS AN RPG!).

How To Know You Did It Right:

If you grabbed a key, you did it right.

Now go right until you reach a locked door. Unlock it with your newly acquired key. Now enter the room. Watch out for the Bills. They will come at you and take you out. So dodge them or go invisible with Bow. Once you make it to a door, you must fight the cannons (or not). The new room should have three bower blocks. Go to the third one and push it over to reveal a passage. Now make your way through it until you reach another three blocked room. This time push the left one. Go through THAT passage until you reach yet another three blocked room. Push the block with an already revealed passafe over to reveal another passage.

Follow it to get a key. Now go back to the room with the save block in it. Unlock the door and walk through it. Talk to the Bowser door. You will have to play a little game. The rules are explained to you, so I don't have to! :) BUT! I do have the questions and answers!

How Many Koopas were there? -Three

Which were there three of? -Red Shy Guys

Who came out of the middle entrance? -Red Shy Guys

How many Goombas were there? -Two

How many arms did you just see? -Four

Which were there three of? -Bob-Ombs

What color were their -the Koopas', shells? -Purple

Once you win, you will be let through.

Now make your way up (to the top left) and enter the door. You will be in a room with stairs that go left and stairs that go up. Go left to free more

Section 5: Bosses

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| Completion: 100% | Last Updated: 3-04-04 |
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Here I list all of the bosses that you fight in the game. All of this info is taken from my walkthrough. I figured it'd be easier to have a boss section to look at than to have to search the walkthrough for the boss.

Section Notes:

* As of version 1.4, the mini bosses are listed. Please note that some of the mini bosses ARE NOT in the walkthrough.

*The Bosses here are explained better than they are in the walkthrough.

*The bosses covered and the ones I have mentioned in the walkthrough.

*Bosses are in order of appearance.

*To find a specific boss, click after this note and hit Ctrl + F and type in the name of the boss. Then hit enter to be taken to the boss.

----- Mini Boss: -----

Jr. Troopa-

This little punk has 5 HP. The only strategy to beat him up using your newly acquired hammer.

----- Mini Boss: -----

Red, Blue-

Blue has 6 HP, Red has 7 HP.

Have Mario attack Red and Goombario attack Blue. Once Red is dead (rhymes), have Mario attack Blue until he too is dead.

----- Prologue Boss: -----

Goomba King, Red, and Blue-

Goomba has 10 HP, while each of the Goomba bro.'s only have 1. For starters, hit the Goonnut tree to inflict (that word sounds so evil) damage to the King and kill the Goomba Bro.'s. Use Goombario's headbonk and Mario's Power Jump and regular attacks to finish off the "king"

Congrats on beating your first boss!!!

----- Mini Boss: -----

Magikoopa-

Has 8 HP, which shouldn't be a problem for you now that you know about the

action command. Only problem is that Magikoopa can fly, meaning you can't use your hammer (unless you've got Hammer Throw). So after 3 damage, Magikoopa will be knocked off the broom, leaving it helpless against the awesome power that is your hammer!

Notice that the magic attack is the Playstation buttons!!! Triangle, Square, Circle, and X!

Chapter 1 Boss:

Koopa Bros.-

Well they come out in some kind of Bowser Robot suit.

The Bowser Robo Suit on its own has 10 HP. Just use Mario's better jump and hammer attacks and Bombette's bomb. Once you take down the robo wanna be, it's time for the REAL battle. Each of the Koopa Bros. have 5 HP. So they shouldn't be too hard. Just attack them as a whole until there is no more "whole". Oh, After a couple attacks, they fall over and become like any other Koopa, easy to kill. So attack them with your powerful attacks while they are on their backs.

Mini Boss:

Jr. Troopa-

This time he has 15 HP.

To take him out, use your hammer and bombette's bomb attack.

Mini Boss:

Buzzar-

This flying pain in the neck has 40 HP!!! Be careful. Use Mario's most powerful attacks and Parakarry's Shell Shot to stuff the bird. You should get around 15 Star Points.

Chapter 2 Boss:

Tutankooopa-

He's got 30 HP (10 less than that bird you killed had) and his pet Chompy has 5 HP. So this is a relatively easy fight. This is my favorite boss even though this is my least favorite level. His intro is awesome.

Once it's his turn, he'll let Chompy loose. Now you have two people to worry about. Hopefully, the spell that Marlee casts on you will help. I know it helped me... STORY TIME!!!...

Well I was fighting Tutankooopa, and I had gotten him down to 6 health and had killed off Chompy. Only problem was that I had 1 health left! Well he brought back Chompy, and it was my turn. I went with a normal jump (because I ran out of FP) luckily, Merlee's spell kicked in and made the attack take away 8 of his health!!! YAY! I was so shocked! Actually, that just happened. lol.

Chapter 3 Boss:

Tubba Blubba-

The first fight is Tubba's Heart it has 50 HP. He's really easy actually. Just use Boo's Outta Sight attack

when he starts glowing. Also use Mario's most powerful attacks. BUT KEEP AN EYE ON YOUR FP!!! Once you beat the heart....

Head out of there and prepare to fight the not so invincible Tubba Blubba.

He's too easy to even explain

how to beat him. Once you do, you'll get 33 or so Star Points.

Mini Boss:

Jr. Troopa-

He's got 40 HP.

This time he can fly (Oh No... lol). Just jump on him a lot. Also, try out Star Storm. Cool huh? 7 damage.

You also might want to use Parakarry's Shell Shot. After a few rounds of all that, he'll lose (again) and you'll win (again). You'll around 23 Star Points.

Mini Boss:

Big Laturn Guy-

This big ghostly dude has 40 HP!!!

Here is the strategy for the battle:

Let Bow go first. Use smack on the latern to fill the room with light. Now have Mario jump on B.L.G (Big Latern Guy) with his most powerful jump attack. Repeat this over and over and over (I mean it... ALOT OF TIMES!!!) and you will beat him.

Chapter 4 Boss:

General Guy (yep... That's his real name)-

First of all, go to Toad Town and buy some healing and attacking items.

This battle has rounds. For the first one, you fight a bunch of Shy Guys all bunched up. Just use jump attacks and you will finish the things off a couple at a time. Next comes the actual boss with a bunch of different Shy Guys doing different things. Just fight them off like you would with any other group of Shy Guys. When you kill all of them off, it's just you and the boss. First off, bring out Watt and use her Electro Dash attack against the place where the General Guy is.

When it's Mario's turn, attack the bulb on the tank thing with his jump attacks.

Chapter 5 Boss:

Lava Pirhana-

40 HP

You'll need tons of HP restoring items to take on this boss. And you'll need Sushie out at all times.

This is a two part boss, so it's really hard. Use your Star Powers and items and you'll do okay.

Mini boss:

Jr. Troopa-

He only has 20 HP, so he shouldn't be much of a problem. Just jump or hammer him and use your party member's good attacks.

Chapter 6 Boss:

Huff N. Puff-

H.R. Puff'n Stuff! lol. Sooo glad I was born after all that bad T.v. lol

This is truely the hardest boss you will ever face. He has these little dudes called Tuff Puffs. Everytime you do damage to him, more of them come out. They can either attack you (suck out health until you hit "A" fast enough) or can be eaten by Huff to regain his health a little. So, he is really hard (as you can tell). Basically, you wanna use your most powerful attacks from everyone. Here is what I did:

Come to battle with lots of Super Mushrooms. Also come to battle with

(Section 6: Fun Stuff)

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| Completion: 80% | Last Updated: 2-27-04 |
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Mini Missions

-Letters

Location:	Who Gets It?	Where Are They?
#1 Mt. Rugged	Kolorado	Dry Dry Desert
#2 Mt. Rugged	Merlon	Toad Town
#3 Dry Dry Desert	Goomba	Goomba Village
#4 Dry Dry Desert	Mort T.	Koopa Village
#5 Dry Dry Outpost	Nomadimouse	Dry Dry Desert
#6 Gusty Gulch	Fice T.	Toad Town
#7 Jade Jungle	Russ T.	Toad Town
#8 Jade Jungle	Igor	Boo's Mansion
#9 Flower Fields	Minh T.	Toad Town
#10 Shiver Snowfield	Merlow	Shooting Star Summit
#11 Shiver Snowfield	Mayor Penguin	Shiver City

-Chuck Quizmo

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 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?-6
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 buildings are there in Koopa Village?-6

13. Of the following, who is NOT a member of the Koopa Bros.?-Blue Ninjakoopa
14. How many coins are needed to buy a Mushroom at the shop in Koopa Village?- 4
15. Where does Merluvlee live?-Shooting Star Summit
16. What is the name of the character that 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?-7
19. What is the name of the elderly Koopa who always asks for errands to be run?- Koopa
Koot
20. How many Bob-ombs besides Bombette were imprisoned in the jail at Koopa Bros.
Fortress?-4

The Rest Are Coming In A Later Version!

The Dojo

Welcome to the Dojo. This is the place where fighters come from all over to challenge the Master and his apprentices. In this section you will learn how to defeat the Master and friends.
Notice the names of the apprentices. Chan as in Jackie Chan and Lee as in Bruce Lee. Cool huh?

Battle #1: Chan-

Chan has 15 HP, and is really easy. He is like a Koopa, because he must be turned over onto his back before any jump attack may be performed. Defeating him will get you the First-Degree Card. This is proof of Mario's strength.

Battle #2: Lee-

Lee has 20 HP, only 5 more than Chan. So this is a little harder than the Chan fight was. Just use the same strategy as you did with Chan. Lee turns into your party member, so have your weakest party member (Probably Goombario) out while he isn't transformed. Beat him and you will be rewarded with the Second-Degree Card. This is proof of Mario's strength.

Battle #3: Master 1-

He's got a whomping 50 HP!!! Good luck my friend!
lol... j/k. Use Parakarry for this one. Use his Shell Shot of course. Use Mario's good jump attacks as well. It's also helpful to go into battle with one mushroom. That's all you'll need. Beat him and you will be rewarded with the Third-Degree Card. This is proof of Mario's strength.

Battle #4: Master 2-

I don't even know how much HP he has. More than 50, and less than . Just use your hammer and Bow's Fan Smack. I beat him and I was left with 17 HP and had not healed

Q. Why are you having someone work with you on the guide?

A. I'm not. Read the notes. I gave up that idea waaaaay back. Get with it.

Game FAQ

Q. What are the Star Pieces for?

A. You can sell them for badges to Merlow.

Q. How do I upgrade my party's attacks?

A. Find a Super Block

Q. How many party members are there?

A. six, not including Mario.

Q. What are the best badges to have?

A. See the "Important Badges" section.

Q. What's leveling up and how do you do it?

A. See the "Leveling Up" sub section.

Q. Go any tips for finding Star Pieces?

A. Sure do. Hit every tree you see and deliver all of the mail you find.

Q. How do you beat the boss for Chapter Yadda Yadda?

A. Check out the bosses section.

Q. What are the Magical Seeds for?

A. First of all, you need to collect four of them. You use them to open up the door to the sixth level.

Q. What is that blue door that I can't open in the sewer area?

A. That door takes you to the seventh level. You can't open it until you have beaten the sixth level and seen Merlon.

Q. What should I build up when I level up?

A. When you first start out (like the first two chapters), build up your HP. Believe me, you'll need it. After that, build up FP then BP then HP until HP reaches 55 (the max). Then just work on FP and BP

Q. How can I see what Star Spirits I have saved?

A. Hit start. Then hit the analog stick left twice. You can see what Star Spirits you have saved and which ones you haven't.

Q. How can I Ultra Rank my party members?

A. You must have the ultra Stone, which you receive on Lava Lava Island.

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| Completion: 100% | Last Updated: 2-19-04 |
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Closing Statement

Thanks for reading the guide. If you didn't find what you were looking for, email me at HMKing88@gmail.com and I will get you the answer to your question ASAP. So far no one has emailed me yet... YET... SOMEONE will EMAIL ME!!!!

-OR-

You can check out the following websites:

*Nintendo.com
*PaperMario.com
*GameFAQs.com

Guide By:

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