

# Super Mario RPG: Legend of the Seven Stars FAQ/Walkthrough

by Super Slash

Updated to v1.3 on Feb 13, 2007

Super Mario RPG: Legend of the Seven Stars  
FAQ/Walkthrough  
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VERSION HISTORY  
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- v 1.0 - Submitted the guide
- v 1.1 - Updated some minor things that I missed
- v 1.2 - Added something to the Copyrights section of the guide
- v 1.3 - Fixed the huge walls of text found throughout the guide

NOTE: To find what you're looking for, hold Ctrl and press F, and type in, for example "IV. Walkthrough", without the quotations. Do this for any section you may be looking for.

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## I. Story

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The story goes like this: Princess Toadstool is singing in her garden, when suddenly, it starts storming. Bowser then sneaks up on Peach with his Koopa Copter, and snatches her away to his castle. Mario exits the house, and finds no sign of Toadstool, so decides to investigate. Mario heads to Bowser's Keep, where he finds Bowser in his Koopa Copter with Princess Peach! Mario rushes in to save her. He defeats Bowser, but then, the castle starts rumbling and starts shaking before he can rescue Peach! A giant sword from above the keep crashes into the top of the keep!

Now that sword is in control of Bowser's Keep! Later in the game, you hear about the Star Road, and how you must collect all seven stars to repair it. The Star Road can grant any wish for any person! It is your objective to obtain all seven stars, and repair the Star Road!

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## II. Controls

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"A" Button: Confirms selected thing, also brings up the 'Fight' command for the party (in-battle), also does a 'timed hit' with your weapon if pressed at the exact moment your first strike lands, also defends against attacks if pressed right before the attack hits the party member, also flips through sentences, also enters new sections on the World Map.

"B" Button: Makes Mario jump, also cancels menus and such, also brings up the 'Run', and 'Defense' command for the party (in-battle).

"X" Button: Brings up the menu, also brings up the Item List (in-battle).

"Y" Button: Brings up the Magic List for the character (in-battle), also runs in places if held, also does a 'timed hit' with certain magic attacks if pressed at the perfect time.

"Start" Button: Does nothing.

"Select" Button: Does nothing.

"L" Button: Does nothing.

"R" Button: Does nothing.

D-Pad: Moves character, also goes down pipes if standing on the pipe (press down while standing on the pipe).

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III. Characters  
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In this section, I will list all of the party members in the game, along with information about them and such.

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Mario  
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This is the main character of the game (obviously). In this game, Mario must save Princess Toadstool from the evil Bowser, once again! However, he fails to do so, and later on finds out that his objective is to repair the Star Road. Bowser even joins Mario, just for the sole purpose of getting his Keep back, which was stolen by Smithy and his henchmen! Mario has appeared in every Mario game, and he is now a very popular character in the Nintendo franchise. Mario is really good with power more than anything.

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Mallow  
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Mallow is a big ball of fluff whom is found by Mario not too far into the game. He is found crying in the rain at the Mushroom Kingdom, because a crocodile named Croco stole his grandpa's Frog Coin. He then joins Mario, in an effort to get back his grandpa's coin, and help Mario complete his quest. Mallow is good with magic, mostly.

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Geno  
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Geno is actually a star, but 'he' (the star) chose to become an actual life form. So, he picked between a Mario, Bowser, Toadstool, and a toy doll. He chose the blue toy doll, and thus, that 'toy' became Geno himself. Geno tells Mario and Mallow about the Star Road, which was destroyed when the giant sword slammed into Bowser's Keep. They then continue their mission to obtain all seven stars to repair the Star Road once more. The Star Road can grant any wish for anybody, as well. Geno focuses mainly on attack, and somewhat magic.

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Bowser  
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Yes, Bowser is an actual party member later in this game. He is gotten as a party member at Booster's Tower. He wants to get his Keep back from Smithy, but he must join Mario in order to do so. He does it, but he does not want to stay forever (you do get to keep him for the whole game)! Bowser mainly focuses on power more than anything. He can be useful in some cases, but mostly, he is not too good of a party member.

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Toadstool  
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You actually rescue Princess Toadstool, and get her as an actual party member in this game! You find her in Booster's Tower, where Booster has her held captive until their 'wedding'. She is then carried to Marrymore for a wedding, but as always, Mario comes to save her. However, your main objective in the game is not to rescue her. Princess Toadstool is actually one of the best, and the most useful party members in the entire game. She has a Group Hug ability, which heals the entire party (even more, if you press Y before the healing ends)! You will find yourself using her quite often in a lot of cases.

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IV. Walkthrough  
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The game begins with Princess Peach getting kidnapped by Bowser (again). Mario then rushes to Bowser's Keep to save her, and then you start at the entrance of the castle, where the game begins.

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Bowser's Keep  
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When you start, proceed right and enter the red door. In here, there are a ton of Terrapins, so defeat them all. They shouldn't be too hard. Now, proceed north, and you'll get yet another encounter with Terrapins (you are forced to fight these). This time, there are four! Just keep punching them, as these things pose little to no threat. When they are dead, enter through the door. In here, cross the bridge, and at the end of the room, parts of the bridge will break, blocking your path! Enter through the next door. In here, proceed east, and you will find two 'hanging' platforms with Bowser holding Toadstool! Mario will jump on the empty platform, and the fight with Bowser will begin.

A little dialogue will occur. When you can fight, simply use Jump on the chain.

After a little while, Toadstool will inform you to hit the chain (even though you already KNEW that). After about two or three jumps on the chain, a loud noise will occur, and then the chain will drop the platform! A short cutscene will occur, and then the castle will begin to shake before Mario can rescue Peach. A huge sword will stumble into the top of the castle, then Mario will get launched all the way to his house (coincidence?).

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Mario's Pad  
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Mario will be hanging in his bedroom after falling through the pipe at the top of his house, and Toad will bust in. After a short amount of dialogue, press B to jump off of the wall, and onto the ground. Exit Mario's house. Outside, use the Save Block to save your game. Now, speak with Toad, and Mario will tell Toad the story about Bowser kidnapping Peach! He wants him to go and rescue her, so when you regain control, exit Mario's Pad through the exit just south of Toad.

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World Map  
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On the World Map, go left and enter the new section. There, go up to Bowser's Keep, and enter it. Mario will attempt to go inside, where he will encounter the Smithy Gang (that giant sword that just crashed into the castle)! They will crush the bridge, and Mario will be forced to go back. Head back to Mario's Pad.

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Mario's Pad  
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Here, go into Mario's house, and speak with Toad again. Mario will explain what happened up at Bowser's Keep, and Toad will say that they must inform the Mushroom Kingdom. Toad then heads outside, so follow him outside. Out there, try exiting the place, and Toad will bump into you. He will say that the bump you just got took away some HP (yeah right). He will now give you a tutorial on how to use items. If this is your first time playing, I suggest you let him tell you how to use them. He'll also give you a Mushroom to heal yourself with! After the tutorial is over, a Goomba will appear, and Toad will ask if you know about Timed Hits.

If you do not, I suggest listening. If you said that you know about Timed Hits, the Goomba will run away in fear! Anyway, whether you listened to the tutorial or not, Toad will tell you to meet him at the Mushroom Kingdom, and he'll give you three Mushrooms! When Toad leaves, do so as well.

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World Map  
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On the World Map, head right, and enter Mushroom Way.

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## Mushroom Way

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When you enter here, you will see a lot of Goombas roaming about the area. Fight them, as they give good experience at this point. Eventually, though, they stop appearing. Anyways, go south, and hit the Item Box repeatedly to get several coins. Proceed to the north, and you'll notice a Goomba is holding Toad hostage! Run up to the Goomba, and battle it. When you kill the Goomba, you'll rescue Toad, and he'll give you a Honey Syrup! He'll then run off. Now, hit the Item Box to get several coins. Proceed to the north, and into the next area. Here, go north, and you'll see some enemies appear from the bushes.

You'll also see a Goomba spinning on a flower. Attack the Goomba, then jump on the flower yourself. When it spins towards the platform on the right, press B. If you made it on the platform, then fight the Troopa that's holding Toad. If you didn't make it, keep trying until you do. When you defeat it, Toad will thank you again, and give you a Flower Tab! Now, jump back on the spinning flower, and this time, get on the western ledge. Now, hit the Item Box to get a flower, which recovers all of your FP, and increases your actual FP!

Get off of the ledge, then go east and hit the next Item Box to get a Mushroom. This one instantly recovers all of your HP/FP! Enter the next area. Here, proceed to the east while avoiding the Spiny enemies (fight them if you wish, but you need to conserve Mushrooms for the boss battle coming up). You will encounter the Hammer Bros., which are holding Toad hostage (again)! The Hammer Bros. will get mad at Mario, and decide to fight you. Read the Bosses section to see how to win the first boss fight.

Once you defeat them, Toad will find a Hammer on the ground (most likely left behind by the Hammer Bros.). When Toad leaves, equip Mario with the Hammer, as it is much more better than him unarmed. Leave this place.

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## World Map

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On the World Map, head right and enter the Mushroom Kingdom.

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## Mushroom Kingdom

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When you arrive here, go east and enter the building with a star rotating on it. Inside, save your game at the Save Block. Exit the building. Now, go west and up the stairs, then enter the door leading to the castle. Inside, Toad will see you, and go to inform the Chancellor that you're arriving. When he starts walking, quickly jump on his head and stay on it. When he gets to the next door, jump on the thing above the door, and jump. You'll reveal a Treasure Box, so hit it for a Frog Coin. This is your only chance to ever get that Frog Coin.

Follow Toad into the Chancellors room. Walk up to the Chancellor, and a conversation will begin. Mario will explain the situation, about how this mess began, and how he can't enter Bowser's Keep to rescue Toadstool. When you regain control, try exiting the room, only for the Chancellor to call Mario's name! He will give you a map. Try exiting the room again, and the Chancellor will call Mario's name again! He will say that he can't stop worrying about

the Princess. You'll automatically leave the room. Go back to the main hall.

Here, take the path to the right, and into the next area. Here, speak with the Toad guarding the path, and he'll want you to follow him into the room. Do so. In this area, hit each Treasure Box, and Toad will tell you about each item you get from the box. Exit the area, and the castle. Out here, you'll see someone chasing a crocodile-type thing. When the chase ends, go to him and talk to him. It'll stop raining, and Mario will start talking to him. He will explain that his coin was stolen by that croc! When the lady asks how you are going to stop Bowser, jump. He (Mallow) will be shocked that you are actually Mario, and he'll join your party!

When he joins your party, exit the place via the eastern exit. Before you can exit, though, Toad will say that he saw that crocodile, as well. That crocodile will run through Toad, Mario, and Mallow. Mallow will want you to follow him, but before you exit this place, check out the building right next to Toad. This is the Item Shop. Speak with the owner, and Mallow will tell him about the coin being stolen. The guy will give you a Pick Me Up when you try to leave. Before you leave the Item Shop, speak to him again and buy some stuff from him.

Buy some Mushrooms, some Pick Me Ups, Honey Syrups, and a pair of Pants for Mallow, and a Shirt for Mario. Equip both of these things on Mario and Mallow, then exit the Mushroom Kingdom.

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World Map  
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On the World Map, head to Bandit's Way, your next destination.

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Bandit's Way  
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When you get here, you will see the thief in plain sight. He will insult you, then run away. When you regain control, take note that there are a lot of enemies in this level that you could build up from. Anyway, head south, and save your game at the Save Block there. Now, proceed east and into the next area. Here, you will meet Croco again. He will try miserably to insult you, and run away again. Now, jump on the spinning flower, and jump onto the ledge there. Now, jump on the second yellow block, and the one behind you will move in front of you.

Jump to it, and the one behind you will also move in front of you. Keep this process up while trying not to fall, and while trying to grab the coins in midair. Do this until you reach the next ledge. If you fall, simply jump back onto the yellow block. Whenever you reach the next ledge, jump off over to the spinning flower. Get on it, and when Mario turns towards the northeast, jump off. You should hit an invisible Treasure Box, which has a Kerokero Cola in it. You're going to need this, so I suggest getting it. When you get it, go to the next area.

In this area, you'll spot Croco again. He'll run '100 miles ahead of ya', and run off again. When you regain control, head northeast, and you'll spot Croco at least twice in this one area, where you'll catch him running away again. Continue to the northeast, and you'll see a creature guarding a Treasure Box. Fight the creature, and then hit the box to get a Mushroom. Now, proceed west,

then north and into the next area. In this area, you will spot Croco once more, and he'll run away again.

Before you follow him, however, jump on the yellow block to the left. The one on the right will turn around, and when it turns around over to the Treasure Box, jump on that yellow block, and hit the box for an invincibility star. With it, you can run around the area and knock out all of the blue creatures (you get free EXP!). When the invincibility runs out, there is a trick you can do to get it back, and keep your EXP gained. Read the Secrets section if you are interested in the trick. Anyway, make the yellow blocks go all the way over to the chest on the right, then hit it for a Flower.

Head southeast, and into the next area. In this area, Croco will be spotted yet again, and he's at a dead end now, so he goes into hiding! Mallow suggests that you sneak up behind him and catch him, so that's what we're gonna do. Now, go roam about the area, and when you find Croco, he'll most likely run away, behind another egg-type thing. The trick is, you must sneak up behind him without him noticing you. Touch him, and he'll run away again. Catch him three times total, and he'll give up, and enter combat against you. Read the Bosses section to see how to win this fight.

When you beat Croco, Mallow will get the Frog Coin back, and you'll get a Wallet. Then, a spring will appear. Jump on it to be carried all the way to the Save Block at the beginning of the level. Save your game, and exit this place.

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World Map  
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On the World Map, head to the Mushroom Kingdom once more.

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Mushroom Kingdom  
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At the Mushroom Kingdom again, you will notice that it is dark in this place, and that the entire kingdom has been overrun with Shysters everywhere! We are gonna save these Toads from them. If you exited out of the eastern exit before, then you'll immediately see a Shyster holding a Toad hostage when you enter. Fight it; one successful Thunderbolt should kill them (almost). When you kill that Shyster, Toad will thank you and give you 10 Coins! Now, go west and down into that pit where another Shyster is holding an adult Toad.

Fight the Shyster, and when you win, that Toad will thank you, and ask if you will give him that Wallet Croco stole. Give it to him, and he'll give you a Flower Tab as a reward. Now, go east, then west, and save the girl Toad being held hostage by the Shyster. Once it is defeated, you don't get a reward, but you saved her anyway. Go west, and enter the lone house there. Inside, defeat the two Shyster enemies there (one is bouncing on the table, and the other is bouncing on the cabinet). After they're cleared out, go upstairs and attack the Shyster on the bed bouncing with the kid.

After you defeat it, they will thank you, and give you a Flower Tab. Exit this house. Back outside, enter the castle itself. In there, take the left path. Defeat the two bouncing Shysters, then proceed into the next room. In here, try to enter the door. You will not be granted entry by two Shysters, which will enter combat against you. Fight them and defeat them, then proceed into the next area. In this room, speak with the adult Toad guy to recover all of your



HP/FP!

Now, save your game at the nearby Save Block, then go back to the main hallway. Back there, stand by the entrance of the west path, and wait until you see a Shyster chasing down a Toad. Fight the Shyster, and when you win, the Toad will run off (boy, he sure appreciated the help, huh?). Enter the eastern path. In here, there will be two Shysters bouncing around one Toad, so defeat them both. When you do, speak with the Toad, and he'll panic about the 'Vault Guard'. So, head north, and into the next room. In this room, go into the corner, and speak with the Toad panicing in the corner.

He will 'keep' the Gold Coin he has. Try to leave the room, and he'll give you a Wake Up Pin instead. Now, go back to the main hallway of the castle. Back here, go through the northern door, and into the next area. In here, there are two Shysters bouncing around. Kill them, and proceed into the next room. In this room, there are a lot of Shysters that will start talking, asking where everyone went. They will think nobody is there (even though you are right in front of their faces), and begin bouncing around like mad.

Heal yourself up, and go up to the north, where you'll see a big sword with a star behind the chair! A lot of those Shysters will try to insult Mario, then the sword, and all of the Shysters will jump on Mario's head. You will enter combat against them, so read the Bosses section for help on winning this battle. After you defeat Mack, the first star will float up, and into Mario's hand! You've just obtained one of the seven stars! The last two remaining Shysters will run off in fear, and then you will regain control. Now, speak with the Chancellor hiding in the corner, and he will come out of hiding.

After the scene is over, you will regain control. So, exit the castle. Back outside, head directly to the Item Shop. Inside, speak with the owner, and Mallow will say that he got his grandpa's coin back. The owner will give you a Cricket Pie. You're gonna need this later. Now, stock up on any items you may need. When you're ready, exit this place.

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World Map  
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On the World Map, go east, and into the next section. Enter the Kero Sewers.

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Kero Sewers  
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When you get here, you'll be outside before you're in the actual sewers. Mallow will say to be careful of 'Belome', a monster that lurks in the sewers. When Mallow goes down into the sewers, follow him. Inside, save your game at the nearby Save Block, then jump into the water. Swim up to the platform (you need to be swimming above a small square in order to be able to jump up to the platform), then jump onto it. Read the note on the wall if you wish. Otherwise, head down the pipe. In this area, go along the left side of the area until you come to a pipe. Go through it. Here, there are a lot of rats roaming about the place.

Go along the west side and defeat the rats. If you fall into the water, you'll have to go back two areas to the east, then go through the previous areas again. Anyway, when the rats are gone, drop off of the west ledge, to a pipe. Enter it. Here, go down the hallway, then turn right, and go up the stairs. Hit

the Treasure Box, and you'll fight a monster. Simply keep attacking it with physical attacks with both Mario and Mallow, and it will fall after a while. It attacks with Carni-Kiss, Flame, and Flame Wall, so take note of that. For defeating it, you get a Flower Jar, and a Trueform Pin.

Equip the Trueform Pin on Mario immediately, as you're gonna need it for the upcoming boss battle. Now, exit this area. Back here, jump in the water, and head north through the next two areas. Now, in the third area, enter the pipe to the east. In this area, follow along the hallway until you come to yet another pipe. Go through it. Here, you'll be on a high platform. Run along it, while climbing it up at the end. At some point, you'll find a Treasure Box. It contains a Flower!

At the end, there is a pipe. Go through it. In here, break the Treasure Box in the corner for an Invincibility Star. Hit the enemies to the left, and when the star runs out, go through the pipe in the northwestern corner of the room. In this area, go down the hallway to the left, killing all of the rats. At the end, go down the pipe. In here, jump over to the right ledge, and fight the rat there. Then, go down that pipe. In this area, head west and up the stairs, then turn to the right and press the green switch. Doing this will drain the water in the previous area!

Now, ignore the spring in the middle, and exit this area. Back here, jump down onto the floor now that the water is drained, then head southeast, where you'll see a pipe. Go through that. In this area, head down the hallway, and hit the Treasure Box for a Mushroom. Save your game at the nearby Save Block, then head east, and down the pipe. In here, you will see a big dog-like creature. Walk up to it, and you will find out that it is Belome! It will attack you! Read the Bosses section to see how to win this fight.

When Belome is defeated, a green switch will be revealed. A huge waterwave will come gushing out from the wall! You will be in Midas River now.

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Midas River  
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Here, there will be a mini-game of some sort that you have to finish to get to your next destination. Read the Mini-Games section of the guide for info on this. When the mini-game ends, the guy will give you a NokNok Shell! It's a new weapon for Mario! Exit this place after saving your game at the Save Block there. Oh, and you can also return to the Midas River mini-game any time by using the springboard in the middle.

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World Map  
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On the World Map, head to Tadpole Pond.

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Tadpole Pond  
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Here, head directly north, and stand on the button by the water. Some tadpoles will emerge from the water, and some dialogue will begin. They won't believe that you're really Super Mario! When they want you to prove it to them that

you're Mario, jump once. They will believe you are actually Mario, and Mallow's grandpa, Frogfucius, will come. He will fly away on a Lakitu to a platform floating nearby. When the tadpoles form a bridge, hold right, and jump on one. Repeat this until you make it to where Frogfucius is. When you do, some more dialogue will occur. A few things will be revealed, I won't spoil it for you.

When the dialogue ends and you regain control, speak with Frogfucius again. He will be sad and need a snack. If you followed this guide from the start, you will have already gotten the Cricket Pie earlier. If you don't have it, go to the Item Shop in the Mushroom Kingdom, and speak with the owner to get it. Anyway, once you have it and Frogfucius says he needs a snack, he will want it, and give you the FroggieStick in return! Equip this on Mallow now, as it is his new (and first) weapon. When you equip it, cross the tadpole bridge again.

Now, there is something you should do here first before leaving. Head to the southeast, and follow along the path into the next area. In here, head east, and the game will tell you that you can play a melody by jumping on the tadpoles (you need to step on the grey button for the tadpoles to appear). Read the Side Quests section if you wish to attempt this now. Anyway, whenever you're ready, speak with Toadofsky, to the north, if you wish. There is also a Save Block east of Toadofsky.

Go back to the main area. To the left of the entrance of the pond are two shops: a Frog Coin shop, and a Juice Bar. Speak with the tadpoles to enter the shops. However, you need a membership card of some sort to get all of the items in the shop. Leave this place.

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World Map  
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Head to Rose Way, just south of Tadpole Pond.

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Rose Way  
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When you get here, read the note there if you wish. Jump on the yellow block, and it will carry you over to another yellow block. Jump on the next block, and you'll be carried over to a Mushroom. Get off the block, grab the Mushroom, and get back on the block. You'll be carried to yet another block, so get on the next one, and it will carry you to yet another block. Stand on the next one, and drop off of the block. Enter the next area. In this area, there will be two really fast moving blocks with a Shy Guy on each one. Defeat both of them, then jump onto the second moving block by jumping from the first one.

When the second moving block goes to the chest, try and hit it to get a Frog Coin. When you get it (it could take quite a few tries), leave this area. Back here, get on the yellow block, and it will carry you to another block. Ignore it, then jump on the same yellow block again. You'll be carried to a big coin, so grab it if you want to. Jump on the block again, and you'll be carried to a new area. Enter it. In this area, there are a few enemies, including a Lakitu that will throw stuff at you.

Navigate your way through the area, then head into the next area. Back here again, jump on the yellow block, and you'll be carried to another block. Get on it, then jump on it a couple of more times until you can drop off onto the

ground. Enter the next area. In this area, there are quite a few chests with Shy Guys standing on top of each one. Hit the Treasure Box, and the Shy Guy will fall off. You'll most likely have to fight each one. One chest contains an instant-heal Mushroom, while the others have coins.

When you get them all, head south and into the next area. Here, head right, and you'll see a ton of Bowser's troops, along with Bowser himself! Mario and Mallow will listen in on their conversation, then Bowser and his troops will leave. When they leave and you regain control, head north and onto the World Map.

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World Map  
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On the World Map, head west to Rose Town.

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Rose Town  
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When you arrive here, you will notice that all of the townsfolk are getting shot by arrows, making the townsfolk stop moving! Now, it is time to buy some more new equipment for the party. Head to the northeastern part of the town, and enter the building with a spinning Mushroom on it. Inside, speak with the person to the right. This is the Equipment Shop. Buy a Thick Shirt, and a pair of Thick Pants. Equip the Thick Shirt on Mario, and the Thick Pants on Mallow. Now, sell all of your old equipment, and buy anything else here you may want.

Then, if you need any items, talk to the person to the left. That's the Item Shop. Regardless, when your shopping errands are done, exit the shop. Back outside, go just west of the shop. You'll see a house on a high ledge that you cannot reach, and a man near the ledge. Jump on the mans head, then onto the ledge, and enter the building. Inside, hit the two Treasure Boxes in plain sight to get two Flowers! Go upstairs. There, step on the green switch in the bottom-left corner of the room. You will hear a noise. Doing this will cause a staircase to appear outside, allowing that man to enter his house again! So, head back outside.

Outside, the man will thank you for gaining him access to his house. He'll ask if his treasures are okay. Answer either choice, it dosen't really matter. He will go back inside his house. Now, go back in the house, and speak with the man. He will tell you a secret of the Forest Maze. You should really listen to his advice for later, when we get to the maze. Anyway, head to the entrance of the town, then go west and enter the building there. In there, you'll see a kid playing with toys. Mario toys, to be exact. He'll spot Mario, and get shocked.

His mom will appear, spot Mario, and also get shocked that it's him. When the kid asks if you're really Mario, say "You betcha!". When he wants you to prove it, jump, like always. Watch the rest of the scene. Mario will play with Gaz, the kid, for a little while. When the scene ends, Mario'll get knocked out by the Geno doll somehow! Then, when nobody is in the room, a small star will come down, and pick the Geno doll as a lifeform! Geno will then walk out of the house.

You will wake up in a bed, so jump out of it, and save your game at the nearby Save Block there. Go out of the room. You'll see some dialogue with Gaz and his mom, about Geno walking into the forest. Exit the house, and the town.

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World Map  
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On the World Map, go to the Forest Maze, your next destination.

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Forest Maze  
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Here, there is a mushroom lying in the bush. Pick it up to get the Mushroom item, then go north and into the next area. In this area, pick up the nearby Mushroom, then go north. Fight the Wiggler if you wish, then enter the pipe that looks like a tree. In here, grab the nearby Mushroom, then go east down the long hallway. When you come to a springboard, jump on it and into the next area. Here, defeat the bee enemy, then go into the next area. In this area, go through all of the pipes if you wish to build up a bit. Otherwise, proceed directly north and go down the pipe there.

In this area, go directly west and stomp on the sleeping Wiggler. It'll get angry, and launch you up, into another area! Here, take the pipes behind you if you wish, then go north, and into the next area. Here, enter the pipe. In this area, go east while fighting or avoiding all of the enemies, then enter the next area at the end of the path. Now, continue proceeding to the east, then jump on the springboard at the end of the path. In this area, go north down the hallway, and save your game at the Save Block there. Now, go north and grab the Mushroom if need be, then proceed into the next area.

Here, you will be in the true part of the 'maze'. There is certain path you must take to meet up with Geno. Take the southeastern path, then the north path, then the north path again, then the southeastern path, then the north path yet again, and finally, the western path. If you went through the correct paths, you'll be in an area with lots of pipes (you can't enter them). Go north and you'll meet Bowyer, the one responsible for all of this arrow-shooting. He won't spot you yet, however.

Mario and Mallow will hide, as a minion of Bowyer carries the next star over to him! Geno will then come down from the sky, in an attempt to stop Bowyer. A 'fight' will commence versus Geno and Bowyer, but you can't control the fight. After the long cutscene, you will eventually enter the true boss battle of Bowyer. So, read the Bosses section for help on winning the battle. When Bowyer is defeated, some dialogue with Geno, Mario and Mallow will occur.

You discover about the Star Road, and how you must collect all seven of the Star Pieces to repair it! Mario then grabs the second Star Piece, and the last minion of Bowyer leaves, after listening in on the conversation! When you gain control, leave the Forest Maze by going north.

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World Map  
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You can now head to the Pipe Vault, but it's not required. Read the Side Quests section if you really wish to do it. Otherwise, head west into the new section, and into Moleville.

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Moleville  
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When you get here, enter the house right in the front of you. Inside, save your game at the Save Block, then rest in the Inn if need be. Otherwise, head back outside. Now, head directly west, and enter the Item Shop. Inside, speak with the owner. Buy a Mega Shirt, Mega Cape, Mega Pants, a Punch Glove, a Finger Shot, and a pair of Cymbals. Equip the Punch Glove and Mega Shirt on Mario, the Cymbals and Mega Pants on Mallow, and the Finger Shot and Mega Cape on Geno. Finally, sell all of your old equipment, and stock up on Mid Mushrooms and Maple Syrups.

Now leave the shop. Back outside, head north, and you'll see Bowser and his henchmen again! After the dialogue ends, they leave once more. When you regain control, go north and speak with the lady on the ledge there. After she gets done talking, enter the nearby cave.

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Coal Mines  
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In here, you'll see some moles. They will spot Mario, and ask if you've heard about the news. Just say you have, then when they ask for help, say that you'll help them. They'll then want you to hop on their shoulders, and up onto the ledge. Jump on their heads, then onto the ledge, and into the next area. In this area, go east and defeat the enemies (Geno is going to need to level up some), then continue into the next area. In this area, defeat the enemies if you wish, then drop down, and head east and into the next area.

Here, go east and jump on the springboard. Mario will hit his head, and get knocked out. Then, you'll see that ol' crocodile again, Croco! He will have minions with him, that will steal ALL of your coins! Now we have to chase him and get them back! Now, proceed to the east and into the next area. In here, go west, and you'll see Croco and the gang again. He'll blow up the dead end there, and proceed through it. You do so, as well. In the next area, go west to the next area. You'll see Croco blow up yet another wall, and Mario will proceed through it, without being noticed. Head south, and into the next area.

Here, you'll see Croco run through the area, and you must catch him. You have to chase him around the previous areas! But, we're gonna do something else before we chase down Croco. Head south and into the next area. In this area, go south down the steps, then go right. You should notice one of Croco's minions behind the crates there. Fight it! You will get a Flower Tab for winning, so go south into the next area. Back here, go east and check behind the springboard for yet another one of Croco's minions. Upon defeating it, you get another Flower Tab. Go east and into the next area. Here, you should notice another minion in plain sight, behind the crates. Fight it, too.

When you defeat it, you'll get yet another Flower Tab. Now we chase down Croco, so go west and chase him down. When you catch him, you'll fight him, so read the Bosses section to see how to win the last battle with him. When you defeat Croco once more, you get your coins back! Now, go back to the area where you see what appears to be train tracks (the area where Croco blew up the second wall). Follow those tracks into the next area. In this area, proceed right into the next area.

In here, go east and speak with the mole. He will want you to go and rescue

some kids, so he'll blow up the wall. Proceed through it. Here, go north and into the next area. In this area, go down the hallway and then try to enter the next area. A Shy Guy will be on a mine cart, and he'll hit you all the way to the previous area! He'll also drop a Frog Coin, so pick it up, and jump on the crates and on the ledge. Enter the next area. In here, avoid the Bob-Ombs, and hit the Treasure Box to get an Invincibility Star.

Run into all of the Bob-ombs while going down the hallway and into the next area. By now the star will have disappeared, so proceed east and into the next area. In this area, jump on the crates and onto the ledge, then get the Treasure Box full of coins to the west. Then, go north and into the next area. Here, go left, and fight all of the Bob-Ombs. After they're gone, proceed west and then hit the treasure box for a Mushroom. Then, save your game at the nearby Save Block, then go north.

Jump on the crates to the left, then try and hit the Treasure Box for a Flower. Proceed north and into the next area. Here, you will see bombs being thrown everywhere! There is a weird-looking guy that's throwing them. He can knock you back into the previous room, so be careful. Approach him, and then you'll enter combat against him. Read the Bosses section for help on winning the fight. Once you defeat PUNCHINELLO, he will attempt to send out the worlds biggest Bob-omb you'll ever see in any Mario game.

It will squish him, however, and blow up! Mario, Geno and Mallow will be grey, because of the explosion. However, the next Star Piece will fall from the ceiling, and the star will recover the party. The next star is now obtained! So, when the cutscene ends, go into the next area. In here, go east, and you'll see Dyna, one of the people you came to rescue! Mario will help her on the mine cart, then he'll read the note.

It'll ask you if you wanna know how to ride. Say yes if you don't know, then the ride begins. Read the Mini-Games section for info on this. When the ride finally ends, the two moles in Moleville will wonder where Mario is, when Mario suddenly crashes into the house! A cutscene will commence. When it ends, exit the house.

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Moleville  
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Back in Moleville, you'll see some dialogue where Snifits are trying to catch one beetle for a guy named Booster, who apparently loves beetles. After they miserably try to catch a beetle, exit Moleville.

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World Map  
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Head to Booster Pass, just south of Moleville.

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Booster Pass  
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When you arrive here, go east, then go north and examine the lone bush. You'll fight it. Once it's defeated, go back to the entrance of the level. Now, jump up the ledges until you get to the next area. Here, jump up the ledges and

fight all of the enemies inside the holes for some EXP. However, alternatively, you could just go to the right side of the screen, then go through the small passage in the left wall. You'll find a secret switch there that'll close all of the holes, covering the enemies. You'll get some coins for this. Regardless, go to the northeastern corner of the screen and pick up the Flower there. Go up the ledges, and go north. Exit the area.

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World Map  
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Go north, and into Booster Tower.

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Booster Tower  
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When you get here, you'll spot Bowser in plain sight again! He'll be talking to himself, basically. He'll also spot someone up there. That someone is none other than...Princess Toadstool! Peach will see Mario, and yell for him. Bowser will spot Mario, and he'll try to act 'bad' towards him. Eventually, after he shuts up, he leaves to go to his Keep, or so he says. Exit the place, and then re-enter it. This time, examine the door Booster is peeking out of, and you'll be noted that it's locked. Attempt to leave, when Bowser shows up again (I thought he was going to his Keep?).

He will actually bust down the door for Mario, allowing him to gain access into the tower! Then, Bowser will actually invite Mario and friends to the Koopa Troop, and joins your party! When the game asks if you wanna know how to switch party members, say yes if you do not know how. Otherwise, enter the tower.

NOTE: At this point in the game, this walkthrough assumes you have a party of Mario, Mallow and Geno in your team, but not Bowser.

Inside the tower, you should see a Snifit (a Shy Guy clothed in black) in plain sight. Walk up to it and speak with it, then it will fight you. To defeat it, simply pummel it with either Magic or physical attacks until it is defeated. When you defeat it, ignore the room ahead. It's for later in the tower. Either fight the Spookums (Shy Guys clothed in blue) to the south, or go up the steps to the left. When you are up the steps, you'll see a Spookum examining a bunch of pictures. Those pictures give you a clue of something later in the tower, but I'll guide you through that when we get there. Kill the Spookum, then proceed to the right and into the next area.

In this area, you'll see a bunch of Spookums going down the steps. They never stop spawning, either. So, go up the steps, and into the next area. Here, you will see Booster on a small train, and he will mention Princess Toadstool, then leave. When he leaves, go inside the entrance of the wall to the left, and a Snifit will come out and attack you. Once it is defeated, proceed down the hallway, then go through the entrance in the right wall. You will find a Flower Tab! Proceed into the next area after walking out of the wall entrance.

In here, go up the steps while avoiding or fighting the Bob-Ombs. You'll notice Booster, and he'll run away. Enter through the first entrance you see. In this area, you'll be near a cliff. Jump, and try to land on the seesaw with the tiny Bob-Omb on it. If you do so, you'll be bounced back up, and hit the chest. A new weapon for Mario (the Masher, a hammer) will fall down, and you'll receive it! Equip it, then go all the way back up from the beginning of the tower until



you get back to the room with the Bob-Ombs. If you didn't get the hammer, keep trying until you do.

When you get it, as I said before, go back to the room with the Bob-ombs, then enter through the second entrance to the left. In this area, step on the switch, and you'll hear a noise. Later, check out the first area in Booster Pass, then go to the left to an area with a Snifit, and a few chests. Anyway, proceed into the next area. In here, jump up the steps. Take a step behind the curtain, then walk out and you'll become Mario from the very first Mario game ever made for the NES! Walk up to the next area to turn back to normal, then enter the next area.

In this area, go right and fight the Spookums off of the two blue platforms. Use those platforms to reach the higher ledge. Go left, and a Spookum will jump on the yellow platform. Fight it, then use the two yellow platforms to reach the next ledge. You'll notice a Snifit is shooting Bullet Bills at you! Avoid them, then walk up to the Snifit, and talk to him. Defeat him, then enter the next area. Here, jump up the ledges while fighting or avoiding the enemies, then enter the next area.

In this area, save your game at the Save Block, then go into the next area. In here, there are a bunch of potraits of Booster's family. In order to unlock the door nearby, you have to examine the pictures in a certain order. Go to the far right, and examine the last picture there. Then, examine the one next to the last one. Then, examine the fourth picture from the left, then examine the very first one near the locked door. Then, examine the second one to the right, then examine the only one that has not been examined. Booster will spit out a key, so pick it up.

If you examine the pictures in the wrong order, you'll have to fight some Spookums, then the pictures will reset, and you'll have to start over. When you get the key, unlock the door at the left of the room. Inside, you'll see a Chain Chomp. Jump on the nearby ledge, then jump up to the Chain Chomp. Bowser will say to turn the other way, because it is shy, but knows Bowser. Then, Bowser will have a Chain Chomp in his hand! When you regain control, you'll receive a Chomp. This is Bowser's first weapon, so regardless if he is in your party or not, equip it on him, then exit the room.

Back here, go down the hallway, and into the next area. Here, jump up the ledges, then go around the room, jumping on the ledges until you make it to the top. When you do, go to the right corner, and hit the Treasure Box to get a Mushroom. Now, jump on the nearby seesaw, and the Thwomp will launch you up into the next area. In here, jump on the nearby platform with the Spookum on it, then jump to the nearby yellow block. Then, jump onto the ledge nearby, then to the edge nearby.

Fight the Spookum, then proceed up the steps, and into the next area. This room has regular coins and Frog Coins everywhere, and almost everywhere you step, a blue flame comes out and attacks you. You have to defeat it. There is a Key on the ground in this room, so make sure you get it. Unlock the locked door at the northern part of the room. Inside that room, hit the Treasure Box to get some Zoom Shoes! Exit the room. Back here, make your way to the left side of the room, and into the next area.

In this room, jump up the ledges while avoiding or fighting the enemies, then enter the next area. In here, go east and you'll encounter Booster again. He will mention his 'bride' (Toadstool) again, then he'll throw bombs at you! Enter the next area, then he'll get mad and run away again. In this area, fight or ignore the Chain Chomp, then go up the steps and into the next area. Here, save your game at the Save Block, then go east. Before entering the

next area, jump from the lowest yellow block to the highest, then jump onto the ledge with the chest. Hit the chest for a Frog Coin.

Also, if you jump on top of the chest, jump while on the chest to get a Goodie Bag. Enter the next area. In here, go left and try to enter the next area, and you'll spot Princess Toadstool! However, the door is locked, and only Booster knows how to open it! Toadstool will say that Booster is coming, so she tells Mario to hide in the curtains nearby. Booster and his Snifits will appear, and they will start 'pretending' with the Toadstool doll. They will want the Mario doll, but they can't find it.

So, his Snifits will begin searching behind the curtains. The Snifit will examine a curtain by opening it, so make sure you're not in the curtain he opens! If you are found three times by the Snifits, then you'll have to fight Booster and his Snifits. If you don't get caught three times when the one Snifit is examining the curtains, he'll send two out at once! After three more times of not being spotted, he'll use THREE! They get fast, too. If you successfully avoid getting caught nine times, you'll avoid the boss battle with Booster, and get an Amulet accessory.

If you do fight Booster, read the Bosses section to see how to win. This FAQ assumes you do fight him, so take note of that. After you defeat Booster, he'll open up the locked door where Toadstool is. When you regain control, enter the next area. In here, you'll see two people jump onto the balcony, and immediately enter another boss fight. So read the Bosses section to see how to win this fight. When you win, the party will jump off of the tower, and Mario will immediately follow Booster.

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Booster Hill  
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When you get here, you'll see Booster holding Peach! This is a mini-game of some sort, so read the Mini-Games section for some info on this mini-game. You will have to chase down Booster the first time you do this, but any other time, all you do is run and grab flowers. When you're done with this mini-game, you'll be in Marrymore.

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Marrymore  
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Here, go left and enter the Item Shop/Hotel. Inside, speak with the owner, and say you'd like to buy some things. Buy a Super Hammer for Mario, a Hand Gun for Geno, and a Whomp Glove for Mallow. Buy a Happy Shirt for Mario, a pair of Happy Pants for Mallow, a Happy Cape for Geno, and a Happy Shell for Bowser. Equip all of the new stuff on them, then sell all of your old equipment. Stock up on anything else you may need, then save your game at the Save Block there, then head back outside. Outside, head to the east, and examine the door on the building. Speak with the girl to the right next to the door, and then Raz and Raini will come busting out of the door.

A Snifit will then re-barricade the door! Go behind the wall, and walk around until you find a secret door, that makes you enter the building. Inside, go down the stairs until you reach the kitchen. In here, ignore the cake and the two creatures, then go up the stairs and into the next area. In this room, go left, and a Snifit will spot you. He'll tell you to scram, so jump, and he'll be frightened. He'll want you to help bust the door down, so count three

seconds, then immediately run. When you do, if you run at the exact moment he runs without stopping, you should bust down the door.

In this area, the Snifits and Booster will talk a little, then Peach will say that she needs help! The door will shut, and it won't be openable! Save your game at the nearby Save Block, then examine the door. Bowser will need your help to bust down the next door, so do the same thing you did with the Snifit. When the door busts down and you enter the next room, Princess Peach will bump into you, and lose all of her wedding gear! The Snifits will pick almost all of it up, and you'll regain control.

When you do, walk up to Booster, and grab the crown off of his head. Then, speak with all three Snifits running about the area, and get all of Peach's wedding gear back. When you do, speak with Booster, and some dialogue will commence. Depending on how fast you did it, you'll get a 'kiss' from certain people (why are they kissing you?). Toadstool will say to go to the Mushroom Kingdom, but before you can, the two chefs will bring Booster's wedding cake. Then, the two chefs will get angry for you 'stealing' the bride, and enter combat against you! Read the Bosses section to see how to defeat this boss.

When you defeat the cake, Princess Toadstool will join your party! Now, exit the wedding room. Save your game at the Save Block, then go to the next area. Here, everyone will go back into the wedding room now that the place is clear! So, when they do, exit Marrymore.

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World Map  
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Mario will run around the World Map, and enter the Mushroom Kingdom.

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Mushroom Kingdom  
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When you arrive here again, head into the castle. Then, Toad will see that you are still in one piece, then he'll see that Toadstool has been rescued. She will say that you should go visit the Chancellor, so proceed into his room when you regain control. Inside, some long dialogue will commence. Watch the scene; it's kind of funny. When you regain control, Peach will go to her bedroom. Exit the Chancellor's room, and go back to the main hallway. Once there, exit the castle. Outside, go south, and Peach will call out Mario's name.

She'll come down by some walls on an umbrella. When you regain control, go to the wall where she is, and she'll say that she can actually join you! They will wonder where to find the next Star Piece, and Mallow will get an idea. When you regain control, exit this place.

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World Map  
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Here, head through one section of the map, then go to Tadpole Pond.

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## Tadpole Pond

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When you get here, press the grey button to the north, then go across the tadpole bridge. Speak with Frogfucius, and he'll tell you that the next Star Piece is located on Star Hill. Now, exit the pond.

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## World Map

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On the World Map, go through the west section, and then go past Marrymore, into the next section. Enter Star Hill.

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## Star Hill

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When you arrive here, go northwest, and examine the sign if you wish. Examine the flower near the big star, and the star doorway will open up, so enter it. In here, Geno will explain that this is the Star Hill, and about the wishes of people and stuff. When you regain control, there are many enemies roaming about this place. Fight them if you wish. We've also got to examine some more flowers to open another door, so let's get to doing that. Examine the flower in plain sight, then go west and activate the flower there. Now, for the next one, go directly north, past the star door, and examine the next flower. Go to the east, and activate the flower there.

Now, go south and you'll see one there, but there is an invisible barrier blocking your way! To get to it, go to the star door, then go just east of it. From there, activate the flower. Now, you'll hear a sound. Go west, and enter the now-open star door. In this area, go just south of the star door, and activate the flower there. For the next one, go just northwest of the previous one. Activate the flower. Now, go southwest, past the first flower, then activate the flower there. Head to the far east, and you should see another flower. Activate it, then go east, and south.

There is another flower, so activate it. From there, go directly north and activate the last flower. This will open the star door in the room, so go through it. In here, go west and activate the flower there. Go south from there, and activate that flower. Go west from the previous one, and you'll see yet another flower. Activate it, like always. Now, go north and activate the next flower, then proceed to the north. You will see the next Star Piece in plain sight!

Mario will grab it, and you'll obtain the next Star Piece! When you regain control, head southeast and activate the flower there. Head to the northwest corner of the area, and activate the last flower. The star door will open, so proceed through it. You'll be on the World Map.

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## World Map

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Here, head to Seaside Town, your next destination.

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Seaside Town  
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When you get here, feel free to examine around the town, but the people are so scared that they won't sell anything right now! So, go to the northwestern part of the town, and speak with the Elder inside the building. When he gets done talking, exit the town for now.

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World Map  
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On here, head to the Sea.

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Sea  
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You'll get here by bouncing off of a springboard. Head south, and into the next area. In this room, drop off of the ledge, then speak with the shop owner. He'll sell you some items and equipment. Buy some Hurly Gloves for Bowser, a Sailor Shirt for Mario, some Sailor Pants for Mallow, a Sailor Cape for Geno, and a NauticaDress for Toadstool. Equip all of these things on your party members, then sell all of your old equipment. Now, stock up on anything else that you may need. When you're done, go north of the shop, then into the next area. In this area, save your game at the nearby Save Block, then exit this area. Back here, go south of the shop, and enter the area there.

In here, go west, then drop off of the ledge. Hit the chest to get an Invincibility Star, so run into all of the starfish in the area, then go south and into the next area. Continue hitting enemies until the star runs out, then proceed down the hallway, then go north and into the next area. In this area, jump on the boxes, then onto the ledge, and hit the chest for a Mushroom. Now, go north, and hit the next two boxes for a Flower, and a Frog Coin. Exit this area. Back here, go south and into the next area.

Here, jump into the water, then head to the nearby whirlpool. You'll then be underwater, so go to the northwestern corner underwater, and into the next area. In here, walk in the middle of the room, and you'll float up into a new area. Now, jump out of the water and onto the platform, then hit the nearby Treasure Box to get a Max Mushroom. Now, drop off of the ledge, then proceed into the next area. Outside, get in the water, and then get in the nearby whirlpool to get underwater.

Head west until you see something sticking out of the sand, then jump on it, and the pipe at the top. Go down the pipe, and you're now at the Sunken Ship.

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Sunken Ship  
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Inside this place, you'll see two doors, and a note on the crate. Read the note if you wish. Otherwise, head east through the door. In this room, jump on the boxes, then save your game at the nearby Save Block. Read the nearby note there if you wish, then head out of this room. Back in here, enter the west door this time. In this area, you'll see a bunch of enemies everywhere.

Head east, and read the note if you wish. It tells you something about a password for later, but I'll tell you the exact password when the time comes.

Anyway, proceed through the room, fighting the enemies if you wish. Then, head through the door, and into the next area. In this room, there are a lot of Dry Bones, but take note that if you fight them, only magic attacks will kill them. Regular attacks will not work. Anyway, head north, and read the note on the wall to the left if you want, then proceed through the door ahead. In this room, jump on the nearby crates, then drop through the hole in the corner to get a Flower!

Head down the stairs, fighting the enemies if need be, then jump on the first crate, then to the crate with a Treasure Box floating above it. Hit the Treasure Box several times for several coins, then enter into the next area. In this area, there are several doors on the top and bottom platforms, with enemies guarding each one. Fight the enemy guarding the first door in sight, then enter it. In here, there is a green switch hanging on a pillar you cannot reach, a cannonball, and a Koopa Troopa. The trick is, you must lure the Koopa Troopa (it will follow you wherever you go) to knock the cannonball southward, pressing the switch.

Doing this will drop a Mushroom, and a letter. Read the letter, grab the Mushroom, and exit this room. Back here, go west and fight the enemy guarding the second door, then enter it. Inside, jump on the nearby platform. You'll see three springboards, and three blocks. You must go to the last block to the left, and hit it. Doing this will make a springboard on the left stop moving. Do the same thing for the other two. If done correctly, a cannonball should fall down, bounce on all three springboards, then press the green switch on the wall. This will cause a Flower and a letter to drop on the floor. Read the letter, grab the Flower, and then exit the room.

Back here, continue down the hallway, and fight the enemy guarding the door there, then enter it. Inside, you must go through a maze of crates to reach the end, where the green switch is. I honestly can't explain how to get through the maze, but I'll give you a few tips. You should go through the hole in the left side of the room inside the crates, then go kind of northeast-like, and jump. Then, hug the wall, turn towards the left, and exit through the hole there. You'll have to figure the rest out; this is as far as I can go, sorry.

When you finish the maze, hit the green switch, and a letter, and a bag will fall down. Grab both of these things. The bag contains a Royal Syrup! Now, exit this room. Back here, head west and into the next area. In here, drop off of the ledge, then defeat the Dry Bones there. Next, hit the Treasure Box nearby for a lot of coins. Now, head east and speak with the ghost-looking guy. He will sell you the stuff the other guy sold you in the Sea, so stock up on items if you need any. Head north, and into the next area.

In this area, defeat the enemy guarding the door, then enter it. Inside, you'll immediately see a line of coins going around the room. Follow the coins, and collect them. Exit and re-enter the room if you mess up. After you successfully get all of the coins, you'll get all of the coins added to your coin count as a reward, and a letter. Read the letter, and leave this room. Back here, go down the hallway, and fight the enemy guarding the next door. Then, enter the door. In this next room, hop on the ledge there. You'll see three cannons on the higher platform, and four blocks. Three blocks you cannot reach yourself.

To complete this, you have to use the lowest block on the left side in the corner. Hit it, and a cannonball will fire out towards the high block you can't reach. The trick is, you must run under the high block, wait until the cannonball goes under Mario's head and above the block, then jump and hit the

cannonball, causing it to hit the block. Then, another one will fire out by the second block. Do the same thing you did for the first one, then another one will be fired out towards the last block. Do the same thing. After you get all of the blocks hit, a letter and an item bag will drop. The item bag contains a Mushroom. Read the letter, and leave.

Back in the hallway, go east and fight the enemy guarding the last door. Now, after it is defeated, enter the door. Inside, you'll see two green switches. Don't press them, yet. Save your game at the Save Block, then head to the east. You'll notice that in the pack of barrels nearby, there is a barrel that has a slightly different color than all of the other ones. So, jump onto all of the barrels, then jump onto the oddly colored barrel. This will push it onto the ground. The trick now is, both green switches must be pressed together.

To do this, you must jump on the barrel with your back facing the two switches. So, do that, then the barrel will move. Continue jumping with your back facing the switches until the barrel presses the switch. Get off of the barrel, and press the last switch yourself. This will cause a Mushroom and a letter to fall down. Read the letter, grab the Mushroom, and save your game again if you want. Then, enter through the next door. In this room, there are six blocks, and a password you must input to open the next door. So, start with the last block on the left, on the first row.

Hit the block until the "p" letter is selected. Then, move on to the block next to the one you just hit, and hit the block until "e" is selected. Move onto the next block, and you'll see that the letter "a" is already selected. So, move onto the second row, and the last block to the right. Hit it until "r" is selected, then move to the next one. Hit the block until "l" is selected, then go to the last block, and you'll see that "s" is already selected, so leave it that way. The letters spell: Pearls. Now, read the note on the pipe if you want, then examine the pipes hole.

If you put "pearls" as the password, the door ahead will open up, so enter it. Instead of going to a new area, a boss battle will commence! Read the Bosses section to see how to defeat this next boss. Once the boss is defeated, Mario will come down into the next area on a springboard. Now, proceed through the door ahead. In this room, jump on the crates to the left, then enter the door ahead. Here, there are rats on top of cannons, and the cannons fire Bullet Bills! You have to go across the area without getting hit by a Bullet Bill, otherwise you'll get knocked off to the platform below, then you'll have to go to the previous area, through the door again, and retry.

When you make it across, enter the next area. In this area, proceed down the stairs, and enter the next door. In this room, proceed to the west, and jump on the two barrels. Then, jump onto the ledge of boxes up ahead, and hit the two Treasure Boxes for a buttload of coins! Then, drop off of the ledge and enter through the door nearby. In here, you'll see a clone of Mario! It goes in the opposite direction you go in, and it jumps when you jump, etc. There is a hidden block in the room.

Go in between the two entrances you'll see, and jump to reveal a block. Now, make it so you will be on the other Mario's head, and right below the Treasure Box. Then, hit the chest to get a Kerokero Cola, then go west and exit this room. Back here, go west and into the next area. In this room, there's a hidden room that has a Treasure Box inside! To get to it, go behind the crates, and hug the wall until you enter the room. Once inside, hit the chest to get a Frog Coin, then leave the room. Go back out from behind the boxes, then go to the south and into the next area.

Here, go down the stairs, and hit the chest for a Mushroom. Then, save your

game at the Save Block there. Now, jump on the shortest set of boxes, then jump across the box wall. Hit the Treasure Box if you wish to fight a really hard Monster-in-a-box! Keep healed at all times, and have Mario hit it with Super Jump, to deal around 350 damage to it! When it is defeated, you'll get a Safety Badge. Save your game again, then proceed north and hit the Treasure Box again for some coins. Then head into the next room.

In here, proceed down the hallway and into the next room. In this room, hop into the water and sink to the bottom via the whirlpool. Go south and back to the previous area, only underwater this time. In here again, grab all of the Frog Coins lying underwater, then go north back into the previous room. This time, go through the door to the north. Inside, defeat the many enemies in the area, then go down the stairs, and through the door. In this room, head to the northwestern corner of the room, then go behind the barrels, to a secret door. Inside, hit the chest for a Safety Ring, then leave the room.

Now, go to the northeastern corner of the room, then jump on the barrels and onto the next ledge, then jump on the next pack of barrels onto the surface of the water. Swim to the southwestern corner of the room, then jump on the barrels and grab the Frog Coin. Proceed to the north, then hop onto the platform. Enter the next area, through the door. In this room, you'll see one of Johnny's underlings. They will refuse to let you pass, and fight you! They aren't very hard to defeat, though. Once they are defeated, they will run away. When you regain control, hit the Treasure Box nearby to get a Mushroom.

Now, go up the stairs, and then the underlings will try to stop you, but it won't work. Now, proceed into the next room. In this room, the underlings will attempt to attack you again, only in greater numbers! When they are defeated once more, they will let you through to Johnny's place, so enter the door. Inside, you'll meet Jonathan Jones and some underlings, and he'll have the next Star Piece! He'll then enter combat against you, so read the Bosses section to see how to win.

When Jonathan Jones is defeated, he'll give you the next Star Piece! Now, go to the northeast corner and enter the door there. Inside this room, jump on the springboard and you'll be carried out of this place!

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World Map  
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On the World Map, head to Seaside Town.

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Seaside Town  
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When you get here again, the Elder will talk to you and say that he is really Yaridovich, a worker of Smithy! He will say that there's no point in trying to fight, and to just hand the star over. Say okay, and they'll run away to their ride to the castle. So, follow them by going west and up the platform. Enter the next area. In this area, you'll encounter the five people again, and they will say that the 'Blade', their ride, is late. So, they will try to do things the hard way, and swim to the castle! But, Johnny and his underlings jump out of the water and stop them!

Then, they will all combine into one big monster, and you'll have to fight Yaridovich. Read the Bosses section to see how to defeat this guy. When he is



defeated, Mario will get the star for good this time! When you regain control, go east and grab the Shed Key off of the ground. Now, read the note on the tree that Johnny left for you. Then, exit the area. Back here, go to the south, off of the ledge, then open the door on the house there using your Shed Key. Then, go inside. Once inside, you'll see a bunch of trapped townspeople! The last person that exits the shed will thank you, and give you a Flower Box as a reward! Now, exit the shed.

Back outside, head north and enter the Item Shop. Inside, speak with the Toad to the left, and he'll sell you a bunch of weapons. Buy a Parasol for Peach, a Troopa Shell for Mario, a Double Punch for Geno, and a Ribbit Stick for Mallow. Equip these things, and sell your old equipment. Now, leave the shop. Outside, go north and check out the other shops if you wish, then go to the northwestern corner and into the building there. Speak with the real Elder inside, then he'll tell you that if you want the next Star Piece, you must go to Land's End. So, exit the town.

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World Map  
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On the World Map, go up into the new section, and go into Land's End.

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Land's End  
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When you arrive here, save your game at the Save Block. Now, hop into the blue cannon right there, and shoot onto the yellow block when it is low enough, and when the cannon is aiming towards it. Then, jump on the ledge and enter the next area. In this area, jump in the nearby cannon to the north, then when it aims towards the next platform, hold Up on the D-Pad, and fire. You should land in the hole, and three Chow enemies will appear. Defeat them, and once you do, you could drop down on the previous ledge, and keep jumping in between the cannon and the high platform until a yellow block appears.

The only purpose it serves, though, is if you want to get on the ledge without falling in the hole, thus avoiding the three Chows. Anyway, continue right and into the next area. In this area, you'll see a bunch of ledges with lizards being shot out via the cannons on the lower ledge. You have to jump and make your way across each ledge, until you reach the next area. If you fall, enter the cannon at the southeastern corner of the room (the very first one), then shoot up to the ledge and try again. Anyway, once you make it, enter the next area.

In here, you'll notice that this room looks much like Mushroom Way, and you'll see Stingers pollenating the flowers. Anyway, save your game at the nearby Save Block, then use the first spinning flower in sight to jump over to the northern ledge. Do the same for the next couple of ledges, then enter the next area. You'll fall onto a high platform with a ghost-looking guy, whom will let you play a mini-game of some sort if you talk to him. Read the Mini-Games section for information on this. For now, just jump on the white platforms until you make it across, then enter the next area.

Here, you'll be in a desert kind of place, and you'll see a rat. Speak with it, and tell it that you are headed for Monstro Town. It'll tell you how to get there, so listen closely to its advice. When you regain control, save your game at the Save Block, then go east, and into the next area (ignore the two

whirlpools). In this area, go north and you'll see a samurai-like enemy. Fight it, then enter the whirlpool it was in. In this area, you'll see the samurai enemy again. Attack it, then go down the whirlpool it was in. Also, there may be a floating cloud that you'll find throughout the area.

It is invisible when the fight begins, so start the battle off with magic attacks. Anyway, in the next area, you'll see the samurai-like guy again. Keep the pattern up until you end up underground (it looks like a cave). Once inside, save your game at the Save Block, then drop down off of the ledge and hit the Treasure Box to get an Invincibility Star. Run through the first two areas, hitting all of the enemies you encounter. When the star runs out, continue proceeding through the area until you are in a room full of lizards.

The guy behind the boxes will sell you another star for 400 Coins, but it's not worth it. Proceed to the north and into the next area.

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Belome Temple  
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Yep, you're about to have to fight that doggy again. Anyway, go east and down the stairs, and you'll see a ghost on top of a springboard. He'll say that for 100 Coins, he'll let you use the springboard, which will return you to the surface. Ignore him, and proceed into the next area. In here, hit the block to the northwest for a bunch of coins! Then, speak with the nearby ghost guy, and he'll ask for 50 Coins if you want your fortune told. Accept it, and then he'll say to hit the bottom of the faces near him in any order.

Do so, and a brick will fall to the ground as a makeshift platform, and a letter will be on it. Read the letter and get on the brick, then onto the upper ledge. Then, proceed into the next area. In here, proceed north and down the pipe. In the next room, hit the Treasure Box in the middle to get a Mushroom. The wall will open, and a springboard leading to the previous area will fall down. Proceed through the newly opened area. In here, go north and hit the chest for a buttload of coins. Then, go down the stairs and hit the next treasure box ahead for a Frog Coin. There are also a few hidden chests in this area, so read the Hidden Treasure Boxes section to see how to get them.

Then, head into the next area. In this room, speak with the ghost guy if you wish, then hit the bottom of the nearby face. Grab the letter, and if it says "Sorry, I'm not accepting visitors past my bedtime.", then go down the yellow elevator block. If it does not say that, then exit and re-enter the room, and keep trying until it does. When you go down the elevator, enter the next area. Inside the room, you'll notice several items with a fake Belome blocking your path. However, you need to get the key in Monstro Town before you can get the items, so go back to the previous room.

In there, go up the elevator and read the letter again. If it says "Mmm, I'm so hungry. Wish I had something to eat!", then go down the elevator again. If it does not say that, keep trying until it does. Now, enter the next area. Inside the next room, go down the pipe. In this room, you'll see Belome again! Examine him, and he'll want to eat you, then you'll enter combat against him. So read the Bosses section to find out how to beat him again.

When Belome is defeated for the last time, a switch will appear. Press it, and then the wall will open up. Proceed through it. In this area, speak to the rat, and he'll say that the pipe right there leads to Monstro Town. He'll then go down it, so you do the same.

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Monstro Town  
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NOTE: There is an optional secret boss in this town, but I do NOT recommend fighting it until you are at least Level 21 or Level 23. Read the Side Quests section to see how to fight it.

You'll get in this place via a springboard, so hop off of the ledge. Now, check out the first door if you wish, then check out the second door to the right. Inside, speak with the Thwomp quite a few times, then head back outside, and you should see a key on the ground. Grab it to receive the Temple Key. Now, check out the Weapon & Armor Shop one door past the locked one. Inside, a Goomba will be surprised to see you, and then Bowser will come out, and they'll talk a bit. When you regain control, talk to the Goomba (the Triplets just sell you normal Mushrooms). Buy a Spiked Link and CourageShell for Bowser, then equip these things on him, and sell his old equipment.

Stock up on anything else you may need, then exit the shop. Back outside, check out the last door if you wish to do a side quest, so read the Side Quests section if you do. Otherwise, head outside. Now, head east and drop through the hole. Save your game at the Save Block, then check out the last door up the stairs to the north. There is also another optional boss here that you CAN beat, but not all three times. Inside the place, you'll see Jagger. Bowser will come out, and they'll talk a bit. When you regain control, speak with Jagger. Tell him you'll accept his challenge, then you must defeat him. Just keep hitting him with physical attacks until he gives.

When Jagger is defeated, Jinx will appear. He'll then say to speak with him any time for a challenge. Fight him if you wish, and read the Bosses section to see how to win all three times. Otherwise, head back outside. Once there, go all the way to the left and enter the last door there. Inside, speak with the person there. Mario will try to ask her where a Star Piece is located. She'll say that their star is upstairs, but Mario will try to tell her what he's really talking about. She'll say that you should go to Bean Valley, but you'll need the help of some Sky Troopas.

The Troopas will appear, and tell you that they'll be at Land's End. When you regain control, exit this house. Back outside, go all the way east, then north and through the door. Then, proceed north and through that door, onto the World Map.

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World Map  
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On the World Map, go back to Land's End.

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Land's End  
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When you get here once more, save your game at the Save Block. Make your way to the room where the flying bees are at (with the spinning flowers). Instead of going up the platforms via the flowers, head to the east. Go into the next area. In here, go directly west, and then you'll come to a ledge with a hole in it. Jump into the hole. Inside, go west and fight the enemies nearby if

you wish. Then, jump onto the crates, and jump to the left and hit the Treasure Box for a Frog Coin.

Go west, then northeast, then south down the stairs, and into the next area. In this area, continue along the path until you come to three barrels. Jump on the barrel at the top, and it'll get knocked down to a lower ledge. So, drop off of the ledge you are on, and hit the nearby chest for a Mushroom. Use the nearby springboard.

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Kero Sewers  
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Here, jump across the ledges to a chest. Hit the chest for a Cricket Jam. Take this back to Frogfucius later, to get 10 Frog Coins! Jump on the platforms again, and go through the pipe back to Land's End.

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Land's End  
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Here again, make your way out of the cave. Once you're back outside, go south and exit this area. Head back to the area where there is a desert, and once there, save your game at the Save Block. Head east, and enter the next area. In this area, follow the samurai enemy through the whirlpools again. After you follow him through three whirlpools, you'll see an area to the north, so enter it. In this area, the Sky Troopas will go inside their shell, and create some platforms for you!

Jump on one shell, then it'll carry you to the next one. Walk on it, and that one will carry you to the next one. Keep doing this until you reach the top. When you reach the top, jump up onto the ledge and enter the next area, which is the World Map.

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World Map  
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Here, go up to Bean Valley, your next destination.

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Bean Valley  
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When you arrive here, go east and enter the pipe to the right (the left one has really nothing in it). In this area, go west and down the pipe there. Now, go south and enter the pipe there. Here, hit the nearby Treasure Box to get a Flower, then exit this area. Back here, go north and ignore the pipes, and into the next area. In here, you'll see a bunch of non-watered Piranhas. There is also a Shy Away that will water each plant, causing the Piranha to come to life. Fight each Piranha, and go through each pipe. The pipe to the left, the one in between two other pipes, leads to a chest.

When hit, there are three things that appear in between the chest. Hit the chest three times, and if you get a match, you get a certain item! Go back to the previous area.. The pipe northeast of the previous one leads to a room with

a bunch of lizards, and a Chomp Chomp enemy (a gold Chain Chomp). When you kill all of the enemies, jump on the springboard back to the previous area. The pipe just east of the previous one leads to a room with some chests (only one is visible; the others are hidden).

The first chest in sight contains a Monster-in-a-box, but it's not too difficult. After you defeat the Monster-in-a-box, go east and up the stairs, then fight the enemies. Use the springboard. In this area, hit the chest for a Frog Coin, then head back to the previous area. Back here, go south and use the springboard back to the main room. Here once again, enter the pipe just south of the last one. It leads to a room with another chest where you have to make a match of something. When you get the chest, exit the area.

Now, enter the last pipe to the left. It leads to a room with yet another chest where you have to match something to get something. When you get it, leave the room. In the main area, go north and save your game at the Save Block, then go into the next area. In here, you'll see another Shy Away with one lone plant. The Shy Away will water it, bringing it to life. Attack it to enter another boss battle. Read the Bosses section to see how to win. When Megasmilax is gone, the Shy Away will say that Queen Valentina doesn't want anybody on Nimbus Land! He'll then run away and drop a note on the wall.

Examine the note, and it'll ask if you want to take the Seed on it. Say yes, as you are going to need this later on. Anyway, head down the pipe there. In this area, hit the brown block and a beanstalk will appear. Hit the block again, and Mario will climb it. You'll now have to climb your way to Nimbus Land. In this area, fight the nearby enemy, then read the note on the vine, for vine-climbing instructions. Climb the green vine to the top, then jump to the orange vine, then to the blue vine. Jump and try to grab that Frog Coin, then go up into the next area.

Here, climb the red vine to the left and hit the chest at the top of it to get a Flower. Climb the yellow vine to the right, then fight the enemy there. A yellow platform will appear when the enemy is defeated. So, climb up the vine again, jump on the yellow block, then to the blue vine. Try and jump to the red vine nearby, then get the Frog Coin. Make your way up the vine and into the next area. In this area, make your way up the vines and attack the enemy in here to form a yellow block. Climb your way up into the next area, which is Nimbus Land.

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Nimbus Land  
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When you arrive here, jump on the springboard to the left. The one on the right takes you back to the World Map, so leave it alone for now. When you get into the town itself, you'll notice a ton of townspeople. A scene will then commence with Valentina coming out, talking about a 'Prince Mallow', the same name as your party member, but not the same person. She'll send out Dodo (Prince Mallow), and everyone will think that he's fat (because he is). When you regain control, there is some new equipment we will want to buy this time around.

So, head left, and into the Item Shop. Inside, speak with the owner, and buy a Mega Glove for Mario, a War Fan for Peach, a Hand Cannon for Geno, and a Sticky Glove for Mallow. Buy the Fuzzy equipment for the party, then equip all the new stuff and sell all of the old stuff. Then, stock up on anything else you may need, and exit the shop. Go just southwest of the Item Shop, and enter the Inn. Inside, save your game at the Save Block, then rest at the Inn if you want to see some cool dreams (use the Dream Cushion). Then, exit the Inn.

Back outside, go to the northwestern part of town, and enter the building there. Inside, you'll see a Mallow (the real Mallow) statue, and a Goomba statue. Examine the Mallow statue, and Mallow will comment on it. Then, Garro will notice Mallow, and say that he is the REAL prince! Then, Mallow will try to break into the castle to save his father and mother, but to no avail. Then, Garro will say to come over where he is. So, when you regain control, speak with Garro.

He will say to hold still, and he will turn you into a golden statue, to help you successfully infiltrate the castle. He'll trick the guards outside guarding the entrance to the castle, by saying that Mario is a statue of Valentina's nephew, Mariotta (Mariotta does not exist, though). When you get inside of the castle, Valentina will appear, and ask what Mario is. Garro will try to explain in an attempt to not get Mario's identity revealed. Then, Valentina believes him, then she calls out Dodo. Dodo will carry the Mario statue to another area.

In this area, Dodo will enter the nearby door, and you'll regain control. So, head west and through the door. Inside, save your game at the Save Block, then try to enter the door in front of you. Valentina will be right there, and Mario will act quick to hide. Then, Valentina will order Dodo to check out the statues, and Mario will quickly rush back to act as a statue! Then, Dodo will appear. Now, he will peck all of the statues, and when he gets to you, jump just before he pecks. If you avoided him, he'll check the other statue, then go back to you. Avoid his pecking, and when his peck-fest is finally done, he'll give up and proceed into the previous room.

If you, however, did not avoid him successfully, you will have to fight him. Just attack him with everything you've got until you win. Anyway, proceed into the room to the left. Back here, you will see an item on the ground (ONLY if you avoided him completely in the previous room). It is a Feather, so grab it, and save your game again. Then, enter the next room. Here, go west, and Mario will hear some guards. He'll act as a statue again, and they'll try to 'polish' him by repeatedly poking him. Mario will then jump in the air, and they'll run away in fear! So, go east and enter the door there.

In this area, proceed down the hallway and kill all of the enemies you'll see. Then, proceed into the next area. Here, try to get the nearby Treasure Box, only to be attacked by an enemy that was pretending to be a statue. When it is defeated, hit the Treasure Box for a Mushroom, then proceed north and through the door. In here, you'll notice a few enemies, but go directly north and through the door in plain sight. In here, you'll notice some Shaman enemies and the like. Defeat them, then go into the next area. In this room, hit the chest for a Flower, then go back to the previous room. In here, go south and into the other previous room.

Back here again, go west and ignore the Heavy Troopa that is blocking the door for now, then hit the chest at the northwestern corner of the room for a Flower. Now, proceed through the door right there. In here, kill all of the enemies in the area, and then go north and into the next room. In this room, defeat the Shaman enemy, then go down the stairs and defeat the two enemies there. Enter the next area. Here, save your game at the Save Block, then talk to the person in the corner.

He'll give you Castle Key #1, which you will need in a moment. Then, talk to the person standing alone at the end of the room, and she'll give you a Flower Jar! Exit this area, and go back to the hallway with three doors (a Heavy Troopa is guarding one, remember?). In here again, go south to the next area. Here, drop off of the ledge and hit the Treasure Box to get a Flower, then go south and into the next area. In here, rid yourself of the enemies in the

hallway, then exit this area. You'll be back at the entrance of the castle, but just go north into the next area.

Back here, go through the western door. In this area, go down the hallway and into the previous area. Here once again, attack the Heavy Troopa guarding the middle door. When it is defeated, open the door with the Castle Key. In here, you'll see a Shy Away watering a Birdo egg. Then, the Shy Away will run, and the egg will talk. When you regain control, examine the egg, and it will ask you to play with it. Say 'Sure', and it will fight you, so read the Bosses section to see how to win. When Birdo is done, a key will drop. Grab it, and then unlock the door to the north.

In this room, go north and into the next area. Here, examine the nearby door, and you will find out that it is locked. Then, Bowser will attempt to break the door down, because Mallow will say that his dad is sleeping in there! However, Mallow will stop Bowser. You'll see a Shy Away calling for Queen Valentina. When you regain control, go north and through the door. In this area, defeat the Heavy Troopa guarding the door, then enter it. In this room, you'll see the Shy Away, Valentina, and Dodo! The Shy Away will inform the Queen about Mario. She will imagine the 'statue' Garro delivered, and she then knows that it IS indeed Mario, and not a statue!

Valentina, Dodo, and the Shy Away will leave. When you regain control, enter the door that they went through. Inside, save your game at the Save Block, then go down the hall while fighting the enemies, then head into the next area. In this area, fight all of the enemies in the hallway, then go under the shadow of the Treasure Box and jump. You will reveal a yellow block. Jump on it, then hit the chest for an Invincibility Star. Run through the areas, nailing the enemies (including Dodo, whom you will come across along the way). At the end, Mario will fall down a cliff, through the cloud platforms. When you land, jump on the springboard, into the next area.

Here, jump on the springboard to the left, to get back in the town. You will see a scene with Queen Valentina, and she will stomp the ground when her fans keep asking her questions. She'll get mad, then yell for Dodo, and you'll enter combat against her before Dodo can arrive! As always, read the Bosses section to see how to win. When you win, Valentina and Dodo will run away, then Mallow will want to chase them for the key. However, the key drops from the sky, and onto the ground! Mallow rushes into the castle, and he wants Mario to come, too.

So, he does. Inside the castle again, you'll meet King and Queen Nimbus. They will talk for a bit, and tell you that a star fell into a volcano! When the scene is over and you regain control, exit the castle. Once outside, go to the southeastern corner of the town, and enter the house there. Inside, you'll spot Croco again! Speak with him, and he'll say he has some sort of ring that tells him where hidden Treasure Boxes are. When he leaves, he'll bump into the wall and drop a Signal Ring. Pick it up, then leave the building.

Outside again, head south, and hug the wall. You should be walking on thin air, so go south, and talk to the Shy Away. He will give you the Fertilizer, so go back onto the ground, then go west and drop down the hole, out of the town. Once here, there is some things we must do before going to obtain the next Star Piece. Jump on the springboard to the east, taking you to the World Map.

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World Map  
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On the World Map, head out of three sections, and into Tadpole Pond.

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Tadpole Pond  
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Here, step on the grey button and hop across the tadpole bridge. Now, speak with Frogfucius, and he'll find out that Mallow has found his parents, and that he is a prince. Speak with him again, and when he asks if he can have that Cricket Jam, say 'Sure'. He'll give you 10 Frog Coins as a reward! Now, go across the tadpole bridge again, then exit this place.

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World Map  
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Here, head to Rose Town.

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Rose Town  
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When you arrive here, go directly north, and enter the next area. In here, enter the lone house. Once inside, speak with the Gardener. He will say that he has been looking for the Seed and Fertilizer for ages. If you've followed the guide from at least Bean Valley, you'll have both. So, he'll go in a big shock because you have the Seed. Give it to him, and he'll freak out again because of the Fertilizer you've got! Give that to him, as well. He will plant the seed, and give it the fertilizer. Then, it'll grow into a beanstalk, and he'll go crazy again!

When you regain control, jump on the vine and Mario will climb it to the top, on a cloud with two Treasure Boxes. Hit both chests. One will contain a Lazy Shell Armor (anybody can equip it; it's the ultimate armor) and one will contain a Lazy Shell Weapon! Equip the weapon on Mario, and the armor on whoever you wish. Then, climb down the vine back to the house. Now, exit this place.

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World Map  
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On the World Map, go through three sections again, and into Nimbus Land.

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Nimbus Land  
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When you get here again, drop down the hole to the north. In this area, speak with the two people there, and since Mallow is the real prince, they will let you through! So, proceed into the next area. Here, go east and into the hot springs if you wish. Otherwise, head south and drop off of the cliff there. You'll fall all the way down into Barrel Volcano, where the next Star Piece is at!



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Barrel Volcano  
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When you get here, you'll come off of a springboard, so go west and into the next area. In here, go south, and look around in the lava. You should see some small square-shaped platforms. Hop across each one of them, then head into the next area. In this area, hit the two Treasure Boxes for two Flowers, then exit this area. Now, hop across the small platforms again, then go up the big steps and into the next area. In here, go north and jump up the steps, then head into the next area. Here, hit the Treasure Box to get a Flower, then go east and hit the Treasure Box to get a ton of coins!

Now, head into the next area. Here, hit the chest for an Invincibility Star, then proceed into the next area. In this area, run up the steps and hit the big thing with the Invincibility Star, then enter the next area. In this room, head up the steps and into the next room. Once here, fight the enemies, and you'll see a Frog Coin on the lava. Try and jump from the platform to get it (when you touch the lava, you'll just go back to the entrance of the room). When or if you get it, go north and into the next area. In here, hop across the ledges, and into the next area.

In this room, go back to the previous room. Here again, jump in the lava, and you'll be on the ledge with a Frog Coin, so grab it, then head north into the previous area again. In here, jump on the white platform, then to the other white platform. Jump once more to obtain another Frog Coin, then proceed west. Hop onto the other white platform, get the Frog Coin there, then go west and into the next area. In this room, go left and into the next area. Here, jump up the ledge and hit the Treasure Box to get a Flower, then proceed up the ledges and hit the nearby block for a Frog Coin.

Save your game at the Save Block. Then, enter the next area. In this area, go east and fight the Stumpet enemy, then continue east into the next area. Here, jump up the ledges and continue into the next area. In this area, jump up the ledges and defeat the Corkpedite enemy, then go into the next room. Here, go down the hallway, and fight the Stumpet enemy. Then, continue down the hallway and into the next area. Here, jump up the ledges, and then hit the Treasure Box at the top for some coins. Then, speak with the man guarding the entrance to the next area. He'll lead you into the next area. In here, Hiponio will be at the first desk, which is the Item Shop.

Stock up on anything you may need. Then, go to the middle desk, and speak to him. He'll let you stay at an Inn (in a volcano?) for 30 Coins. The desk to the right is an Armor Shop, where you can buy Fire equipment for the party. Do so for everyone except the person who has the Lazy Shell on, then sell your old equipment. When your errands are done, go south into the next area. In this area, save your game at the nearby Save Block, then proceed north into the next area. Here, jump across the white platforms while avoiding or fighting the enemies, until you make it across. When you make it across, go into the next room.

In this area, you'll notice a bunch of fireballs gathering up. They will all make a shape of a dragon, then turn into the Czar Dragon! So, read the Bosses section to see how to defeat it. When the dragon is defeated, proceed down the now-revealed hallway, and into the next area. In this area, you'll see the next Star Piece! Mario will finally obtain the sixth Star Piece, only for it to be stolen by somebody! That 'somebody' will appear as Axem Red, leader of the Axem Rangers! All of the Axem Rangers will appear, then they'll leave with the star! Now, we must chase after them. Jump up the ledges, then go into the next

area. In here, you'll see the Axem Rangers again.

They will comment on Mario's mustache, then leave again. So, proceed north into the next area. In here, you will see Axem Yellow, then he'll leave. So, continue into the next area. Here, go east and into the next area, then follow them up the ledges, and into the next area. Do the same thing in this room; jump up the ledges, and into the next room. In here, you'll see all of the Axem Rangers jump on the springboard, so when you regain control, you do the same. Outside on the edge of the volcano, you'll meet the Axem Rangers again, then after some talk, the Blade, a huge boat-looking thing, will appear.

The Axem Rangers will jump on it, as will Mario. Then, another boss fight begins, so read the Bosses section to see how to beat these goons. When they are gone, the Blade will explode, and Mario will jump off. Then, the star will come down again, and Mario will obtain it; for good, this time! You'll now be back on the World Map.

=====  
World Map  
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Now is the time to find out the location of the final Star Piece in the game. Head back to Nimbus Land.

=====  
Nimbus Land  
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When you arrive here, use the springboard to the left, to get to town, like the usual. Now, head into the castle, then make your way to King and Queen Nimbus (just keep going north through the areas, and you'll find them). In that room, proceed north, and some dialogue will commence. King and Queen Nimbus will tell you that the only place left to look for the final Star Piece is...Bowser's Keep, where we were at the beginning of the game! To get there, they'll allow you to use the Royal Bus. Now, when you regain control, exit this area, and head back outside.

Once outside, stock up on any items you may need, then head to the northwestern part of town, and enter the next area. In here, speak with the guy there, and he'll say that the bus is finally repaired, and ready for use! Mallow will then ask if he could take them a ride to Bowser's Keep. He'll accept it, and then the Royal Bus will appear. Mallow and Mario will hop onboard the bus, then the bus will drive to Bowser's Keep! Then, Mario enters.

=====  
Bowser's Keep  
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Bowser will comment on how nice it is to be home, and that Smithy is gonna pay for stealing his castle. When you regain control, head north and through the door. This time, this area is filled with Terra Cotta enemies, rather than the weak Terrapins. So, either fight them or avoid them, then head into the next area. In this area, you'll see a bunch of Gu Goombas on the bridge. So fight them, or avoid them, then go north. You'll see some white platforms, so jump from each one, then go through the door. In this area, you'll see a bunch of Malakoopa enemies, along with some Gu Goombas. Proceed down the hallway. and into the next area.

In here, the place will be dark, and you'll have one spot of light around you. Go down the hallway, then when the path splits, go to the left, then hit the Treasure Box for a Mushroom. Now, go east, and down the hall into the next area. In this area, save your game at the Save Block, then go north. You'll see Croco! Speak with him, and he'll sell you some items, rather than fighting you again. Stock up on any items you may need, then go through the next door.

Here, you'll see a bunch of doors with numbers on them. If you don't know what each door leads to, allow the game to tell you. Regardless, you must complete four doors in order to proceed to the next area. I'll tell you what you must complete in the six doors. Two doors contain a battle place, where you battle enemies. At the end of the first battle thing, you get a Star Gun for Geno. At the end of the second one, you get a Drill Claw weapon for Bowser. Two other doors contain an Action course. The first one is a course where there are some square platforms.

When the first platform comes to you, jump to it. It will carry you to another one, so jump to it. Make your way over to the door. However, the last block will carry you up to a long platform, and at the end of it, there's a Treasure Box. When you get it, go into the next room. Here, there is one cannonball with bombs throughout the area. You must jump on the cannon ball, then you'll have to move in the opposite direction! On the ledges in the room have some chests. They contain a Pick Me Up, a Flower, a Max Mushroom, a Rock Candy, and another Flower. Use the cannonball to jump up to the door, and into the next area.

In this room, you'll see two blocks. Hop on one, and the other one around it will move around the area. Jump to the moving one, and the other one will move around. Keep doing this until you reach the next area. The chests spreaded throughout the area contain 2 Flowers, a Pick Me Up, a Royal Syrup, and a Fire Bomb. In the next area, hit the chest for some Sonic Cymbals for Mallow, then go through the door. At the end of the second Action Course, you'll get a Super Slap weapon for Toadstool. To beat the second Action Course, you'll see that there is an invisible floor in the room! There are Terrapins in the area, that will stomp the 'invisible' ground, and you'll see a ground for one second.

Make your way through the room, while trying to get the chests. They contain an Ice Bomb, Fright Bomb, a Rock Candy, and a Royal Syrup. In the next room, there'll be moving white platforms. When one comes near, jump to it, then when it carries you to another one, walk on it, and repeat until you make it into the next room. The chests contain a Flower, Red Essence, Fire Bomb, and a Max Mushroom. In the next area, there will be barrels thrown that'll roll down the walkways. Kind of like the original DK Arcade Game.

Avoid the barrels, and make your way to the top. Then, the monkey at the top will run away. Enter through the door. In the first puzzle door, you'll have to do a quiz. Jump on the yellow block, and the quiz begins. However, this is like a Mini-Game, so read the Mini Games section of the guide to see how to do this. When you do it, and proceed through the door, you'll be carried to a room where you must count how many barrels there are, altogether. The screen will black out for a moment, then you will see ten barrels. Count them, then when the time is up, answer how many barrels you think there are.

If you get it right, you'll move onto the next set of barrels (20)! Tell Topper how many there are, and then you'll move onto the next room if you guessed right. In this room, Dr. Topper will have you talk to each one of the people here. You'll have to talk to each person in the room, and figure out which place each person came in. This is kind of hard to explain, but I'll try the best I can. Speak with all four people. The one that is in 1st Place will say "I outrode [insert name here] on my bike, and [insert name here] was never able

to pass me!".

The one that is in second place will say "I fell into 4th place during the bike race, but finally ended up in the same place as I did in the swimming event.". The 3rd Place person will say "I place the same in the swimming and cycling event, but 2 others beat me in the marathon!". Finally, the 4th Place person will say "I came in 3rd for swimming.". Speak with Topper again, and tell him what place each person came in. If you succeed, you'll be able to proceed! In the second puzzle room, you'll have to play a Treasure Box mini-game with Dr. Topper, in order to proceed. Read the Mini-Games section to see how to do this.

When you do it and proceed to the next room, you'll have to press the buttons in a certain order, to proceed to the next room. Press them in this order: go to the topleft corner, then step on the second switch to the right. Then, go down one row, and step on the last switch to the right. Then, go down two rows, and press the second switch to the left. Finally, go up one row, and press the last switch to the left to clear this room, and to move onto the next one. In here, you'll have to play a Ball Solitaire game. Dr. Topper will smash one of the cannonballs, and then the game begins.

To win it, go to the last row, then go to the last cannonball to the left. Have Mario face the cannonball, and all of the cannonballs in that row. Kick it by pressing A. Now, kick the last cannonball to the right (on the same row as the last one). Have it kicked over to the left. Now, go down two rows, and kick the third ball to the right, up. Now, go up one row and kick the last ball to the left, to the right. Then, on the same row, go to the last ball to the right, and kick it to the left.

Now, go to the second row, and to the last ball to the left. Kick it to the right. Then, go to the first row, and to the third ball to the right. Kick it up, then go to the last row, and go to the third ball on the right. Kick it down, and then go to the last row, and the second ball to the right. Kick it down. Now, go to the first row, and the last ball to the right. Kick it up, and then go to the second row. Go to the third ball, and kick it to the right. Then, go to the third row, and to the last ball on the right, third row.

Kick it down, then go to the last ball to the left, on the first row. Kick it to the right, then go to the last ball on the right on the first row. Kick it to the left, and you'll win this game. After you've successfully cleared four doors, you'll drop down to a lowerledge, with a Save Block. Save your game, then head into the next room. In this area, you'll see a Magikoopa. She'll say that this castle belongs to Smithy, and that no trespassers are allowed. Then, she'll enter combat against you, so read the Bosses section to see how to defeat her. Once you win, the Magikoopa will turn from red to blue, then Bowser will come out.

It appears she was brainwashed, most likely by Smithy. She'll create a magical Treasure Box that never runs out of coins, no matter how many times you hit it! Get 999 coins if you wish, then speak with her to recover your HP/FP. Then, head south into the previous room. Save your game at the Save Block once more, then head into the room with Magikoopa again. Once there, go to the northwestern door. Inside, speak with Croco, and he'll sell you more items. Buy some items if you need any, then buy armor for everyone except the person who is wearing the Lazy Shell Armor. Sell your old equipment, and exit this area.

Back here, enter the door to the east. In this room, proceed down the hallway while getting stunned by the Thwomps. Avoid the gold Bullet Bills if you want, then enter the next area. In here, go north down the hallway, and you'll see

Boomer. Mario will jump onto the platform, then Boomer will enter combat against you! Read the Bosses section to see how to defeat him. When he is defeated, he will comment on how he cannot be defeated by people such as you!

Then, Boomer will basically try to commit suicide! Then, the Shy Guy brings the chandalier and the entire party up to the very top of Bowser's Keep! Once you reach the top, you'll see the giant sword that crashed into the castle and started this mess: the Smithy Gang. You'll immediately have to fight them, unprepared, so read the Bosses section of the guide to see how to beat them. Once the sword is defeated, they'll suck you up into the Gate.

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Gate  
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When you arrive here, Geno will comment on the place, asking if you know where this place leads to. Apparently, it leads to someone that is none other than Smithy himself! Bowser will then swear that he is about to leave, and repair his castle, and that Mario will help him! However, Geno explains that Exor is connected between the two worlds, and that more beasts can still harm Bowser's castle. So, Bowser is forced to stay. When you regain control, take note that from this point on, I recommend doing some Side Quests and anything else you may need before proceeding. So, should you ever wish to return to the World Map and do any errands, use the springboard in the corner.

Regardless, whenever you are ready, go east and through the next area. In here, go north, and you'll see a screw, with a platform wrapped on it. Jump on the platform, then keep jumping. The platform will move, so move slightly to the north, jump, move a bit, jump, and repeat until you make it to the next platform. Then, save your game at the nearby Save Block, then proceed into the next area. In this area, use the next screw platform thing to reach the next ledge, then fight the Ameboid enemy.

Now, go north and use the next screw platform, then when you reach the next ledge, use yet another screw platform in plain sight. Then, head into the next area. In this area, go north and step on the green switch there. Doing this will cause a walkway nearby to appear, so proceed down it, and into the next area. Here, save your game at the Save Block, then go into the next room. In this area, hit the nearby Treasure Box to get an Ultra Hammer for Mario. However, if you have the Lazy Shell, it's completely useless, as the Lazy Shell is MUCH better.

Anyway, jump on the springboard, and you'll be on top of a screw-like thing again. Make your way across to another screw platform, then use that next screw platform to reach another ledge. Jump on the springboard, and into the next area. In here, go north and you'll see a huge clock. It'll spot Mario, and enter combat against you. Like the usual, read the Bosses section to see how to defeat it. When the clock is defeated, you'll see a springboard, and a Save Block behind you. Use the Save Block, then use the springboard.

Here, go north and into the next area. In here, you'll notice a machine-made version of the Axem Rangers will come down (they're much easier)! So, go north and fall off of the cliff. In this area, go north and into the next area. Here, hit the two Treasure Boxes for a Flower and a Mushroom, then exit this area. Back here, use the springboard to return to the previous area. In here again, jump on the two conveyor belts, then hit the Treasure Box for a Mushroom. Now, use the nearby platform to carry you to another platform.

Walk on it, and when you're carried over to the next ledge, jump there. Then,

proceed north and into the next area. In this room, you'll notice arrows falling from the sky. If you get hit by one, you get stunned for a moment! Go north, and you'll notice some more machine-made people, including Mack, whom you fought in the beginning of the game! Go into the next area. In this area, use the conveyor belts to move you over to the next ledge (run up while on them, and make sure you don't fall). When you make it, go north and fight the enemies, then hit the nearby chest for a Royal Syrup!

Now, go west, and use the conveyor belt until you make it to a platform. Jump on it, and when it carries you over to the other side, jump off, then onto the next ledge. Now, go left, and hit the Treasure Box for a Max Mushroom, then go north and use the conveyor belts, then head into the next area. Here, jump on the makeshift staircase of conveyor belts. Make your way up, while probably having to fight a machine-made Bowyer! Then, go west and fight or avoid the machine-made Axem Rangers, then go north up the next staircase while fighting or running from Bowyer, then go into the next area.

Here, save your game at the Save Block, then go into the next area. In here, fight the machine-made Yaridovich when he lands on the block in the middle. When you win, the block will explode, creating a hole! But ignore it for a moment, and go north into the next area. In this area, hit the two Treasure Boxes for a Flower and a Mushroom, then go into the previous area. This time, go down the hole, and you'll hear a loud noise. Then, you'll automatically enter a boss fight, so read the Bosses section to see how to win. When you win the fight, you'll be at a lower area, so head north into the next area.

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Smithy's Factory  
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When you arrive at the final area of the game, head north down the hallway. You'll meet Clerk, and two hammer-type enemies. Mallow will say not to mess with Mario, then they'll attack you! Defeat the three enemies simply by attacking them, then Clerk and two other enemies will attack you! Defeat them the same way you did the last fight. When they're gone, Mallow will tell Mario that we're almost there! When you regain control, proceed down the hall, and Mallow will notice a switch. He'll recklessly press it, and then a crane will grab him! Mario will rescue him, though. When you regain control, try to enter the next area, only for you to be stopped by Toad!

He'll notice the Princess, and be suprised to see her. They'll talk for a minute, then he'll sell you some items. Stock up on anything you may need, because...the final boss is coming up very soon, and you'll need all of the items possible. When you're done shopping, Toad will give you a Rock Candy, for free! Now, continue north and into the next area. In this room, go down the hallway, and you'll see the Manager, and some Pounders. They'll talk about how Smithy will rule the world, then Bowser will come. He'll tell him that HE is going to rule the world, but they'll completely ignore him, and fight you. Attack the Manager first, otherwise his men will always respawn.

When they are defeated, Bowser will quote a line from 'Haiku', whoever THAT is. When you regain control, go north and down the hallway, and into the next area. In this area, go down the hallway, and you'll see the Director. Toadstool will think it is Smithy (uh huh...), then the Director will attack you. Kill the Director first, then his Poundettes. When he is defeated, Toadstool will say a few more things, then you'll regain control. Continue down the hallway, and save your game at the final Save Block. Proceed into the next area. In this area, go north, and you'll see the Factory Chief, and Gunyolk. The Chief will not be very happy about you making it this far, then you'll enter a boss fight.

As always, read the Bosses section to see how to pound the boss. When you kill the chief and Gunyolk, you'll see a green switch. Geno will then comment on where all of Smithy's created weapons are coming from. Now, before you press the final switch in the game, you may want to restock on items from Toad. Then, whenever you are ready, save your game in the previous area, then step on the last switch. If you are around Level 25, you will be able to win the next fight coming up.

A crane will pick up Mario, and leave him by the silver pipe. Mario will jump in, and at the bottom, you will meet Smithy, then some long dialogue will occur. You will then face Smithy for the final battle, so read the Bosses section to see how to defeat him. When Smithy is defeated, he will go into a rage, and break the floor! You will then fall to the very bottom part of the factory, and he will transform into the TRUE final boss. Read the Bosses section to see how to win the true final battle, and complete the game! So, if you win, congratulations on completing Super Mario RPG: Legend of the Seven Stars! Sit back and enjoy the good ending.

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V. Bosses  
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In this section, I will list all of the bosses in the game, along with info about strategies on how to beat them and such.

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Hammer Bros.

Found: Mushroom Way

Weakness: Jump

Strengths: N/A

Thoughts: N/A

Item Recieved: Flower Jar

HP (Hammer Brother #1): 50

HP (Hammer Brother #2): 50

Boss Strategy: This fight can be a bit rough, especially if you're Level 1. For starters, there are two of them, and each one is weak against Jump. Physical attacks will not work well at all for this battle. I hope you still have those three Mushrooms Toad gave you earlier, because you'll need them. They'll often do Hammer Time, where they will throw several hammers at your head. This is avoidable, but it is hard to do so. This will hurt you a good bit, so get prepared to heal after they do it twice. They will also attack by bonking you on the head, which can easily be avoided. Attack them using Jump, and make sure you time it right to cause around 40 damage per a shot. After two Jumps, one Hammer Brother should be taken out. When the first one is taken out, the last one will power himself up with Valor Up, which raises his defense. Simply take out that one the same way you did the first one until you win.

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Croco (1st Fight)

Found: Bandit's Way

Weakness: Fire

Strengths: Sleep

Thoughts: Gosh, I'm good!

Item Recieved: Flower Tab

HP: 320

Boss Strategy: Despite Croco's high HP, he shouldn't be too difficult, though you will need some Mushrooms, and Pick Me Ups (even the Kerokero Cola you can find in Bandit's Way). Anyway, at the start of the fight, immediately use Fire Orb with Mario. This will hurt Croco around 50-60 damage if you preformed it correctly. Use Thunderbolt with Mallow, and if you do it correctly, you'll cause around 17 damage. Don't use Mallow's physical attack; it's utterly useless in this fight. After one use of Fire Orb, Croco will be stunned for a single turn. Use that turn to pound him with Fire Orb/Thunderbolt again. Repeat this process, and eventually, he'll start healing himself with a Weird Mushroom. It heals around 60 HP every time he uses one, so be careful. He'll attack by dashing at you, and by throwing a bomb at you. Repeat the same process as stated above, and keep your HP/FP healed until you defeat him.

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Mack

Found: Mushroom Kingdom

Weakness: Lightning

Strengths: Poison, Fear, Sleep, Silence

Thoughts: Boing, boing, boing.

Item Recieved: N/A

HP: 480

Boss Strategy: Defeating Mack shouldn't be any harder (or easier) than it was to defeat Croco. Matter of fact, if you are around Level 4 or higher, you should have little to no trouble at all! To start off, have Mario use either physical attacks, or Jump on Mack, not the Shysters. When it is Mallow's turn, use Thunderbolt. This will deal a lot of damage to Mack, plus all of his Shysters will likely be destroyed. Mack will be stunned for one turn after Mallow uses Thunderbolt, so use this turn to pound him with Jump/Thunderbolt without needing to worry about him attacking you. Mack will attack with Flame Wall, which hits both Mario and Mallow, but not too much. He will also use Flame, on one member. Eventually, the Shysters will respawn, and Mack will jump into the air. Destroy the Shysters, and Mack will come back down. Simply do the same strategy as stated above, and keep healed until this fight is over quickly.



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Belome (1st Fight)

Found: Kero Sewers

Weakness: Lightning

Strengths: Sleep

Thoughts: I just...wanna sleep.

Item Recieved: N/A

HP: 500

Boss Strategy: Belome actually isn't very hard this time around. To be honest, he's more annoying than hard. You should be Level 6 with both Mario and Mallow, to make things much easier. Have Mario use Super Jump on Belome, and have Mallow use Thunderbolt on him. He attacks by using his tongue to cause some damage. After a decent amount of damage is dealt to him, he will eat Mallow, and try to turn Mario into a Scarecrow! During that state, you can only use FP for a certain amount of turns. If you have the Trueform Pin equipped, that attack will have no effect on you at all. When he eats Mallow, simply attack him with everything you've got. He'll spit out Mallow after a couple of turns. Repeat the above process until he falls.

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Bowyer

Found: Forest Maze

Weakness: N/A

Strengths: Poison, Silence, Sleep, Fear

Thoughts: What's with these folks?

Item Recieved: Flower Box

HP: 720

Boss Strategy: Bowyer isn't too tough, but he does some nifty attacks that will damage your party quite a bit. The battle starts off with you getting a free turn, pretty much. With Mario, use Super Jump. With Mallow, use his physical attack. Have Geno just use his physical attack, as well. His magic won't really hurt at this point in the game. After one turn, Bowyer will bring down an A, X, and Y square. You will get one more turn before he shoots an arrow at one of the squares. Pay attention to the square he shoots. If he shoots the square with an A on it, you cannot physically attack him. If he shoots the Y one, you can't use magic. Lastly, if he shoots the X one, you cannot use items! He will shoot only one, and it won't revert to two at a time. He attacks by using Static E after locking a button, which will hurt the party a lot (especially Geno). Just keep attacking him with all you've got, and he'll die in no time.

---

## Croco (2nd Fight)

Found: Coal Mines

Weakness: Fire

Strengths: Sleep

Thoughts: Ooh! I'm good!

Item Recieved: N/A

HP: 750

Boss Strategy: This fight is going to be a little tough if you aren't prepared enough. Despite his weakness being Fire attacks, I do not recommend using them on him unless you have Super Flame. Anyway, basically just have Mario, Mallow and Geno attack him with physical attacks. Even though it may not hurt much, it works. He starts off attacking like he did before, basically. However, after he is half way finished, he will steal ALL of your items! So now, you must be extra careful for the rest half of the fight. For healing, you'll need Mallow's HP Rain technique. Anyway, he switches to an attack that hurts a lot unless dodged. He will throw enemies at you, to hit you on the head! This can do up to around 45 damage, so be careful. Repeat the same attack pattern as stated above until you win.

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## Punchinello

Found: Coal Mines

Weakness: N/A

Strengths: Fear, Silence, Jump, Sleep, Poison

Thoughts: Yeeha! I see we're already famous!

Item Recieved: N/A

HP: 1200

Boss Strategy: This guy is really a pushover. He isn't very tough, but some of his attacks can hurt quite a bit. The fight starts off with him alone. Do NOT use ANY form of Jump attack on him, as it will hurt him 0. Instead, simply pound him with physical attacks with every character. Magic does not work on this guy. After a few turns, he will stomp the ground, causing some really small bombs to appear around him. They will attack you, too! Do not worry about those. Instead, focus all attacks on Punchinello. He will likely do Sandstorm, which will hurt the entire party, AND lower their attack power for quite a few turns! Still, though, continue attacking Punchinello with physical attacks. Eventually, he'll stomp the ground, causing regular Bob-Ombs to appear. After he is half way dead, he'll stomp the ground again, and medium-sized Bob-Ombs will appear. Lastly, when he is almost dead, he'll stomp the ground and make LARGE sized Bob-Ombs appear! From there, continue pounding him until he is defeated.

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## Booster/Snifits

Found: Booster Tower

Weakness (Snifits): Ice

Weakness (Booster): Jump

Strengths (Snifits): N/A

Strengths (Booster): Sleep

Thoughts (Snifits): Minimum wage for THIS?!

Thoughts (Booster): This is like realizing you're outside without your clothes on!

Item Recieved: N/A

HP (Snifits): 200

HP (Booster): 800

Boss Strategy: This fight can be a little tough, but you shouldn't have too much trouble. You have to kill Booster's Snifits before you can go after Booster himself, so take note of that. Start by having Geno attack the Snifits with Geno Beam. Have Mario and Mallow use physical attacks. The Snifits will do attacks such as Static E, and Blizzard, which can hurt the party quite much. Keep healed, and repeat the above process until all of Booster's Snifits are defeated. Now, to defeat Booster himself, use Super Jump with Mario, and Geno Beam with Geno. Have Mallow use physical attacks, and have him heal a party member whenever needed. Booster will do deadly attacks, such as Spritz Bomb, which can hurt around 60 damage per a hit! He may also use Local Express on one party member, which will likely kill one member. Just keep up the same pattern as stated above, and keep healed until Booster falls.

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## Knife Guy/Grate Guy

Found: Booster Tower

Weakness (Knife Guy): Fire

Weakness (Grate Guy): Lightning

Strengths (Knife Guy): Sleep, Lightning

Strengths (Grate Guy): Sleep, Fire

Thoughts (Knife Guy): Happiness is hip!

Thoughts (Grate Guy): Peace is just a dream.

Item Recieved: Flower Jar

HP (Knife Guy): 700

HP (Grate Guy): 900

Boss Strategy: Okay, this fight will probably be a little hard. You will want to have Mario focus all attacks on Knife Guy. Have Mario use Super Flame on him, and if preformed correctly, you'll deal around 220 damage! Have Geno just use physical attacks or Geno Boost, as he's pretty useless in this fight. Have Mallow use Shocker (time it right to make it hurt a lot!) on Grate Guy. Knife Guy will often throw a knife at a single party member. He will also do Blizzard. Grate Guy loves to either put a single party member to sleep with a bubble, or use Meteor Blast and Echofinder on the party. Echofinder puts a party member in Mute

status (cannot use magic) for a few turns, so watch out for that! Sometimes, Grate Guy and Knife Guy will stand on top of each other, but it doesn't really do anything. Repeat the same process as stated above, and stay healed until they die.

---

### Bundt/Raspberry

Found: Marrymore

Weakness (Bundt): Jump

Weakness (Raspberry): Jump

Strengths (Bundt): Lightning, Fear, Sleep, Ice, Fire, Poison

Strengths (Raspberry): Lightning, Fear, Sleep, Ice, Fire, Poison

Thoughts: Congratulations!

Item Received: N/A

HP (Bundt): 900

HP (Raspberry): 600

**Boss Strategy:** This boss can be a bit dangerous if you aren't careful. The fight starts off with two chefs, and the cake. The chefs will attack by poking you. Attack the cake with everything you've got, as it attacks you. After it's half way dead, the cake will move once, and one chef will get scared. After 900 HP is taken off, both chefs will see it, get scared, and run. With them out of the way, the cake lights all five candles on itself, and you have to blow them out by attacking it. Just use physical attacks. After each attack, one candle blows out. However, after each attack the cake does, a candle re-lights itself! After all of the candles are blown out, hit it one more time and Bundt (the top part of the cake) will fall. Now, for the last part of the battle, have Mario use Super Jump, and have Mallow and Geno (or Bowser) use physical attacks on the cake. Raspberry will often use Drain Beam, Sand Storm, and Blizzard, so watch out. Continue the above pattern and heal when needed until you win.

---

### King Calamari

Found: Sunken Ship

Weakness: Fire

Strengths: Poison, Silence, Sleep, Fear

Thoughts: This ship's MINE! SCRAM!

Item Received: N/A

HP: 800

**Boss Strategy:** This fight will be a little hard, so I recommend having Toadstool in the party. The battle will start off with three tentacles, and you must defeat them to progress to the next part of the battle. The tentacles love to toss a party member upwards, lowering their attack when they come back down a couple of turns later. Use physical attacks with each party

member on these things, and when someones attack is lowered, have Peach use Group Hug to heal the status effect. Repeat this process until the three tentacles are defeated, then your party will progress onto the next part of the fight. You have to fight three more tentacles! Do the same thing as you did above until they are all dead. Then, you'll progress to the real part of the battle, where King Calamari himself is. He has two tentacles with him, so take care of those first. To defeat Calamari, have Mario use Super Flame, while Geno (or Bowser and Mallow) uses physical attacks. Calamari attacks with Sandstorm, Drain Beam, and a physical attack. He will also use Ink, so be careful. Keep healed using Group Hug, and keep attacking with the pattern stated above, and you will win.

---

Johnny

Found: Sunken Ship

Weakness: N/A

Strengths: Sleep

Thoughts: Whoa! It's all over.

Item Recieved: N/A

HP: 820

Boss Strategy: This guy has four Blue Bandanas with him, and I have a good strategy for winning this battle. I recommend you have Geno Whirl, and have Geno in your party to win this fight easily. To start off, have Mario and whoever else is in your party (besides Geno) use physical attacks on Johnny, not his underlings. Look at the Secrets section of the FAQ to see how to do the 9999 damage trick with Geno Whirl. Do this to all but one of his henchmen, and then just leave the last one there (you could put it to sleep if you had Toadstool with Sleepy Time). If you kill ALL of Johnny's henchmen, you'll have to fight him alone with Mario only, which can be a bit rough. However, using this trick, you can pound Johnny into the ground with all three members! After a few hits on him, he'll 'get tougher', and turn red. His defense will be DRASTICALLY increased when he does this. Simply repeat the same pattern as stated above until you beat him.

---

Yaridovich

Found: Seaside Town

Weakness: Lightning

Strengths (Real Yaridovich): Sleep, Poison, Fear, Silence

Strengths (Fake Yaridovich): Sleep, Poison, Fear, Silence

Thoughts (Real Yaridovich): My promotion's at stake!

Thoughts (Fake Yaridovich): I'm not the real McCoy!

Item Recieved: N/A

HP (Real Yaridovich): 1500

HP (Fake Yaridovich): 500

Boss Strategy: Yaridovich can be a pretty rough boss, honestly. When you start the fight, have Mario and all of the party use physical attacks on him. If you have Mallow in your party, let him use Shocker on him, since he is weak against lightning attacks. If you have Geno with you, it may be a good idea to use Geno Boost on each party member. Eventually, Yaridovich will split in two, and you must guess which one is real. There are a couple of ways to tell this. One, use Psychopath with Mallow on one of them, and read its thoughts (press Y just before the technique ends). If it says "I'm not the real McCoy!", then do not attack that one. If you attack it and you hurt it a lot (like 200 damage), it's the fake one. Yaridovich likes to attack by stabbing you with the spear, and by using Water Blast, so get prepared to heal! Continue the same attack pattern until he's finished.

---

Belome (2nd Fight)

Found: Belome Temple

Weakness: Lightning

Strengths: Sleep

Thoughts: Gotta yummy in my tummy!

Item Recieved: N/A

HP: 1200

Boss Strategy: For the second fight, Belome sure hasn't gotten much tougher, but he DOES have some new annoying abilities. At the start of the fight, have Mario pound him with physical attacks. The only time you should use magic attacks is if you have Mallow in your party, where he is weak against lightning. If you have Mallow, use Shocker on him to deal lots of damage. Have everyone else attack him with physical attacks (unless you have Toadstool; make her use Group Hug). After a couple of turns, Belome will eat a party member, spit him/her back out, and clone that party member that he just ate! However, the clones are weak. So, focus all attacks on Belome. and ignore the clones. Belome will attack the same way as before, except he will use attacks such as Drain Beam, and Light Beam (puts the party to sleep). Repeat the same attack pattern as stated above, and keep healed and Belome will lose very quickly.

---

Jinx (1st Fight)

Found: Monstro Town

Weakness: N/A

Strengths: Poison, Lightning, Ice, Fear, Silence, Sleep, Fire

Thoughts: You're just a beginner!

Item Recieved: N/A

HP: 600

Boss Strategy: Defeating Jinx for the first time isn't very hard, but he does one attack, really, for the entire fight. Take note that magic does not work on him. Also, I recommend having a party of Mario, Geno, and Toadstool for the battle. Anyway, start off by hitting Jinx with mad physical attacks. He'll likely use "Jinxed", where he repeatedly punches a party member, dealing lots of damage. Just continue the same pattern and heal up whenever needed. He will eventually use Valor Up, which increases his defense some. Still repeat the same pattern when he does this, and you'll win.

---

#### Jinx (2nd Fight)

Found: Monstro Town

Weakness: N/A

Strengths: Poison, Lightning, Ice, Fear, Silence, Sleep, Fire

Thoughts: Sympathy!? Not from me!

Item Received: N/A

HP: 800

Boss Strategy: This is going to be a really rough fight if you're not around Level 18-20. Fight him the same way you did before, and with the same party as before (though you may want Bowser, due to his strength being higher than any other party member). Jinx will now use Quicksilver, which hurts a lot! And he'll also use Silver Bullet, which is a one-hit KO unless blocked. He will also use Triple Kick, so watch out. After he does Valor Up, keep pounding him with attacks until he's finally defeated.

---

#### Jinx (3rd Fight)

Found: Monstro Town

Weakness: N/A

Strengths: Poison, Lightning, Ice, Fear, Silence, Sleep, Fire

Thoughts: Ooh! I'm gonna hurt ya!

Item Received: N/A

HP: 1000

Boss Strategy: Jinx is going to be very hard this time around. When the fight starts, he'll immediately use Bombs Away on one party member, which will likely kill the member. Use a Pick Me Up on him/her, then continue attacking him the same way you did the last two fights. Jinx will use every attack he's used in fights one and two, so take note of that. I do not recommend fighting him until you're at least Level 23. He will use Valor Up like he always does, so just keep attacking until he's defeated.

---

## Megasmilax

Found: Bean Valley

Weakness (Megasmilax): Ice

Weakness (Smilax): N/A

Strengths (Megasmilax): Silence, Fear, Sleep, Poison

Strengths (Smilax): Silence, Fear, Sleep, Poison

Thoughts (Megasmilax): I was a water baby!

Thoughts (Smilax): Turn your eyes!

Item Recieved: N/A

HP (Megasmilax): 1000

HP (Smilax): 200

Boss Strategy: This boss is pretty easy for the most part. I recommend having a party of Mario, Mallow, and Toadstool. The fight starts out with only one Smilax, and no boss. Just attack it with physical attacks until it dies. When it does, the Shy Away will appear, and water the plant again, causing two to appear at one time! Attack those and defeat them, and then he'll water it again, this time for three at once! After those are defeated, he'll come back one last time, and water the plant again. Two Smilax's and a Megasmilax, the real boss, will appear. Use Snowy with Mallow, physical attacks with Mario, and have Peach heal. Kill the two Smilax's before you go for the boss, however. Megasmilax loves to use Petal Blast often, which damages the party and turns them into Mushrooms for a few turns! Keep attacking the Megasmilax with Snowy and physical attacks, and keep healed and you'll win in no time.

---

## Shelly/Birido

Found: Nimbus Land

Weakness (Shelly): N/A

Weakness (Birido): N/A

Strengths (Shelly): Poison, Sleep, Fear, Silence

Strengths (Birido): Poison, Sleep, Fear, Silence, Fire

Thoughts (Shelly): Slow down!

Thoughts (Birido): I just love life!

Item Recieved: N/A

HP (Shelly): 500

HP (Birido): 777

Boss Strategy: Birido isn't very hard of a boss at all. The battle begins with her inside her shell. Simply just keep attacking it with regular attacks; the shell never attacks. After a few hits, the shell will break open, revealing Birido. For the real part of the battle, have the party attack her with physical attacks, because magic dosen't work. She will attack by spitting eggs at you, which will cause around 60 damage! After a few turns, she'll begin spitting one egg at you, which hurts about 80! Just keep yourself healed up and continue the above pattern until this easy boss falls.



---

Queen Valentina/Dodo

Found: Nimbus Land

Weakness (Queen Valentina): N/A

Weakness (Dodo): Fire

Strengths (Queen Valentina): Fear, Silence, Sleep, Poison, Ice

Strengths (Dodo): Silence, Sleep

Thoughts (Queen Valentina): I tell ya, he's NOTHING!

Thoughts (Dodo): I'm starved...later!

Item Recieved: N/A

HP (Queen Valentina): 2000

HP (Dodo): 800

Boss Strategy: The fight begins with Valentina and Dodo. However, Dodo will take whoever is middle in your party, and carry him/her to a different place, for a one-on-one fight! To defeat Dodo, I recommend having Bowser or Geno as the member. Just keep hitting him, using magic if nessecary. However, Dodo has attacks such as Multistrike, and Flutter Hush. Multistrike will hurt you a lot, while Flutter Hush will mute you, making you unable to use magic! Keep attacking him until he gives up. Now, you'll have to battle Valentina herself with two members only, for a few turns. Pound Valentina with magic attacks and physical attacks. When your other party member returns, so does Dodo! So, focus all attacks on Dodo until he's gone. Then, continue with Valentina. She attacks with attacks such as Blizzard, and Drain Beam. Just keep attacking her with magic and physical attacks, and heal when needed until Valentina is finally defeated.

---

Czar Dragon/Zombone

Found: Barrel Volcano

Weakness (Czar Dragon): Ice

Weakness (Zombone): Lightning

Strengths (Czar Dragon): Fire, Sleep

Strengths (Zombone): Fear, Poison, Ice, Sleep, Fire

Thoughts (Czar Dragon): Flamin' hot, right at ya!

Thoughts (Zombone): Hey! We're not done yet!

Item Recieved: N/A

HP (Czar Dragon): 1400

HP (Zombone): 1800

Boss Strategy: The Czar Dragon can be tough if you do not have Mallow in your party. I recommend having a party of Mario, Mallow and Toadstool for this battle. Anyway, at the start, have Mario use the Lazy Shell on him, while Mallow uses Snowy. Have Toadstool just attack, and have her heal when needed. The Czar Dragon will also make four fireball-type things appear in front of him. They will

blow up into a character (all four of them) after one turn of them spawning. The Czar Dragon will also attack by chomping you and by using Flame Wall and the like. Keep up the same pattern until he drops into the lava, and comes back out as Zombone. To defeat Zombone, use Shocker on him, to cause lots of damage! Do the same thing you did for the Czar Dragon, basically. He likes to attack with Boulder often, and by using Storm. He may even lower a single members attack power! Keep the same pattern up, and like always, keep healed until he melts in the lava.

---

## The Axem Rangers

Found: Barrel Volcano

Weakness (Red): Ice

Weakness (Green): Ice

Weakness (Black): Lightning

Weakness (Pink): Fire

Weakness (Yellow): N/A

Weakness (Axem Rangers): Lightning

Strengths (Red): Sleep, Fire, Fear

Strengths (Green): Silence, Sleep

Strengths (Black): Sleep, Fear

Strengths (Pink): Silence, Ice, Sleep

Strengths (Yellow): Poison, Sleep, Thunder, Jump

Strengths (Axem Rangers): Fear, Sleep, Poison, Silence

Thoughts (Red): I'm all thumbs today!

Thoughts (Green): Are we done here?

Thoughts (Black): You're timing stinks!

Thoughts (Pink): Red, WRONG POSITION!

Thoughts (Yellow): We're lookin' GOOD!

Thoughts (Axem Rangers): It's a melee!

Item Recieved: N/A

HP (Red): 800

HP (Green): 450

HP (Black): 550

HP (Pink): 400

HP (Yellow): 600

HP (Axem Rangers): 999

**Boss Strategy:** This is going to be a little hard, because you have five people attacking you at once; not to mention that Black gets two attacks in one turn! To defeat them, I recommend having a party of Mario, Geno, and Toadstool. Now, you'll want to go after Axem Green first, since he is no doubt one of (if not) the weakest in defense. Have Mario use the Lazy Shell, have Toadstool heal, and have Geno either use Geno Flash, or just his regular attack on Green. After, like, two turns, Green should be done for. Now, focus on Black, because he can be deadly. Black likes to attack with Spritz Bomb, and by chopping you with his blade. He'll also just attack with a bomb on one character. So, just use mainly physical attacks on Black, because he only has 100 more HP than Green. After Black is taken care of, focus your attacks on Pink. Pink will sometimes (not really often) use Petal Blast, which will turn your party into Mushrooms!

Use Toadstool's Group Hug to take care of that. Just keep attacking Pink until she's done for. Now we only have Yellow and Red to take care of, so we'll go for Yellow first. Just basically pound him with regular attacks, and he'll be down in no time. He likes to attack with Body Slam, which is a really powerful attack on one member! When Yellow is gone, simply just pound Red with everything you've got. He's not very dangerous, as he'll usually just use a white energy ball-type thing, and it only hits one member. After Red is finished, he'll operate on the machine behind him, then you have to take care of it!

It will use Breaker Beam on the entire party after a single turn, so heal, then continue pounding him. He'll have to recharge after one Breaker Beam, then use it again the next turn. Simply continue the same pattern, and heal when necessary until you win.

---

### Magikoopa

Found: Bowser's Keep

Weakness: N/A

Strengths: Sleep, Poison, Silence

Thoughts: That's...my child?

Item Recieved: N/A

HP: 1600

Boss Strategy: This fight isn't going to be very tough at all. If you have the Lazy Shell with Mario, the Star Gun with Geno, and the Super Slap or Frying Pan with Toadstool, this battle will be cake. So I recommend having a party of Mario, Geno, and Toadstool or Bowser. Just attack her with nothing but physical attacks. You should deal more than 200 damage almost every shot! Magikoopa will usually attack with attacks such as Solidify. She'll also send out a monster to help her, such as a King Bomb, Jinx, or even a Bahamutt. Just defeat those with normal attacks, until they die. Then, continue pounding Magikoopa, while healing if ever needed. You'll win very quickly.

---

### Boomer

Found: Bowser's Keep

Weakness: N/A

Strengths: Sleep, Fear, Poison, Silence

Thoughts: It's all over now...

Item Recieved: N/A

HP: 2000

Boss Strategy: This boss is quite easy, but he has high defense for the most part. He doesn't have any really powerful attacks, either. Start by having the party use physical attacks on him. He will

attack by hitting you and the like. Just repeat this, really, and keep yourself healed. He'll turn blue, which is when his defense is lowered a bit. He'll also have some nasty attacks, such as a One-Hit KO attack, and Storm, which can deal lots of damage to one party member! As I said, just keep healed, and keep on attacking until he's defeated.

---

## The Smithy Gang

Found: Bowser's Keep

Weakness (Left Eye): Fire, Jump

Weakness (Right Eye): Fire, Jump

Weakness (Neosquid): N/A

Weakness (Exor): N/A

Strengths (Left Eye): Sleep, Lightning

Strengths (Right Eye): Sleep, Lightning

Strengths (Neosquid): Sleep

Strengths (Exor): Fear, Sleep, Lightning, Silence, Poison

Thoughts (Left Eye): I can't see a thing!

Thoughts (Right Eye): I've got an astigmatism!

Thoughts (Neosquid): I'm so utterly alone...

Thoughts (Exor): Gotta mow the lawn soon.

Item Recieved: N/A

HP (Left Eye): 300

HP (Right Eye): 500

HP (Neosquid): 800

HP (Exor): 1800

**Boss Strategy:** This fight is really a little hard; harder than most other fights you've experienced throughout the game thus far. The fight begins with the Smithy Gang's Right and Left Eye, plus its mouth (Neosquid). The mouth does some deadly magic attacks, such as Storm, Corona, and Solidify. The two eyes attack with just a normal attack, and not very powerful magic attacks. Exor, the one whom you must kill to win the battle, does not attack at all. Have Mario either jump on the Right or Left Eye, or just have him use the Lazy Shell on it. Have Toadstool use Psych Bomb or just regular attacks on the Right/Left Eye. Don't worry about Neosquid; it's not worth killing it. After one of the eyes are gone, Exor's defense will drop, allowing you to actually be able to damage it!

The eye will get revived after a couple of turns, so use this time to damage Exor as much as possible. When the eye gets revived, repeat the same process to the eye, then attack Exor. Keep healed, and keep the same strategy up until you win. Also, if you want a very cheap way to win this fight, simply use Geno's Geno Whirl attack on Exor, and do the 9999 damage trick. It works on Exor (this is the only boss it will work on), even when his defense is down! You'll win the battle immediately, so use this trick if you wish!

---

## Culex

Found: Monstro Town

Weakness (Earth Crystal): Lightning

Weakness (Fire Crystal): Ice

Weakness (Water Crystal): Fire

Weakness (Wind Crystal): N/A

Weakness (Culex): N/A

Strengths (Earth Crystal): Poison, Jump, Fear, Sleep, Silence

Strengths (Fire Crystal): Poison, Fire, Fear, Sleep, Silence

Strengths (Water Crystal): Poison, Ice, Fear, Sleep, Silence

Strengths (Wind Crystal): Poison, Lightning, Fear, Sleep, Silence

Strengths (Culex): Poison, Ice, Fear, Sleep, Silence

Thoughts (Earth Crystal): I hate being awakened!

Thoughts (Fire Crystal): I gotta vacuum tonight!

Thoughts (Water Crystal): Get me back underground!

Thoughts (Wind Crystal): Whhhhhhooooo...

Thoughts (Culex): A little off, eh?

Item Recieved: N/A

HP (Earth Crystal): 3200

HP (Fire Crystal): 2500

HP (Water Crystal): 1800

HP (Wind Crystal): 800

HP (Culex): 4096

Boss Strategy: Okay, this fight is by far one of the hardest (if not THE hardest) battles in the entire game. Before the strategy, however, there are a couple of things you should know. This boss is NOT from ANY Final Fantasy game, despite the music being Final Fantasy II/IV's Boss Battle music. And, I do NOT recommend even trying to attempt this boss unless you are, at the LEAST, Level 25. With that said, here's the strategy. First of all, it is highly recommended that you have Toadstool in the party. If you do not, you most likely won't win, as her Group Hug technique is very useful for this battle. To start the battle off, focus on the Earth Crystal first. With the Lazy Shell weapon, it will get hurt around 200 damage, possibly. With other party members, use physical attacks on it. The crystals will do deadly attacks, such as Corona, Solidify, Meteor Blast, and just Blast on a single party member. They will also attack with attacks such as Flame Wall, Flame, Mega Drain, and Drain.

Culex almost always attacks by either using Shredder, or by attacking a single party member with one physical attack. He will sometimes use Dark Star on a single party member, which will probably kill a party member! After the Earth Crystal is defeated, focus on all of the other crystals, except for Wind. Defeat the other crystals the same way you did the other one, unless of course you have a character that can damage them a lot via their weakness. After all but the Wind Crystal is taken out, focus all attacks on Culex. By now, his FP should be gone, so just focus all attacks on him until he is defeated. If the crystal is still standing, attack it once to end the fight! As a reward, you'll get a Quartz Charm.

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## Count Down/Ding-A-Ling

Found: Gate

Weakness (Count Down): Lightning, Jump

Weakness (Ding-A-Ling): Ice

Strengths (Count Down): Sleep, Poison, Fear, Silence

Strengths (Ding-A-Ling): Silence, Poison, Fear

Thoughts (Count Down): We're into overtime!

Thoughts (Ding-A-Ling): Wake up, sleepy heads!

Item Recieved: N/A

HP (Countdown): 2400

HP (Ding-A-Ling): 1200

Boss Strategy: Defeating this boss can be a pain at first, but after the two Ding-A-Lings are gone, this fight gets much more easier than before. Anyway, the Ding-A-Lings love to attack either by physical attacks, or by using a Roulette attack that instantly kills one party member! They'll also use Dark Star on a single party member, causing massive damage! Attack the Ding-A-Lings with Snowy, if Mallow is in your party. If not, just use regular attacks with each party member until they are both defeated. Count Down will do various attacks at a certain time. For an example, if he says something along the lines of "It's 1:00. Time to play!", he'll use Ice Rock on a party member. He will go from 1:00, to 2:00, to 3:00, etc., until he gets back to 1:00. He will do various attacks. Just keep attacking him with Jump and Lightning attacks (if Mallow is in your party) until he's gone, and heal whenever nessecary.

---

## Cloaker/Domino/Earth Link/Mad Adder

Found: Gate

Weakness (Cloaker): N/A

Weakness (Domino): N/A

Weakness (Earth Link): N/A

Weakness (Mad Adder): N/A

Strengths (Cloaker): Sleep, Poison, Fear, Silence

Strengths (Domino): Silence, Sleep

Strengths (Earth Link): Sleep, Poison, Fear, Silence

Strengths (Mad Adder): Sleep, Poison, Fear, Silence

Thoughts (Cloaker): I love cold hard steel!

Thoughts (Domino): MAGIC! DEAL with it!

Thoughts (Earth Link): What a royal pain!

Thoughts (Mad Adder): I'm alive and kicking!

Item Recieved: N/A

HP (Cloaker): 1200

HP (Domino): 900

HP (Earth Link): 2500

HP (Mad Adder): 1500

Boss Strategy: This is really a quite difficult boss battle, to tell you the truth. If you want the first part of the fight to be easy, but the second part of the fight be hard, then go after Domino,

instead of Cloaker. If you want it vice versa, fight Cloaker. We're going to assume you fight Domino. Also, if you defeat Cloaker, you'll fight Mad Adder at the second part of the fight. If you battle Domino, you'll fight Earth Link. Anyway, focus all attacks on Domino. They don't have very powerful attacks that you really need to worry about. After Domino is defeated, Cloaker will move back, and then jump onboard a huge snake! This is Earth Link/Mad Adder. Now, defeat Cloaker/Domino at the top of the snake.

The snake attacks with deadly attacks such as Poison, which could poison and hurt a member badly! He also does other deadly magic attacks. Just keep attacking, and keep healed when you need to until you win.

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### Gunyolk

Found: Smithy's Factory

Weakness (Gunyolk): Lightning

Weakness (Factory Chief): Ice

Strengths (Gunyolk): Fire

Strengths (Factory Chief): Lightning

Thoughts (Gunyolk): If we're beaten, the boss is alone!

Thoughts (Factory Chief): Who DARES to fight ME?!

Item Recieved: N/A

HP (Gunyolk): 1500

HP (Factory Chief): 1000

Boss Strategy: This boss can be a pain. Not only do you have to worry about the Factory Chief, but you also need to worry about Gunyolk, and his deadly Breaker Beam attack. He will also attack with physical attacks, and with Electroshock, and some other nasty attacks. Focus all attacks on the Factory Chief, first. The Chief will throw spikes at you, and sometimes, he'll do attacks which will hurt a party member drastically! Just keep hitting him with physical attacks until he's gone, and have Toadstool heal when needed. To defeat Gunyolk, have Mario use Ultra Flame, while the rest of the party attack (Toadstool heals, like always). Keep up this attack pattern until you defeat Gunyolk.

---

### Smithy (1st Fight)

Found: Smithy's Factory

Weakness (Smithy): N/A

Weakness (Smelter): Lightning

Weakness (Shyper): N/A

Strengths (Smithy): Poison, Fear, Sleep, Silence

Strengths (Smelter): Poison, Fire, Fear, Sleep, Silence

Strengths (Shyper): Poison, Fear, Sleep, Silence

Thoughts (Smithy): Eh?! Not bad!

Thoughts (Smelter): I brush after each meal!

Thoughts (Shyper): Ooh! This'll be fun!

HP (Smithy): 2000

HP (Smelter): 1500

HP (Shyper): 400

Boss Strategy: This is it: part one of the final battle! And, unless you are around Level 26, it isn't going to be so easy. When the fight begins, I hope you have Toadstool in your party, because you're going to need her. Smithy will likely use Sledge the minute the battle starts; an attack that hurts the entire party! Then, when you get to attack, have Mario attack Smithy with the Lazy Shell. Then, use Geno's Star Gun (assuming you have him in your party, and we're going to assume you do) on Smithy. With Toadstool, heal the party using Group Hug. After almost every turn, the Smelter will spit out red stuff. Smithy will smash it, and it will create a Shyper enemy! Ignore the enemy, but it does have a deadly attack: Sword Rain. After awhile, though, it will run out of FP, so just ignore it.

The Smelter will also spit out two Shypers at once! Smithy has some attacks that are deadly, such as Meteor Swarm. That attack will hurt the entire party a lot! So, simply keep attacking only Smithy, and never attack the Smelter and Shypers, and keep yourself healed until you beat him, and round two, the true final battle begins!

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Smithy (Final Battle)

Found: Smithy's Factory

Weakness (Body): N/A

Weakness (Furnace Head): Ice

Weakness (Tank Head): Lightning

Weakness (Toaster Head): N/A

Weakness (Treasure Head): N/A

Weakness (Wizard Head): N/A

Strengths (Body): Poison, Fear, Sleep, Silence

Strengths (Furnace Head): Poison, Fear, Sleep, Silence, Lightning, Fire, Jump

Strengths (Tank Head): Poison, Fear, Sleep, Silence

Strengths (Toaster Head): Poison, Fear, Sleep, Silence

Strengths (Treasure Head): Poison, Fear, Lightning, Sleep, Silence

Strengths (Wizard Head): Poison, Fear, Sleep, Silence, Lightning, Fire

Thoughts (Body): What a heavy head!

Thoughts (Furnace Head): Nothin' can hurt me!

Thoughts (Tank Head): Don't shock me! DON'T!

Thoughts (Toaster Head): This isn't good at all!

Thoughts (Treasure Head): What's hidden inside?!

Thoughts (Wizard Head): Good magic, bad defense.

HP (Body): 1000

HP (Furnace Head): 8000

HP (Tank Head): 8000

HP (Toaster Head): 8000

HP (Treasure Head): 8000

HP (Wizard Head): 8000



Boss Strategy: The final boss is going to be a really long and tiresome battle. The fight begins with Smithy's 'Furnace' head (his first head). Also, he has a total of 8000 HP altogether; all of his heads do not each have 8000 HP seperate. At the start of the battle, Smithy will hit the floor with his hammer, and change heads. He will either change to the Tank, the Toaster (has a purple face inside of a big blue thing), the Treasure, or the Wizard (looks like a girl with antennas or something). The Body is really nothing you need to worry about, so don't focus your attacks on it. Simply focus all attacks on the head only. By far, the two most dangerous heads are the Wizard and the Tank. The Wizard has some very deadly magic attacks, such as Spear Rain, Meteor Swarm, etc. The Tank Head has two very damaging attacks, like Magnum, which is a One-Hit KO to a single member!

Have Toadstool use Group Hug when it is needed. If Smithy uses the Wizard Head, have your party just pound him with regular attacks, to deal around 250-300 damage per a blow! The Body will usually attack after the head attacks, but if you kill the body, that won't happen for a few turns. But, as I said, I don't recommend killing the body, as it's not worth it at all. If he uses the Treasure Head, he will use some moves that will cause bad status effects on the party! If he uses the Toaster Head, he will have high defense, but will mostly just sit there and use Shredder and Mega Recover until he changes heads. So, with all of this stated, just keep on attacking him, and if you have Mallow in your party, use Shocker on the Tank Head. Have Toadstool keep the party healed until you beat him and the game!

---

=====  
VI. Items  
=====

NOTE: All of the items are listed in alphabetical order, from A-Z. Also, the description of the items are from the game, not from me.

In this section, I will list all of the items in the game, along with info on how much they sell for, and how much they cost and such.

=====  
Normal Items  
=====

---

Able Juice  
Price: 4 Coins  
Sells For: 2 Coins  
Description: Heals status problems during battle.

---

Bad Mushroom

Price: 30 Coins  
Sells For: 15 Coins  
Description: Poisons an enemy

---

Bracer  
Price: 2 Frog Coins  
Sells For: 1 Coin  
Description: Raises ally's defense in battle.

---

Bright Card  
Price: N/A  
Sells For: 777 Coins  
Description: A member's card for the casino.

---

Carbo Cookie  
Price: N/A  
Sells For: 1 Coin  
Description: Kids love 'em.

---

Crystalline  
Price: 5 Frog Coins  
Sells For: 2 Coins  
Description: Raises party's defense in battle.

---

Earlier Times  
Price: 15 Frog Coins  
Sells For: 7 Coins  
Description: Use it to start a battle over.

---

Elixir  
Price: Varies from Shop at Tadpole Pond  
Sells For: 24 Coins  
Description: Party recovers 80 HP.

---

Energizer  
Price: 2 Frog Coins  
Sells For: 1 Coin  
Description: Raises ally's battle power during battle.

---

Fertilizer  
Price: N/A  
Sells For: 100 Coins  
Description: Nutrients!

---

Fire Bomb  
Price: 200 Coins  
Sells For: 100 Coins  
Description: Hit all enemies w/ fire.

---

Fireworks  
Price: 500 Coins  
Sells For: 250 Coins  
Description: A gorgeous firework.

---

Flower Box  
Price: N/A  
Sells For: 500 Coins  
Description: Raises Flower Pts. by 5.

---

Flower Jar  
Price: N/A  
Sells For: 300 Coins  
Description: Raises Flower Pts. by 3.

---

Flower Tab  
Price: N/A  
Sells For: 100 Coins  
Description: Raises Flower Pts. by 1.

---

Freshen Up  
Price: 50 Coins  
Sells For: 25 Coins  
Description: Party is refreshed during battle.

---

Fright Bomb  
Price: 100 Coins  
Sells For: 50 Coins  
Description: Fear attack on all enemies.

---

FroggieDrink  
Price: Varies from Card  
Sells For: 8 Coins  
Description: Party recovers 30 HP.

---

Goodie Bag  
Price: N/A

Sells For: 555 Coins

Description: It's packed full of coins.

---

Honey Syrup

Price: 10 Coins

Sells For: 5 Coins

Description: Recovers 10 Flower Pts.

---

Ice Bomb

Price: 250 Coins

Sells For: 125 Coins

Description: Hit all enemies w/ ice.

---

Kerokero Cola

Price: Varies from Place

Sells For: 200 Coins

Description: All members recover fully.

---

Lamb's Lure

Price: N/A

Sells For: 1 Coin

Description: Baa, baa...

---

Lucky Jewel

Price: 100 Coins

Sells For: 50 Coins

Description: Summons luck at will.

---

Maple Syrup

Price: 30 Coins

Sells For: 15 Coins

Description: Recovers 40 Flower Pts.

---

Max Mushroom

Price: 39 Coins

Sells For: 39 Coins

Description: Recovers all HP.

---

Megalixir

Price: Varies from Shop Visit

Sells For: 60 Coins

Description: Party recovers 150 HP.

---

Mid Mushroom  
Price: 20 Coins  
Sells For: 10 Coins  
Description: Recovers 80 HP.

---

Moldy Mush  
Price: N/A  
Sells For: 1 Coin  
Description: Gross! There's mold growing on it.

---

Muku Cookie  
Price: 69 Coins  
Sells For: 34 Coins  
Description: Muku! Muku-muku! Muka?

---

Mushroom (Regular)  
Price: 4 Coins  
Sells For: 2 Coins  
Description: Recovers 30 HP.

---

Mushroom (Irregular)  
Price: 4 Coins  
Sells For: 2 Coins  
Description: Recovers 30 HP, but...

---

Mystery Egg  
Price: 200 Coins  
Sells For: 100 Coins  
Description: A product of pure love...

---

Pick Me Up  
Price: 5 Coins  
Sells For: 2 Coins  
Description: Revives downed ally.

---

Power Blast  
Price: 5 Frog Coins  
Sells For: 2 Coins  
Description: Raises party's attack power in battle.

---

Pure Water  
Price: N/A  
Sells For: 75 Coins

Description: Defeats ghosts in a wink.

---

Red Essence

Price: N/A

Sells For: 200 Coins

Description: You won't be attacked for 3 turns during battle.

---

Rock Candy

Price: N/A

Sells For: 200 Coins

Description: Attack all enemies.

---

Rotten Mush

Price: N/A

Sells For: 2 Coins

Description: Eeew, it's rotten!

---

Royal Syrup

Price: N/A

Sells For: 50 Coins

Description: Recovers all Flower Pts.

---

Seed

Price: N/A

Sells For: 150 Coins

Description: A fast-growing seed.

---

See Ya

Price: 10 Frog Coins

Sells For: 5 Coins

Description: Allows you to run away from battles.

---

Sheep Attack

Price: N/A

Sells For: 1 Coin

Description: Baah, baah...

---

Shiny Stone

Price: N/A

Sells For: 2 Coins

Description: A pretty stone!

---

Sleepy Bomb  
Price: 1 Frog Coin  
Sells For: 0 Coins  
Description: Puts enemies to sleep.

---

Star Egg  
Price: N/A  
Sells For: 1 Coin  
Description: Reusable battle item.

---

Wallet  
Price: N/A  
Sells For: 180 Coins  
Description: A fat wallet.

---

Wilt Shroom  
Price: N/A  
Sells For: 4 Coins  
Description: It's wilted...

---

Yoshi-Ade  
Price: N/A  
Sells For: 100 Coins  
Description: Power raised during battle.

---

Yoshi Candy  
Price: N/A  
Sells For: 70 Coins  
Description: Recovers 100 HP.

---

Yoshi Cookie  
Price: N/A  
Sells For: 1 Coin  
Description: Summons Yoshi during battle.

---

=====  
Quest Items  
=====

---

Alto Card  
Location: Tadpole Pond  
Description: A membership card for the Juice Bar.

---

Bambino Bomb  
Location: Moleville  
Description: Handle with care!

---

Beetle Box  
Location: Seaside Town  
Description: It's an insect cage.

---

Big Boo Flag  
Location: Yo'ster Isle  
Description: It's a Big Boo Flag.

---

Castle Key #1  
Location: Nimbus Land  
Description: It's a Castle Key.

---

Castle Key #2  
Location: Nimbus Land  
Description: It's a Castle Key.

---

Cricket Jam  
Location: Mushroom Kingdom  
Description: Delicious jam!

---

Cricket Pie  
Location: Kero Sewers  
Description: A tasty looking pie.

---

Dry Bones Flag  
Location: Mario's Pad  
Description: It's a Dry Bones' Flag.

---

Elder Key  
Location: Booster Tower  
Description: The key to the Ancestor Hall.

---

Greaper Flag  
Location: Rose Town  
Description: It's a Greaper Flag.



-----  
Rare Frog Coin  
Location: Bandit's Way  
Description: It's a Frog Coin from Frogfucius!

-----  
Room Key  
Location: Booster Tower  
Description: The key to the mine room!

-----  
Shed Key  
Location: Seaside Town  
Description: The key to the shed in Seaside Town.

-----  
Soprano Card  
Location: Tadpole Pond  
Description: A membership card for the Juice Bar.

-----  
Temple Key  
Location: Monstro Town  
Description: It's a Temple Key.

-----  
Tenor Card  
Location: Tadpole Pond  
Description: A membership card for the Juice Bar.

=====  
VII. Techniques  
=====

Throughout the game, Mario and friends will learn certain spells that cost FP (Flower Points). Each party member learns spells by level, and in this very section, I will list all of the techniques each party members learns, and at what level. I'll also list the games description on the spells, and information of my own about each spell.

=====  
Mario's Techniques  
=====

-----  
Jump  
Learned at Level: N/A

FP Cost: 3

Description: Stomp foes! Press "Y" just before hit!

Technique Information: Mario will attempt to jump on an enemy. Just before the hit makes contact with the enemy, press Y to cause some extra damage.

---

Fire Orb

Learned at Level: 3

FP Cost: 5

Description: Fire orb! Push "Y" repeatedly!

Technique Information: As Mario attempts to shoot fireballs at an enemy, tap Y as fast as possible to cause lots of damage!

---

Super Jump

Learned at Level: 6

FP Cost: 7

Description: Push "Y" prior to hit for DAMAGE!

Technique Information: This attack is just like Jump, only this time, you can press Y as you go to hit the enemy. The cycle can continue until you mess up. If you get 30 Jumps in a row, something special happens! Try getting 100 in a row to get something REALLY good!

---

Super Flame

Learned at Level: 10

FP Cost: 9

Description: Fire blast! Push "Y" repeatedly!

Technique Information: This move is just like Fire Orb, only it deals more damage to a single enemy. Tap Y repeatedly to shoot lots of fireballs, and cause a lot of damage!

---

Ultra Jump

Learned at Level: 14

FP Cost: 11

Description: Push "Y" prior to hit for DAMAGE!

Technique Information: This attack is like Super Jump, only this time, Mario will jump on other enemies besides just one! Press Y just before Mario lands on the enemy to jump again. Repeat the same process until you fail the attack. The more jumps you get, the more damage you'll give!

---

Ultra Flame

Learned at Level: 18

FP Cost: 14

Description: Fire orbs! Push "Y" repeatedly!

Technique Information: This is Super Flame, only it hits all enemies this time! Tap Y as fast as possible to shoot lots of fireballs, and cause a lot of damage!

---

=====  
Mallow's Techniques  
=====

-----  
Thunderbolt

Learned at Level: N/A

FP Cost: 2

Description: Hit "Y" just before bolt ends!

Technique Information: This attack creates lightning around the entire area,  
damaging all enemies. Just before the lightning is gone,  
press Y to cause more damage.

-----  
HP Rain

Learned at Level: 3

FP Cost: 2

Description: HP renewal! Press "Y" just before shower ends!

Technique Information: This creates a rain cloud over the selected party member  
to recover their HP. Right before the cloud dissipates  
completely, press Y to heal lots of HP!

-----  
Psychopath

Learned at Level: 6

FP Cost: 1

Description: See foe's HP and...secrets!

Technique Information: This ability scans the HP of an enemy. However, before  
the spotlight goes on the enemy, press Y to read the  
thoughts of that enemy.

-----  
Shocker

Learned at Level: 10

FP Cost: 8

Description: Hit "Y" just before attack ends!

Technique Information: Using this attack, a big yellow bolt emerges from the  
ground, piercing an enemy. Press Y about a half a  
second after the bolt comes up from the ground to cause  
more damage!

-----  
Snowy

Learned at Level: 14

FP Cost: 12

Description: Snowman fells foes!

Technique Information: Creates a snowstorm, then just before the end of the  
attack, a giant snowman appears, and explodes, damaging  
all enemies. Rotate the D-Pad from the start of the  
attack until it ends, to cause a lot of damage!

-----

Star Rain

Learned at Level: 18

FP Cost: 14

Description: Star showers! Hit "Y" just upon contact!

Technique Information: Sends out a giant star to bounce on all enemies, causing some damage. Press Y just when the star hits the ground, and it will bounce back up. Repeat the process until you fail the attack to cause much damage to all enemies!

---

=====  
Geno's Techniques  
=====

---

Geno Beam

Learned at Level: N/A

FP Cost: 3

Description: Hold "Y" until just before discharge!

Technique Information: Geno uses his gun to shoot out a beam at a single enemy. Hold Y when the attack begins, and keep it held until it ends to cause more damage.

---

Geno Boost

Learned at Level: 8

FP Cost: 4

Description: Attack up! Push "Y" just before end!

Technique Information: Geno powers up a single party member's attack power. However, if you press Y right before the move ends, you will also power up his/her defense!

---

Geno Whirl

Learned at Level: 11

FP Cost: 8

Description: Press "Y" prior to contact for critical hit!

Technique Information: Geno shoots out a yellow disc-like thing to attack one enemy. However, press Y right before the disc goes off of the screen to damage an enemy 9999! The 9999 trick does NOT work on bosses, however.

---

Geno Blast

Learned at Level: 14

FP Cost: 12

Description: Beam hits all enemies! Energize!

Technique Information: Using this attack, Geno will make a lot of beams come down from the sky, hitting all enemies. Hold Y as the attack goes on until it ends to cause lots of damage!

---

Geno Flash

Learned at Level: 17

FP Cost: 16

Description: Build power! Beam hits all foes!

Technique Information: Despite the game's description calling this a 'beam', it's not much of a beam. Geno turns into a cannon, and shoots out a big sun, which hurts all enemies around the area. Hold Y until the attacks ends to cause a lot more damage!

---

=====  
Bowser's Techniques  
=====

---

Terrorize

Learned at Level: N/A

FP Cost: 6

Description: Scare 'em good!

Technique Information: Bowser calls out a Big Boo to scare the enemies, causing some damage, and sometimes, causing them to run away. Rotate the D-Pad until the attack ends to cause some more damage.

---

Poison Gas

Learned at Level: 12

FP Cost: 10

Description: Poison foes!

Technique Information: Sends out a green cloud to hover over one enemy, in an attempt to poison them. Rotate the D-Pad until the technique ends to cause more damage.

---

Crusher

Learned at Level: 15

FP Cost: 12

Description: Rock slide! Hit "Y" prior to contact!

Technique Information: Much like Mallow's Shocker ability, Bowser sends out a long rock stick from the ground to attack a single enemy. Press Y right after the rock comes up from the ground to cause a lot of damage.

---

Bowser Crush

Learned at Level: 18

FP Cost: 16

Description: Bowser's ultimate weapon!

Technique Information: Bowser sends out a big, giant turtle across the screen, to stomp on all enemies around the area! Tap Y as the turtle goes across the screen to cause massive damage!

---

=====

### Toadstool's Techniques

=====

---

#### Therapy

Learned at Level: N/A

FP Cost: 2

Description: Heal HP and status.

Technique Information: Peach heals one party member using magic. Just before the move ends, press Y to heal double the amount of HP! This also removes any negative status effects on the party member.

---

#### Group Hug

Learned at Level: N/A

FP Cost: 4

Description: Heal group! HP/status.

Technique Information: Much like Therapy, only this time, Toadstool heals ALL of the party, including herself! Press Y just before the move ends to heal double the amount of HP. This move also removes negative status effects from the party.

---

#### Sleepy Time

Learned at Level: 11

FP Cost: 4

Description: Zonk 1 or more foes!

Technique Information: Toadstool sends a big sheep down on one enemy, in an attempt to put them to sleep. Rotate the D-Pad until the attack ends to have a better chance of putting the enemy to sleep.

---

#### Come Back

Learned at Level: 13

FP Cost: 2

Description: Revive one...or more pals!

Technique Information: A blue spotlight will appear on the party member, then a star will come down and head inside the character's body, to revive him. Press Y just before the star goes inside the party member's body to restore their HP to the max!

---

#### Mute

Learned at Level: 15

FP Cost: 3

Description: Halt magic attack(s)!

Technique Information: A balloon will hover over an enemy, in an attempt to

mute them, which stops them from using any form of magic! Rotate the D-Pad until the attack ends to have a better chance of this working.

---

Psych Bomb

Learned at Level: 18

FP Cost: 15

Description: Make me mad and...BOOM!

Technique Information: Peach will throw a ton of bombs to explode in one area, damaging all enemies. Tap the Y button until she stops throwing bombs to cause massive damage!

---

=====  
VIII. Mini-Games  
=====

In this section, I will list the various mini-games in the game, along with information about how to complete them and such.

---

=====  
The Game Boy Game  
=====

To play this mini-game, you will have to have Mack beaten before you can play it. Head to the Mushroom Kingdom, and into the Inn. In there, go to the northeastern corner of the area, and speak with the guy playing a game. Talk to him about three times, and he'll let you have the game for 500 Coins. You control a beetle, and you must shoot down Koopa Troopa shells that will come down. Press A to fire. Tap the A Button, shooting down as many shells as you can. If a shell hits you, the beetle will be stunned. After three seconds of being stunned, you lose the game! Tap A until your beetle is back in shape. This can be a really fun and addictive game. I call it the Game Boy Game because it looks like a Game Boy to me.

---

=====  
Knife Guy's Game  
=====

This is a mini-game you must complete twelve times (not consecutively) in order to play in the Grate Guy's Casino. Anyway, you must go to Booster's Tower after you've beaten Knife Guy/Grate Guy. In one of the rooms in the tower, you'll find Knife Guy sitting on a ledge. Speak with him, and he'll let you play his 'Ball Finding' game. He'll have some red balls, and one yellow ball. He'll juggle them, and then he'll juggle them really fast, and ask you which hand the yellow ball is in. Move over to the hand you think it is in, and if you get it right, you get an item! If you get it wrong, you get nothing, and can retry. If you win it twelve times, you'll get a Bright

Card as a reward, which is required to get into Grate Guy's Casino, as I just said above.

---

=====  
The Treasure Box Game  
=====

This can be played in Bowser's Keep (second visit), and it's the first room in one of the puzzle doors. Dr. Topper has you hit a single Treasure Box up to at least four times. Then, he hits the Treasure Box, then makes you hit it again. This cycle continues until the chest goes empty. It has 21 Coins inside. You can always hit the Treasure Box, then if you feel the need to stop before four coins, press A to make Topper take a turn. Do not get the last coin in the chest, or you lose the game! To win, try to make Topper get the last coin.

---

=====  
Dr. Topper's Quiz  
=====

Like the above mini-game, this one can only be played in Bowser's Keep (second visit). Dr. Topper will ask you some questions (tweleve). If you get eight or more correct, he'll let into the next room. If you get a question wrong or if you don't answer for five seconds, your yellow block will move down one. Below is a list of each possible question he may ask you. I'll also tell you the answer of each question. These questions are not in any order.

---

Question #1 - What does Belome really like to turn people into?  
Answer: Scarecrows

---

Question #2 - What is the fourth selection on the Menu Screen?  
Answer: Equip

---

Question #3 - How many legs does Wiggler have?  
Answer: Six

---

Question #4 - The boy at the Inn in the Mushroom Kingdom was playing with what?



Answer: Game Boy

---

Question #5 - In the Moleville blue, it's said that moles are covered in what?

Answer: Soil

---

Question #6 - Who is the famous composer at Tadpole Pond?

Answer: Toadofsky

---

Question #7 - What monster did not appear in Booster's Tower?

Answer: Terrapin

---

Question #8 - Where was the first Star Piece found?

Answer: Mushroom Kingdom

---

Question #9 - How many underlings does Croco have?

Answer: Three

---

Question #10 - What was Mallow asked to get for Frogfucius?

Answer: Cricket Pie

---

Question #11 - Mite is Dyna's WHAT?

Answer: Little brother

---

Question #12 - What's the first monster you see in the Pipe Vault?

Answer: Sparky

---

Question #13 - Booster is what generation?

Answer: Seventh

---

Question #14 - What was Toadstool doing when she was kidnapped by Bowser?

Answer: She was looking at flowers

---

Question #15 - What color are the curtains in Mario's house?

Answer: Blue

---

Question #16 - What is Raini's husband's name?

Answer: Raz

---

Question #17 - Where was the third Star Piece found?

Answer: Moleville

---

Question #18 - The boy getting his picture at Marrymore can't wait 'til  
which season?

Answer: Skiing

---

Question #19 - What is the password in the Sunken Ship?

Answer: Pearls

---

Question #20 - What did Carroboscis turn into?

Answer: A carrot

---

Question #21 - How long have the couple inside the Chapel been waiting for

their wedding?

Answer: 30 minutes

---

Question #22 - What does the Red Essence do?

Answer: Gives you strength

---

Question #23 - How much does a female beetle cost?

Answer: 1 coin

---

Question #24 - What's the name of the boss at the Sunken Ship?

Answer: Johnny

---

Question #25 - What's the name of Jagger's "sensei"?

Answer: Jinx

---

Question #26 - What do Culex, Jinx, and Goomba have in common?

Answer: They live in Monstro Town

---

Question #27 - What technique does Bowser learn at Level 15?

Answer: Crusher

---

Question #28 - What color is the end of Dodo's beak?

Answer: Red

---

Question #29 - What's the chef's name at Marrymore?

Answer: Torte

-----  
Question #30 - What's the full name of the boss at the Sunken Ship?  
Answer: Jonathan Jones

-----  
Question #31 - Yaridovich is what?  
Answer: A boss

-----  
Question #32 - Johnny loves WHICH beverage?  
Answer: Currant Juice

-----  
Question #33 - Who helped you up the cliff at Land's End?  
Answer: Sky Troopas

-----  
Question #34 - What does Birdo come out of?  
Answer: An eggshell

-----  
Question #35 - Who is the famous sculptor at Nimbus Land?  
Answer: Garro

-----  
Question #36 - What is Hinopio in charge of at the middle counter?  
Answer: The inn

-----  
Question #37 - Who is the leader of the Axem Rangers?  
Answer: Red

-----  
Question #38 - What words does Shy Away use when he sings?

Answer: La dee dah~

-----

Question #39 - Who is the ultimate enemy in this adventure?

Answer: Smithy

-----

And that is a list of all of the questions Dr. Topper may ask you. If you answer them all correctly, you'll advance onto the next room!

-----

=====  
The Mine Cart Game  
=====

This mini-game you are forced to play when you first visit the Coal Mines in Moleville. Mario rides on a mine cart in a 3D-like maze, featuring four parts to the mini-game. As you ride on the track, you will find Mushrooms in the air. Jump to grab these, and press X to use them. They will boost you up for around four or five seconds. Throughout the maze-like area, you'll find an end to some of the tracks, that has a black spot next to it. If you don't jump over these and onto the next track, you spin out of control for a few seconds, then proceed through the area. Use the A Button to hit your brakes. If you come to two different paths in the track, hold A and press Left or Right to go in that direction. For the second part of the mini-game, you're in a side-scrolling place, where you have to jump to collect Coins and Mushrooms. The third part is the same thing as the first part, and the fourth is the same as the second. After you do it one time, come back later on in the game and you'll be able to play it again! To do so, go directly north and jump across the ledges until you reach a mole. Talk to him, and he'll let you play for 10 Coins. You can either pay him 10 Coins, or wedge him 30 Coins. Then, drop into the hole, then into the next hole, and you'll see the mine cart again. Jump on it to begin playing again. You can try over and over for a better record each time!

-----

=====  
Goomba-Thumping Mini-Game  
=====

To play this, you need to go into the Pipe Vault. You can find it in one of the various pipes they have in the level. You'll see a mole beside four pipes, and a springboard nearby. Talk to the mole, and he'll offer you to play the game for 10 Coins. He'll ask you if you know the rules, but it dosen't matter, because I'll tell you them. For each normal Goomba you stomp, you get 1 Point. For each Golden Goomba you hit, you get 3 Points. For each Spikey you hit (you don't want to hit them!), you lose a point. If you get more than 20 Points at the end of the game, you get a Flower Tab. You only have thirty seconds for each round! If you break the High Score of 20, then break the High Score that

you obtained, you'll get a Flower Jar. If you break it again after that, you'll get a Frog Coin. Continue to break the High Score after that, and you can get as many Frog Coins possible!

-----  
=====  
The Yoshi Race  
=====

To start this Mini-Game, you must go to Yo'ster Isle. Hop on Yoshi in the area after talking to him, then talk to one of the pink Yoshi's to get some Cookies. Then, go to the southern part of the isle, and speak with the purple Yoshi with shades. He'll challenge you to a race. To do it, You must alternate between A and B during the race, and press one of the buttons at the rhythm of the music. When you hear the beat, press A. When you hear it again, press B, then A, and so forth. After awhile, you should get the hang of it. Keep trying until you win! When you win, you get to obtain more Cookies! Also, you'll get to race more Yoshi's at once.

-----  
=====  
Grate Guy's Casino  
=====

To do this Mini-Game, you must have already completed Booster's Tower, AND you will have to already beaten the Knife Guy's mini-game at least twelve times, because you need the Bright Card, and you obtain it after doing his game for the 12th time. After that, read the Side Quests section to see how to do the rest. After you unlock the new area on the World Map, head inside. In there, go north and into the building. In this room, speak with the men guarding the door there. They'll let you through, so enter the area. In this area, you'll see Grate Guy, a Treasure Box (it dosen't contain an item).

Talk to the person at the table, and he'll let you play a game of Blackjack for one Frog Coin. Tell him to teach you how to play if you do not know how, because I honestly have no idea how to play Blackjack. To play the second game, the Slot Machine game, speak to the guy to the left. He'll want you to pay 10 Coins if you wish to play. To play, hit the Treasure Box there to start a roulette. Hit it three times. If you get a match (for an example: three Mushrooms), you get a Frog Coin! Also, if you talk to Grate Guy, you can play her 'Look The Other Way' game.

Just guess a direction (left or right), and if her hand isn't held up in the direction you looked in, you win! If you win 100 times all together, you'll get the Star Egg item. It hurts all enemies around 100-200, and you can use it an unlimited amount of times!

-----  
=====  
The Midas River Game  
=====

When you start this mini-game, you'll be falling down a waterfall. There are various holes and coins (even Frog Coins) that you can collect. Tap B to swim up. Try entering the holes for items like Flowers! Also try to collect as many coins and Frog Coins as possible. When you fall down the waterfall, another part of this mini-game will begin. You are on a barrel, going down some water. You'll come to another barrel, and there'll be a ring of coins either on the left or right side. If you see them on a side where there is no barrel nearby, let the barrel that you will come to bump into you, bringing you to the other side. If there are coins on an area with a barrel nearby, jump to the barrel and land on it.

After awhile, some fish will jump from the water, so jump to avoid them. If they hit you, you'll lose some coins! Keep doing this until the end of the course. At the end, a guy will give you some Frog Coins, depending on the amount of coins you recieved at the course. If you get 60 Coins, you can exchange those for some Frog Coins! However, the amount of coins you need to get some Frog Coins increases, as you progress through the game. This game can be replayed at any time by jumping on the nearby springboard at the end.

Also, the man saves your coins for later use after each playthrough of this particular mini-game.

-----

=====  
The Melody Bay  
=====

To do this, head to Tadpole Pond. Once there, head east at the fork in the path, then into the next area. Here, step on the grey button, and you'll see a single tadpole appear. Depending on where it is when you jump to it, it will make a tune sound. There are a total of three tunes you can play. They are stated below, in the order that you can play each one as you go along through the game. You also recieve a certain reward for each song you complete. I'll also make an ASCII below on how to complete this.

Song #1 - Frogfucius' Suite #18  
-----

Key:

1 = Tadpole #1  
2 = Tadpole #2  
3 = Tadpole #3  
4 = Tadpole #4  
5 = Tadpole #5  
6 = Tadpole #6  
7 = Tadpole #7  
8 = Tadpole #8  
S = Starting Position  
E = Ending Position

Requirements To Play: Visit Frogfucius At Least Once  
Reward For Playing: Alto Card

How to Play:

-----  
3  
-----4-----6-----8  
5 7  
-----  
S E  
-----  
2  
-----1-----  
-----

Song #2 - Mole Mountain Blues

-----

Key:

- 1 = Tadpole #1
- 2 = Tadpole #2
- 3 = Tadpole #3
- 4 = Tadpole #4
- 5 = Tadpole #5
- 6 = Tadpole #6
- 7 = Tadpole #7
- 8 = Tadpole #8
- S = Starting Position
- E = Ending Position

Requirements To Play: Dyna & Mite Must Be Rescued

Reward For Playing: Tenor Card

How to Play:

-----  
1  
-----5-----  
2 4 8  
-----7-----  
6  
S E  
-----3-----  
-----  
-----



Song #3 - Monstro Town Melody

-----

Key:

- 1 = Tadpole #1
- 2 = Tadpole #2
- 3 = Tadpole #3
- 4 = Tadpole #4
- 5 = Tadpole #5
- 6 = Tadpole #6
- 7 = Tadpole #7
- 8 = Tadpole #8
- S = Starting Position
- E = Ending Position

Requirements To Play: Examine The Zeostar In Monstro Town (Monstermama's House, Upstairs Room)

Reward For Playing: Soprano Card

How to Play:

After you play one of these three songs, speak with Toadofsky in the area. If you played the song correctly, you will receive the reward from Toadofsky, which lets you buy more items in the Juice Bar of Tadpole Pond!

-----

=====  
 The Sky Bridge  
 =====

This Mini-Game can be played at Land's End. Go through the area until you get to the area with bees flying everywhere. Then, use the flowers to make your way up the platforms, and into the next area, where you'll meet some ghost-looking guy. He'll let you play the Normal, Special, or Expert Route. You must jump across a series of white platforms while avoiding getting hit by the Bullet Bills that are fired from the cannon on the other side. Each course is harder,

and each difficulty earns you more coins.

It costs 5 Coins to play. If you win the Normal Route, you win 5 Coins. For winning the Special Route, you get 8 Coins. If you win the Expert Route, you get a Frog Coin. Every time you win the game, you get the option to try again, for two times the amount of coins!

---

=====  
The Scale the Cliff Game  
=====

When you are on a trip to Bean Valley, you have to play a mini-game where you must jump on a Koopa Troopa as you are carried to another one. You jump to that one, then you are carried to the next one, and so forth. Make it to the top within 14 seconds to get a Frog Coin (there's a 33.3% chance to get it). If you scale the cliff in less than 12 seconds, you will obtain the Troopa Pin accessory. If you get up to the top within 11.49 seconds, you'll be guaranteed to get a Frog Coin. Lastly, make it up within 11 seconds to get 5 Frog Coins!

---

=====  
Booster Hill Game  
=====

You are forced to play this mini-game when you first beat Booster Tower, where you must chase after Booster. Jump on the barrels/Snifits when they come to you to gain extra speed, and to get closer to Booster. Touch Toadstool to get a Flower. Keep this pace up, and you'll get all of the Flowers you got at the end added to your FP Count! On your second run, it's basically the same thing as the first run, except more barrels, no Snifits, no Booster, and the Flowers are scattered throughout the area. This is an easy way to up your FP Count early in the game.

Also, if you bought the Beetle Box in Seaside town, after killing Yaridovich, you can catch Beetles! Do the samething you did when you tried to catch Booster, only this time, it's beetles. Oh, and the barrels will knock you back and slow you down if you get hit by one. A Male Beetle is worth 50 Coins, a Female Beetle is worth 1 Coin, and a Golden Beetle is worth 1 Frog Coin. You can play this game at any time, too!

---

=====  
IX. Weapons  
=====

In this section, I will list all of the weapons in the game, along with info about them and such. Also, this entire list is in alphabetical order.

=====

Mario's Weapons

=====

-----  
Hammer (Normal)

Price: N/A

Sells For: 35 Coins

Found: Mushroom Way

Attack: +10

Description: Pounds enemies.

-----  
Hammer (Seaside Town Version)

Price: 123 Coins

Sells For: 61 Coins

Found: Seaside Town

Attack: +20

Description: A lucky hammer!

-----  
Lazy Shell

Price: N/A

Sells For: 100 Coins

Found: Rose Town

Attack: +90

Description: Toss a shell at an enemy!

-----  
Masher

Price: N/A

Sells For: 80 Coins

Found: Booster Tower

Attack: +50

Description: Makes monster mash!

-----  
Mega Glove

Price: 102 Coins

Sells For: 51 Coins

Found: Nimbus Land

Attack: +60

Description: Packs a mega wallop!

-----  
Noknok Shell

Price: 20 Coins

Sells For: 10 Coins

Found: Midas River, Seaside Town

Attack: +20

Description: Kick to attack.

-----

Punch Glove  
Price: 36 Coins  
Sells For: 18 Coins  
Found: Moleville, Seaside Town  
Attack: +30  
Description: Knock out power!

---

Super Hammer  
Price: 70 Coins  
Sells For: 35 Coins  
Found: Sea, Seaside Town  
Attack: +40  
Description: The standard for hammers!

---

Troopa Shell  
Price: 90 Coins  
Sells For: 45 Coins  
Found: Seaside Town  
Attack: +50  
Description: Kick with it!

---

Ultra Hammer  
Price: N/A  
Sells For: 57 Coins  
Found: Gate  
Attack: +70  
Description: The ultimate hammer!

---

=====  
Mallow's Weapons  
=====

---

Cymbals  
Price: 42 Coins  
Sells For: 21 Coins  
Found: Moleville, Seaside Town  
Attack: +30  
Description: Scare enemies with clash.

---

FroggieStick  
Price: N/A  
Sells For: 90 Coins  
Found: Tadpole Pond  
Attack: +20  
Description: Frogfucius made it.

---

Ribbit Stick  
Price: 86 Coins  
Sells For: 43 Coins  
Found: Seaside Town  
Attack: +50  
Description: It'll come in handy.

---

Sonic Cymbals  
Price: N/A  
Sells For: 54 Coins  
Found: Bowser's Keep  
Attack: +70  
Description: Puts noise to work for you!

---

Sticky Glove  
Price: 98 Coins  
Sells For: 49 Coins  
Found: Nimbus Land  
Attack: +60  
Description: Launches a punch attack.

---

Whomp Glove  
Price: 72 Coins  
Sells For: 36 Coins  
Found: Sea, Seaside Town  
Attack: +40  
Description: The old double whammie!

---

=====  
Geno's Weapons  
=====

---

Double Punch  
Price: 88 Coins  
Sells For: 44 Coins  
Found: Seaside Town  
Attack: +35  
Description: A handy double rocket punch.

---

Finger Shot  
Price: 50 Coins  
Sells For: 25 Coins  
Found: Moleville, Seaside Town  
Attack: +12

Description: Finger shoots bullets.

---

Hand Cannon

Price: 105 Coins

Sells For: 52 Coins

Found: Nimbus Land

Attack: +45

Description: Shoots bullets from elbow!

---

Hand Gun

Price: 75 Coins

Sells For: 37 Coins

Found: Sea, Seaside Town

Attack: +24

Description: It packs a kick.

---

Star Gun

Price: N/A

Sells For: 60 Coins

Found: Bowser's Keep

Attack: +57

Description: Try shooting stars!

---

=====  
Bowser's Weapons  
=====

---

Chomp

Price: N/A

Sells For: 70 Coins

Found: Booster Tower

Attack: +10

Description: Just spin me at an enemy!

---

Chomp Shell

Price: 60 Coins

Sells For: 30 Coins

Found: Marrymore, Seaside Town

Attack: +9

Description: It's a Kinklink shell.

---

Drill Claw

Price: N/A

Sells For: 59 Coins

Found: Bowser's Keep  
Attack: +40  
Description: A drilling claw!

---

Hurly Gloves  
Price: 92 Coins  
Sells For: 46 Coins  
Found: Sea, Seaside Town  
Attack: +20  
Description: A classic Mario-toss attack.

---

Spiked Link  
Price: 94 Coins  
Sells For: 47 Coins  
Attack: +30  
Description: A studded ball and chain!

---

=====  
Toadstool's Weapons  
=====

---

Frying Pan  
Price: 300 Coins  
Sells For: 150 Coins  
Found: Moleville  
Attack: +90  
Description: Enough iron to be dangerous!

---

Parasol  
Price: 84 Coins  
Sells For: 42 Coins  
Found: Sea, Seaside Town  
Attack: +50  
Description: Inflicts serious pain!

---

Slap Glove  
Price: 100 Coins  
Sells For: 50 Coins  
Found: Seaside Town  
Attack: +40  
Description: It slaps 'em silly.

---

Super Slap  
Price: N/A

Sells For: 55 Coins  
Found: Bowser's Keep  
Attack: +70  
Description: The Princess' mega-slap!

---

War Fan  
Price: 100 Coins  
Sells For: 50 Coins  
Found: Nimbus Land  
Attack: +60  
Description: A mysterious battle fan!

---

=====  
X. Armors  
=====

In this section, I will list all of the armors in the game, along with info about them and such. Also, this entire list is in alphabetical order.

=====  
Mario's Armor  
=====

---

Fire Shirt  
Price: 90 Coins  
Sells For: 45 Coins  
Found: Barrel Volcano  
Defense: +42  
Magic Def.: +21  
Description: Determined person's shirt.

---

Fuzzy Shirt  
Price: 70 Coins  
Sells For: 35 Coins  
Found: Nimbus Land  
Defense: +36  
Magic Def.: +18  
Description: A fuzzy shirt.

---

Happy Shirt  
Price: 38 Coins  
Sells For: 19 Coins  
Found: Marrymore, Seaside Town  
Defense: +24  
Magic Def.: +12  
Description: A lucky shirt.



---

Hero Shirt  
Price: 100 Coins  
Sells For: 50 Coins  
Found: Bowser's Keep  
Defense: +48  
Magic Def.: +24  
Description: A legendary shirt!

---

Mega Shirt  
Price: 22 Coins  
Sells For: 11 Coins  
Found: Moleville, Seaside Town  
Defense: +8  
Magic Def.: 10  
Description: Durable stay-pressed shirt.

---

Sailor Shirt  
Price: 50 Coins  
Sells For: 25 Coins  
Found: Sea, Seaside Town  
Defense: +30  
Magic Def.: +15  
Description: A sailor's suit.

---

Shirt  
Price: 7 Coins  
Sells For: 3 Coins  
Found: Mushroom Kingdom, Seaside Town  
Defense: +6  
Magic Def.: +6  
Description: It's a shirt!

---

Thick Shirt  
Price: 14 Coins  
Sells For: 7 Coins  
Found: Rose Town, Seaside Town  
Defense: +12  
Magic Def.: +8  
Description: A padded shirt.

---

=====  
Mallow's Armor  
=====

---

Fire Pants

Price: 90 Coins

Sells For: 45 Coins

Found: Barrel Volcano

Defense: +42

Magic Def.: +21

Description: Determined person's pants.

---

Fuzzy Pants

Price: 70 Coins

Sells For: 35 Coins

Found: Nimbus Land

Defense: +36

Magic Def.: +18

Description: Fuzzy pants.

---

Happy Pants

Price: 38 Coins

Sells For: 19 Coins

Found: Marrymore, Seaside Town

Defense: +24

Magic Def.: +12

Description: A lucky pair of pants.

---

Mega Pants

Price: 22 Coins

Sells For: 11 Coins

Found: Moleville, Seaside Town

Defense: +18

Magic Def.: +9

Description: Durable work pants.

---

Pants

Price: 7 Coins

Sells For: 3 Coins

Found: Mushroom Kingdom, Seaside Town

Defense: +6

Magic Def.: +3

Description: It's a pair of pants!

---

Prince Pants

Price: 100 Coins

Sells For: 50 Coins

Found: Bowser's Keep

Defense: +48

Magic Def.: +24

Description: Legendary pants!

---

Sailor Pants  
Price: 50 Coins  
Sells For: 25 Coins  
Found: Sea, Seaside Town  
Defense: +30  
Magic Def.: +15  
Description: A sailor's pants.

---

Thick Pants  
Price: 14 Coins  
Sells For: 7 Coins  
Found: Rose Town, Seaside Town  
Defense: +12  
Magic Def.: +6  
Description: Padded pants.

---

=====  
Geno's Armor  
=====

---

Fire Cape  
Price: 90 Coins  
Sells For: 45 Coins  
Found: Barrel Volcano  
Defense: +30  
Magic Def.: +15  
Description: Determined person's cape.

---

Fuzzy Cape  
Price: 70 Coins  
Sells For: 35 Coins  
Found: Nimbus Land  
Defense: +24  
Magic Def.: +12  
Description: A fuzzy cape.

---

Happy Cape  
Price: 38 Coins  
Sells For: 19 Coins  
Found: Marrymore, Seaside Town  
Defense: +12  
Magic Def.: +6  
Description: A lucky cape.

---

Mega Cape  
Price: 22 Coins

Sells For: 11 Coins  
Found: Moleville, Seaside Town  
Defense: +6  
Magic Def.: +3  
Description: Durable pressed cape.

---

Sailor Cape  
Price: 50 Coins  
Sells For: 25 Coins  
Found: Sea, Seaside Town  
Defense: +18  
Magic Def.: +9  
Description: A sailor's cape.

---

Star Cape  
Price: 100 Coins  
Sells For: 50 Coins  
Found: Bowser's Keep  
Defense: +36  
Magic Def.: +18  
Description: A legendary cape!

---

=====  
Bowser's Armor  
=====

---

CourageShell  
Price: 60 Coins  
Sells For: 30 Coins  
Found: Monstro Town  
Defense: +12  
Magic Def.: +6  
Description: A stout shell.

---

Fire Shell  
Price: 90 Coins  
Sells For: 45 Coins  
Found: Barrel Volcano  
Defense: +18  
Magic Def.: +9  
Description: Determined person's shell.

---

Happy Shell  
Price: 38 Coins  
Sells For: 19 Coins  
Found: Marrymore, Seaside Town

Defense: +6  
Magic Def.: +3  
Description: A lucky shell.

---

Heal Shell  
Price: 100 Coins  
Sells For: 50 Coins  
Found: Bowser's Keep  
Defense: +24  
Magic Def.: +12  
Description: A legendary shell!

---

=====  
Toadstool's Armor  
=====

---

Fire Dress  
Price: 90 Coins  
Sells For: 45 Coins  
Found: Barrel Volcano  
Defense: +42  
Magic Def.: +21  
Description: Determined woman's dress.

---

Fuzzy Dress  
Price: 70 Coins  
Sells For: 35 Coins  
Found: Nimbus Land  
Defense: +36  
Magic Def.: +18  
Description: A fuzzy dress.

---

NauticaDress  
Price: 50 Coins  
Sells For: 25 Coins  
Found: Sea, Seaside Town  
Defense: +30  
Magic Def.: +15  
Description: A female sailor's dress.

---

Polka Dress  
Price: N/A  
Sells For: 80 Coins  
Found: N/A  
Defense: +24  
Magic Def.: +12

Description: A legendary dress!

---

Royal Dress

Price: 100 Coins

Sells For: 50 Coins

Found: Bowser's Keep

Defense: +48

Magic Def.: +24

Description: A legendary dress!

---

=====  
Miscellaneous Armor  
=====

NOTE: Every party member in the game can equip the armor listed below.

---

Lazy Shell

Price: N/A

Sells For: 111 Coins

Found: Rose Town

Defense: +127

Magic Def.: +127

Description: A stout and durable shell.

---

Super Suit

Price: N/A

Sells For: 350 Coins

Found: N/A (See Secrets section)

Defense: +50

Magic Def.: +50

Description: A truly fine suit!

---

Work Pants

Price: 22 Coins

Sells For: 11 Coins

Found: Moleville

Defense: +15

Magic Def.: +5

Description: Sweaty work pants!

---

=====  
XI. Accessories  
=====

In this section, I will list all of the accessories in the game, along with

information about them and such. Also, take note that this entire list is in alphabetical order.

---

Amulet

Price: N/A

Sells For: 100 Coins

Attack: +7

Defense: +7

Magic Attack: +7

Magic Def.: +7

Speed: -5

Description: Great item, bad smell!

---

Antidote Pin

Price: 28 Coins

Sells For: 14 Coins

Attack: 0

Defense: +2

Magic Attack: 0

Magic Def.: +2

Speed: 0

Description: Prevents poison damage.

---

Attack Scarf

Price: N/A

Sells For: 750 Coins

Attack: +30

Defense: +30

Magic Attack: +30

Magic Def.: +30

Speed: +30

Description: So comfy it'll make you jump!

---

B'Tub Ring

Price: 145 Coins

Sells For: 72 Coins

Attack: 0

Defense: 0

Magic Attack: 0

Magic Def.: 0

Speed: 0

Description: You'll win her heart with this!

---

Coin Trick

Price: 36 Frog Coins

Sells For: 18 Coins

Attack: 0

Defense: 0

Magic Attack: 0

Magic Def.: 0  
Speed: 0  
Description: Doubles the coins you win in battle.

---

Exp. Booster  
Price: 22 Frog Coins  
Sells For: 11 Coins  
Attack: 0  
Defense: 0  
Magic Attack: 0  
Magic Def.: 0  
Speed: 0  
Description: Doubles Exp. when equipped.

---

Fearless Pin  
Price: 130 Coins  
Sells For: 65 Coins  
Attack: 0  
Defense: +5  
Magic Attack: 0  
Magic Def.: +5  
Speed: 0  
Description: Prevents Fear attacks.

---

Feather  
Price: N/A  
Sells For: 333 Coins  
Attack: 0  
Defense: +5  
Magic Attack: 0  
Magic Def.: +5  
Speed: +20  
Description: Speed up by 20.

---

Ghost Medal  
Price: N/A  
Sells For: 800 Coins  
Attack: 0  
Defense: +2 (In Battle)  
Magic Attack: +2 (In Battle)  
Magic Def.: 0  
Speed: 0  
Description: Raises defense while attacking.

---

Jinx Belt  
Price: N/A  
Sells For: 999 Coins  
Attack: +27  
Defense: +27  
Magic Attack: 0



Magic Def.: 0  
Speed: +12  
Description: Jinx's emblem of power!

---

Jump Shoes  
Price: 30 Coins  
Sells For: 15 Coins  
Attack: 0  
Defense: +1  
Magic Attack: +5  
Magic Def.: +1  
Speed: +2  
Description: Use Jump attacks against any foe.

---

Quartz Charm  
Price: N/A  
Sells For: 3 Coins  
Attack: 0  
Defense: 0  
Magic Attack: 0  
Magic Def.: 0  
Speed: 0  
Description: Shining source of power!

---

Rare Scarf  
Price: N/A  
Sells For: 75 Coins  
Attack: +15  
Defense: 0  
Magic Attack: +15  
Magic Def.: +15  
Speed: 0  
Description: Raises defense power!

---

Safety Badge  
Price: N/A  
Sells For: 250 Coins  
Attack: 0  
Defense: +5  
Magic Attack: 0  
Magic Def.: +5  
Speed: 0  
Description: Prevents Mute & Poison attacks.

---

Safety Ring  
Price: N/A  
Sells For: 400 Coins  
Attack: 0  
Defense: +5  
Magic Attack: 0

Magic Def.: +5  
Speed: +5  
Description: Guards against mortal blows.

---

Scrooge Ring  
Price: 50 Frog Coins  
Sells For: 25 Coins  
Attack: 0  
Defense: 0  
Magic Attack: 0  
Magic Def.: 0  
Speed: 0  
Description: Cuts FP use in half during battle.

---

Signal Ring  
Price: N/A  
Sells For: 300 Coins  
Attack: 0  
Defense: 0  
Magic Attack: 0  
Magic Def.: 0  
Speed: +10  
Description: Noise indicates a hidden chest.

---

Troopa Pin  
Price: N/A  
Sells For: 500 Coins  
Attack: +1.5 (In Battle)  
Defense: 0  
Magic Attack: +1.5 (In Battle)  
Magic Def.: 0  
Speed: +20  
Description: Grants "Troopa" confidence.

---

Trueform Pin  
Price: 60 Coins  
Sells For: 30 Coins  
Attack: 0  
Defense: +4  
Magic Attack: 0  
Magic Def.: +4  
Speed: N/A  
Description: You won't be turned into Mushrooms & Scarecrows!

---

Wake Up Pin  
Price: 42 Coins  
Sells For: 21 Coins  
Attack: 0  
Defense: +3  
Magic Attack: 0

Magic Def.: +3  
Speed: 0  
Description: Prevents Mute & Sleep attacks.

---

Zoom Shoes  
Price: 100 Coins  
Sells For: 50 Coins  
Attack: N/A  
Defense: +5  
Magic Attack: 0  
Magic Def.: +5  
Speed: +10  
Description: Speed up by 10!

---

=====  
XIII. Hidden Treasure Boxes  
=====

In this section, I will list where all of the invisible, hidden Treasure Boxes are, and how to get them and such. If you jump around an area, you may suddenly make a Treasure Box appear out of nowhere. In Nimbus Land, if you enter the eastern house (near where you get the Fertilizer), you'll find Croco, who'll drop a Signal Ring after you speak to him. This accessory makes a sound if a Hidden Treasure Box is nearby (you must equip it, though). Also, the list below is in the order from the beginning of the game to the end of the game. Also, in one of the houses in Monstro Town, there is a treasure-looking creature that will tell you how many more Hidden Treasure Boxes there are left.

Mushroom Kingdom Hidden Treasure Box Locations  
=====

Hidden Treasure Box #1  
Found - Mushroom Kingdom  
Contents: Frog Coin  
How to Find:

This one can only be found at ONE point in the game, and if you miss it, you never have any chance to get it again! When you first visit the Mushroom Kingdom and you are in the castle, wait until Toad finishes his speech. Then, jump on his head as he runs through the door to the other room. When he gets to the door, quickly jump on the ledge above the door, then jump once more to reveal the Treasure Box!

Hidden Treasure Box #2  
Found - Mushroom Kingdom  
Contents: Flower  
How to Find:

For this one, you must head into the Item Shop. Go down the stairs, and into the basement, where you'll meet a Toad. Speak with him, and when he tells you to jump, do so to reveal this chest.

Hidden Treasure Box #3  
Found - Mushroom Kingdom  
Contents: Flower  
How to Find:

Go to the Item Shop Basement, then stand on the guy's head after speaking with him once. When he moves towards the stairs, jump in the eastern corner. Keep trying until you reveal the Treasure Box.

Bandit's Way Hidden Treasure Box Locations  
=====

Hidden Treasure Box #4  
Found - Bandit's Way  
Contents: Kerokero Cola  
How to Find:

To get this one, go to the room where there is a spinning red flower at the end of the area. Jump on it, and when Mario is facing the northeastern direction, jump. If you jumped at the right angle, you'll hit a chest and immediately get a Kerokero Cola!

Rose Town Hidden Treasure Box Locations  
=====

Hidden Treasure Box #5  
Found - Rose Town  
Contents: Frog Coin  
How to Find:

Enter the Item Shop of the town. Then, go to the northwest corner on top of the bookshelf, and then jump to reveal a chest containing a Frog Coin.

Hidden Treasure Box #6  
Found - Rose Town  
Contents: Frog Coin  
How to Find:

In the room where there is a green switch that causes stairs to appear outside, jump on the bed. Mario will bounce and reveal this chest.

Forest Maze Hidden Treasure Box Locations  
=====

Hidden Treasure Box #7  
Found - Forest Maze  
Contents: Kerokero Cola  
How to Find:

At the very first area of the level, go to the northwest corner, and jump to reveal a chest with the Kerokero Cola inside!

Hidden Treasure Box #8  
Found - Forest Maze  
Contents: Frog Coin

How to Find:

After you get out of the first underground area via the springboard, you'll emerge from a stump. Go left of it, then slightly to the south, and keep jumping until you reveal the chest.

Hidden Treasure Box #9

Found - Forest Maze

Contents: Kerokero Cola

How to Find:

In the room where there are seven stumps, go to the very last one to the north. Enter it, and in that underground room, you'll find a Wiggler that is sleeping nearby. Go behind it, and jump to get this one.

Hidden Treasure Box #10

Found - Forest Maze

Contents: Flower

How to Find:

To get this one, head to the room with seven stumps. Enter the stump to the right, on the very first row you see when you enter the area. In that room, wipe out all of the enemies, then step onto the light just southwest of the springboard, and jump to reveal this chest.

Hidden Treasure Box #11

Found - Forest Maze

Contents: N/A

How to Find:

Now, for this one, you must be in the area with seven stumps, like the previous one. From where the springboard is, go northwest to the nearby light. Go slightly east of it, and keep jumping until you reveal a chest, with no contents inside!

Hidden Treasure Box #12

Found - Forest Maze

Contents: Red Essence

How to Find:

In the hallway with the Save Block (before the maze room where you must follow Geno through several areas), go to the northeast corner, and keep jumping until you reveal this Treasure Box.

Pipe Vault Hidden Treasure Box Locations

=====

Hidden Treasure Box #13

Found - Pipe Vault

Contents: Frog Coin

How to Find:

In the room where there are several pipes with one Piranha Plant coming out of them, enter through the second pipe (either defeat the Piranha enemy, or just wait until it goes down the pipe). In that room, you'll see a narrow ledge that

you cannot reach. Jump near the edge of the ledge, and you'll reveal a yellow block. Jump on it, and then jump around the platform like mad until you reveal this chest.

Hidden Treasure Box #14

Found - Pipe Vault

Contents: Frog Coin

How to Find:

Follow the same instructions as the above one, and in that same room on the same ledge, keep jumping until this one appears.

Yo'ster Isle Hidden Treasure Box Locations

=====

Hidden Treasure Box #15

Found - Yo'ster Isle

Contents: Frog Coin

How to Find:

To get this one, you must be in the area where you emerge at if you came to the isle via the Pipe Vault. Jump behind the nearby Save Block, then jump again to reveal this next chest!

Booster Pass Hidden Treasure Box Locations

=====

Hidden Treasure Box #16

Found - Booster Pass

Contents: Flower

How to Find:

In the very first area of this place, go to the northwestern ledge, and you'll see a green thing. Jump on it, then jump again to reveal this chest.

Hidden Treasure Box #17

Found - Booster Pass

Contents: Rock Candy

How to Find:

This one can be a bit confusing to find, but I'll help you the best I can. Go to the exit of the very first area, then go slightly to the left, and down a little bit. Jump to reveal the chest, which contains a Rock Candy!

Booster Tower Hidden Treasure Box Locations

=====

Hidden Treasure Box #18

Found - Booster Tower

Contents: Frog Coin

How to Find:

In the room where there are a bunch of Spookums (blue Shy Guys) going down the steps, go up the steps, but before proceeding to the next area, jump around to reveal this one.

Hidden Treasure Box #19

Found - Booster Tower

Contents: Frog Coin

How to Find:

Go to the room where you must jump on the seesaw with the Thwomp to get up to another area. Jump on the seesaw and into the next area. In that room, make your way to the left corner of the room, then jump around to reveal this next treasure chest.

Hidden Treasure Box #20

Found - Booster Tower

Contents: Mushroom

How to Find:

In the area where there are some yellow blocks that carries you up to a ledge with a chest in it (there is also a Save Block in the room), go to the southeastern corner, and jump to get this one.

Hidden Treasure Box #21

Found - Booster Tower

Contents: Goodie Bag

How to Find:

From the previous chest above, jump up the yellow blocks until you get on the last one. Jump onto the top of the chest you'll see, then jump again to reveal this next Treasure Box.

Marrymore Hidden Treasure Box Locations

=====

Hidden Treasure Box #22

Found - Marrymore

Contents: Frog Coin

How to Find:

To find this one, go to the Inn. Speak with the owner, and say that you'd like to rest awhile. Choose the regular room for 10 Coins, then when Mario wakes up, go to the left corner and jump on the bookshelf. Jump again to reveal this chest containing a Frog Coin.

Sunken Ship Hidden Treasure Box Locations

=====

Hidden Treasure Box #23

Found - Sunken Ship

Contents: Kerokero Cola

How to Find:

For this next one, go to the room where there is a mirage of Mario. Make it so that you and the mirage Mario goes slightly south of the spotlight in the middle, then jump to reveal a block, and a chest. Make it so that you can jump from the fake Mario's head to the block, then jump to the chest to get the Kerokero Cola it contains!

## Land's End Hidden Treasure Box Locations

=====

### Hidden Treasure Box #24

Found - Land's End

Contents: Red Essence

How to Find:

This one can be a bit frustrating to get, but you should just keep trying until you get it. Use the cannon at the very first area of the level to shoot you on to the moving yellow platform. Face the northeastern corner of the platform, and when it reaches its highest point, jump forward. If done correctly, you'll hit a chest and get the contents inside!

### Hidden Treasure Box #25

Found - Land's End

Contents: Kerokero Cola

How to Find:

To get this one, go to the second area of the level. Once there, use the cannon to shoot yourself onto the higher ledge, then jump while standing just south of the hole. You should reveal a yellow block. Use the cannon again to launch Mario onto the block, which will move you to a higher ledge. Jump to it, then at the left end of the platform, jump in the corner to get the chest. You can also use the yellow block to get the high chest in the air, which contains a Frog Coin, so be sure to get it, too!

### Hidden Treasure Box #26

Found - Land's End

Contents: Frog Coin

How to Find:

To obtain this one, go to the room where there are several spinning flowers that you must use to get into the next area. Head to the right, and jump on the second blue flower. Jump to the right, to the next flower, and keep doing this until you make a chest appear for a Frog Coin.

### Hidden Treasure Box #27

Found - Land's End

Contents: Frog Coin

How to Find:

Enter the secret cave that is in the level (see the Walkthrough section for details). Once inside, in the first area, head to where the stairs are. Before going down them, however, go to the northwest corner and jump around until you reveal this next chest.

## Belome Temple Hidden Treasure Box Locations

=====

### Hidden Treasure Box #28

Found - Belome Temple

Contents: Frog Coin

How to Find:



In the room after the area where you get your fortune told by hitting the three faces, jump onto the ledge there. Go to the highest ledge to the left, then try to jump onto the chest at the beginning of the room. Jump while on top of the chest to reveal this one.

Hidden Treasure Box #29

Found - Belome Temple

Contents: Frog Coin

How to Find:

In the same area where the last chest was, jump in the corner of the wall platform to reveal this chest (it's just before you see the second chest in the room) containing a Frog Coin.

Monstro Town Hidden Treasure Box Locations

Hidden Treasure Box #30

Found - Monstro Town

Contents: Frog Coin

How to Find:

From where you arrive in the town via the Belome Temple, go to the east and enter the last door. In that area, jump behind the bush and jump once more to reveal this chest.

Bean Valley Hidden Treasure Box Locations

Hidden Treasure Box #31

Found - Bean Valley

Contents: Frog Coin

How to Find:

At the entrance of the valley, go through the pipe to the east. In that room, go to the left wall, and keep jumping until this chest is revealed.

Hidden Treasure Box #32

Found - Bean Valley

Contents: Kerokero Cola

How to Find:

In the area where there are several pipes with Piranha's sticking out of them, wait until the Shy Away waters the one in the bottom right pipe. Defeat the Piranha, then enter the pipe. Inside, go west from the chest, and to the west corner of the room. Keep jumping until you get the chest.

Hidden Treasure Box #33

Found - Bean Valley

Contents: Red Essence

How to Find:

Go back to the room with the five pipes, and the Shy Away. Wait until the Shy Away waters the pipe to the right, then defeat the Piranha and head inside. In

that room, hug the wall then go east, and keep jumping around near the yellow stairs until you reveal this chest.

#### Nimbus Land Hidden Treasure Box Locations

=====

##### Hidden Treasure Box #34

Found - Nimbus Land

Contents: Frog Coin

How to Find:

In the actual town itself, head into the Item Shop. Once inside, head behind the shop owner and jump onto the highest set of boxes. Then, jump towards the shop owner until you reveal the next chest!

##### Hidden Treasure Box #35

Found - Nimbus Land

Contents: Frog Coin

How to Find:

In the castle, head to the room where there are three different doors you can enter. Go all the way to the left, and then you'll see a bird cage. Go behind it, and jump to get this one.

##### Hidden Treasure Box #36

Found - Nimbus Land

Contents: Frog Coin

How to Find:

From the previous hidden treasure, enter the western door. Go through that area, then in the next area, head down the stairs. Jump near the entrance to the next area until this one pops out of mid-air.

##### Hidden Treasure Box #37

Found - Nimbus Land

Contents: Frog Coin

How to Find:

From the previous one, defeat the Jawful enemy (if the castle is still being invaded), then walk onto the black background, and go southwest. Jump once to reveal the hidden treasure!

##### Hidden Treasure Box #38

Found - Nimbus Land

Contents: Frog Coin

How to Find:

In the room where you fought Birdo, enter the door behind her shell. In that next room, go along the path, then jump onto the chest at the end of the path. Jump again to reveal the next chest!

#### Gate Hidden Treasure Box Locations

=====

Hidden Treasure Box #39

Found - Gate

Contents: Mushroom

How to Find:

To get the next and final hidden chest, make your way to the second Save Block. In that area, go just west of the block, and jump in the corner to find the last hidden treasure in the game!

---

=====  
XIII. Enemies  
=====

In this section, I will list all of the enemies in the game, along with info about them and such. Also, this entire list is in alphabetical order.

---

Alley Rat  
HP: 105  
Weakness: N/A  
Strengths: N/A  
Attack: 70  
Defense: 55  
Magic Attack: 13  
Magic Def.: 12  
Exp.: 9  
Coins: 3  
Item Obtainable: Mushroom  
Thoughts: Don't pity me, Mario!

---

Amanita  
HP: 52  
Weakness: Lightning  
Strengths: N/A  
Attack: 35  
Defense: 30  
Magic Attack: 31  
Magic Def.: 18  
Exp.: 3  
Coins: 0  
Item Obtainable: Mushroom  
Thoughts: Gotta work on my tan!

---

Ameboid  
HP: 220  
Weakness: Fire  
Strengths: Jump  
Attack: 130  
Defense: 1  
Magic Attack: 30

Magic Def.: 120  
Exp.: 10  
Coins: 0  
Item Obtainable: Royal Syrup  
Thoughts: Get outta my face.

---

Apprentice  
HP: 120  
Weakness: Ice  
Strengths: N/A  
Attack: 50  
Defense: 50  
Magic Attack: 20  
Magic Def.: 20  
Exp.: 1  
Coins: 4  
Item Obtainable: Mid Mushroom  
Thoughts: I've had ENOUGH.

---

Arachne  
HP: 82  
Weakness: Ice  
Strengths: N/A  
Attack: 35  
Defense: 35  
Magic Attack: 6  
Magic Def.: 0  
Exp.: 6  
Coins: 6  
Item Obtainable: Able Juice  
Thoughts: (Musical Symbol) Day-o...

---

Armored Ant  
HP: 230  
Weakness: Ice  
Strengths: Fire  
Attack: 130  
Defense: 120  
Magic Attack: 24  
Magic Def.: 80  
Exp.: 30  
Coins: 5  
Item Obtainable: N/A  
Thoughts: Do one good turn a day.

---

Artichoker  
HP: 200  
Weakness: Jump, Fire  
Strengths: Lightning  
Attack: 50  
Defense: 54  
Magic Attack: 27

Magic Def.: 24  
Exp.: 12  
Coins: 10  
Item Obtainable: Fright Bomb  
Thoughts: Relax a little, OK?

---

Bahamutt  
HP: 500  
Weakness: Ice  
Strengths: Sleep, Fire, Fear  
Attack: 170  
Defense: 100  
Magic Attack: 80  
Magic Def.: 20  
Exp.: 50  
Coins: 200  
Item Obtainable: N/A  
Thoughts: Give me a chance, here.

---

Bandana Red  
HP: 120  
Weakness: Fire, Lightning  
Strengths: N/A  
Attack: 78  
Defense: 60  
Magic Attack: 25  
Magic Def.: 25  
Exp.: 18  
Coins: 10  
Item Obtainable: Mushroom  
Thoughts: I love the color RED!

---

Big Bertha  
HP: 350  
Weakness: Lightning  
Strengths: N/A  
Attack: 170  
Defense: 130  
Magic Attack: 0  
Magic Def.: 0  
Exp.: 35  
Coins: 7  
Item Obtainable: N/A  
Thoughts: Adabing, ADABANG!

---

Birdy  
HP: 150  
Weakness: Ice  
Strengths: Sleep, Fire  
Attack: 110  
Defense: 75  
Magic Attack: 55

Magic Def.: 13  
Exp.: 13  
Coins: 3  
Item Obtainable: Energizer  
Thoughts: I HATE Valentina.

---

Blaster  
HP: 120  
Weakness: Lightning  
Strengths: N/A  
Attack: 70  
Defense: 70  
Magic Attack: 0  
Magic Def.: 10  
Exp.: 12  
Coins: 0  
Item Obtainable: Pick Me Up  
Thoughts: Wanna join me?

---

Bloober  
HP: 130  
Weakness: Fire, Lightning  
Strengths: N/A  
Attack: 80  
Defense: 36  
Magic Attack: 21  
Magic Def.: 16  
Exp.: 12  
Coins: 0  
Item Obtainable: N/A  
Thoughts: I love floating around.

---

Bluebird  
HP: 200  
Weakness: Fire  
Strengths: Sleep, Ice  
Attack: 95  
Defense: 50  
Magic Attack: 80  
Magic Def.: 94  
Exp.: 14  
Coins: 6  
Item Obtainable: Bracer  
Thoughts: You are...magnificent!

---

Bob-omb  
HP: 90  
Weakness: Fire, Jump  
Strengths: N/A  
Attack: 50  
Defense: 38  
Magic Attack: 1

Magic Def.: 10  
Exp.: 4  
Coins: 1  
Item Obtainable: Pick Me Up  
Thoughts: Ouch, HEY! Watch it!

---

Body (Corkpedite)  
HP: 300  
Weakness: Ice  
Strengths: Sleep, Fire, Fear, Poison, Silence  
Attack: 100  
Defense: 99  
Magic Attack: 6  
Magic Def.: 1  
Exp.: 30  
Coins: 0  
Item Obtainable: Honey Syrup, Royal Syrup  
Thoughts: .....

---

Bodyguard  
HP: 30  
Weakness: N/A  
Strengths: N/A  
Attack: 20  
Defense: 26  
Magic Attack: 18  
Magic Def.: 10  
Exp.: 0  
Coins: 0  
Item Obtainable: N/A  
Thoughts: Boing, boing, boing.

---

Bowser Clone  
HP: 300  
Weakness: Ice  
Strengths: Sleep, Fear, Poison, Silence, Fire, Jump  
Attack: 130  
Defense: 100  
Magic Attack: 12  
Magic Def.: 0  
Exp.: 0  
Coins: 0  
Item Obtainable: N/A  
Thoughts: Grr...my castle...

---

Box Boy  
HP: 900  
Weakness: Jump  
Strengths: Everything Except Jump  
Attack: 180  
Defense: 110  
Magic Attack: 80

Magic Def.: 40  
Exp.: 150  
Coins: 34  
Item Obtainable: N/A  
Thoughts: Been waitin' 100 years!

---

Buzzer  
HP: 43  
Weakness: Ice, Fire  
Strengths: N/A  
Attack: 37  
Defense: 15  
Magic Attack: 4  
Magic Def.: 1  
Exp.: 4  
Coins: 1  
Item Obtainable: N/A  
Thoughts: Buzzzzzz...

---

Carroboscis  
HP: 90  
Weakness: Fire, Jump  
Strengths: N/A  
Attack: 55  
Defense: 44  
Magic Attack: 28  
Magic Def.: 22  
Exp.: 10  
Coins: 4  
Item Obtainable: Able Juice  
Thoughts: I ALWAYS eat my vegetables!

---

Chained Kong  
HP: 355  
Weakness: Ice  
Strengths: Fire  
Attack: 150  
Defense: 80  
Magic Attack: 22  
Magic Def.: 50  
Exp.: 35  
Coins: 8  
Item Obtainable: Max Mushroom  
Thoughts: A tad warm, isn't it?!

---

Chester  
HP: 1200  
Weakness: Jump  
Strengths: Lightning, Ice, Fire, Sleep, Fear, Poison, Silence  
Attack: 220  
Defense: 120  
Magic Attack: 120



Magic Def.: 80  
Exp.: 0  
Coins: 0  
Item Obtainable: N/A  
Thoughts: I love my job! (Heart Symbol)

---

Chewy  
HP: 90  
Weakness: N/A  
Strengths: Sleep, Poison, Fear, Silence, Jump  
Attack: 110  
Defense: 82  
Magic Attack: 70  
Magic Def.: 52  
Exp.: 14  
Coins: 0  
Item Obtainable: Sleepy Bomb  
Thoughts: I'm just a fresh flower.

---

Chomp  
HP: 100  
Weakness: Lightning  
Strengths: N/A  
Attack: 60  
Defense: 65  
Magic Attack: 5  
Magic Def.: 31  
Exp.: 10  
Coins: 0  
Item Obtainable: Mushroom  
Thoughts: Workin' on a chain gang.

---

Chomp Chomp  
HP: 150  
Weakness: Lightning  
Strengths: N/A  
Attack: 100  
Defense: 92  
Magic Attack: 14  
Magic Defense: 30  
Exp.: 12  
Coins: 5  
Item Obtainable: N/A  
Thoughts: Hey, let's PLAY!

---

Chow  
HP: 80  
Weakness: N/A  
Strengths: Sleep, Fear  
Attack: 82  
Defense: 77  
Magic Attack: 8

Magic Def.: 28  
Exp.: 15  
Coins: 3  
Item Obtainable: N/A  
Thoughts: Hey, I fought you already!

---

Clerk  
HP: 500  
Weakness: N/A  
Strengths: N/A  
Attack: 160  
Defense: 100  
Magic Attack: 47  
Magic Def.: 60  
Exp.: 30  
Coins: 22  
Item Obtainable: N/A  
Thoughts: 10 years I've been here!

---

Cluster  
HP: 60  
Weakness: N/A  
Strengths: Jump  
Attack: 50  
Defense: 50  
Magic Attack: 21  
Magic Def.: 10  
Exp.: 8  
Coins: 8  
Item Obtainable: Pick Me Up  
Thoughts: I'll psyche you out!

---

Corkpedite  
HP: 200  
Weakness: Ice  
Strengths: Sleep, Poison, Fear, Silence, Fire  
Attack: 130  
Defense: 110  
Magic Attack: 80  
Magic Def.: 20  
Exp.: 50  
Coins: 10  
Item Obtainable: Fright Bomb  
Thoughts: Off! FORGET IT!

---

Crook  
HP: 38  
Weakness: N/A  
Strengths: N/A  
Attack: 35  
Defense: 32  
Magic Attack: 12

Magic Def.: 25  
Exp.: 10  
Coins: 10  
Item Obtainable: Honey Syrup  
Thoughts: You can't run away! Ha!

---

Crusty  
HP: 80  
Weakness: Lightning, Fire  
Strengths: Jump  
Attack: 100  
Defense: 100  
Magic Attack: 12  
Magic Def.: 35  
Exp.: 25  
Coins: 7  
Item Obtainable: Honey Syrup, Royal Syrup  
Thoughts: Look at THIS!

---

Director  
HP: 1000  
Weakness: Lightning  
Strengths: Sleep, Poison, Silence, Fear  
Attack: 190  
Defense: 120  
Magic Attack: 57  
Magic Def.: 80  
Exp.: 61  
Coins: 92  
Item Obtainable: N/A  
Thoughts: I just lost EVERYTHING.

---

Dodo (1st Fight, Nimbus Castle)  
HP: 800  
Weakness: N/A  
Strengths: N/A  
Attack: 140  
Defense: 100  
Magic Attack: 9  
Magic Def.: 60  
Exp.: 24  
Coins: N/A  
Item Obtainable: N/A  
Thoughts: I'm STARVED!

---

Doppel  
HP: 333  
Weakness: N/A  
Strengths: Jump  
Attack: 140  
Defense: 60  
Magic Attack: 44

Magic Def.: 50  
Exp.: 40  
Coins: 12  
Item Obtainable: Pure Water  
Thoughts: This has been a bad year!

---

Dry Bones  
HP: 0  
Weakness: Lightning  
Strengths: N/A  
Attack: 74  
Defense: 0  
Magic Attack: 7  
Magic Def.: 0  
Exp.: 12  
Coins: 5  
Item Obtainable: Pure Water, Max Mushroom  
Thoughts: I'm sick of gettin' hit!

---

Enigma  
HP: 150  
Weakness: Jump  
Strengths: N/A  
Attack: 55  
Defense: 40  
Magic Attack: 30  
Magic Def.: 35  
Exp.: 10  
Coins: 5  
Item Obtainable: Pure Water, Max Mushroom  
Thoughts: Gather around! Watch it!

---

Fautso  
HP: 420  
Weakness: Ice, Jump  
Strengths: Lightning, Fear, Fire, Silence, Poison  
Attack: 130  
Defense: 100  
Magic Attack: 60  
Magic Def.: 60  
Exp.: 5  
Coins: 0  
Item Obtainable: N/A  
Thoughts: Thanks to you I'm free!

---

Fink Flower  
HP: 200  
Weakness: Fire  
Strengths: Sleep, Fear, Silence, Poison  
Attack: 95  
Defense: 32  
Magic Attack: 63

Magic Def.: 90  
Exp.: 20  
Coins: 2  
Item Obtainable: Mid Mushroom  
Thoughts: Gimme your best shot!

---

Fireball  
HP: 10  
Weakness: Ice, Jump  
Strengths: Fire  
Attack: 55  
Defense: 16  
Magic Attack: 30  
Magic Def.: 16  
Exp.: 8  
Coins: 0  
Item Obtainable: Pick Me Up  
Thoughts: Blurb blurb blurb...

---

Forkies  
HP: 350  
Weakness: N/A  
Strengths: N/A  
Attack: Unknown  
Defense: Unknown  
Magic Attack: Unknown  
Magic Def.: Unknown  
Exp.: 33  
Coins: 14  
Item Obtainable: Sleepy Bomb  
Thoughts: Shikashikashika~~!

---

Formless  
HP: 10  
Weakness: N/A  
Strengths: N/A  
Attack: 0  
Defense: 0  
Magic Attack: 50  
Magic Def.: 0  
Exp.: 0  
Coins: 0  
Item Obtainable: N/A  
Thoughts: I have a secret!

---

Frogog  
HP: 80  
Weakness: Lightning, Fire  
Strengths: N/A  
Attack: 15  
Defense: 8  
Magic Attack: 0

Magic Def.: 8  
Exp.: 3  
Coins: 4  
Item Obtainable: Mushroom  
Thoughts: This bright sunlight better not fry me!

---

Geckit  
HP: 100  
Weakness: Ice  
Strengths: Fire  
Attack: 84  
Defense: 63  
Magic Attack: 20  
Magic Def.: 8  
Exp.: 18  
Coins: 0  
Item Obtainable: Able Juice  
Thoughts: Geck... Geck... GOCK?

---

Gecko  
HP: 92  
Weakness: Fire  
Strengths: Lightning  
Attack: 48  
Defense: 46  
Magic Attack: 9  
Magic Def.: 32  
Exp.: 10  
Coins: 0  
Item Obtainable: N/A  
Thoughts: Red? What about Green?

---

Geno Clone  
HP: 250  
Weakness: N/A  
Strengths: Sleep, Ice, Fear, Poison, Silence  
Attack: 120  
Defense: 60  
Magic Attack: 60  
Magic Def.: 30  
Exp.: 0  
Coins: 0  
Item Obtainable: N/A  
Thoughts: Star Pieces... Star...

---

Glum Reaper  
HP: 180  
Weakness: N/A  
Strengths: Jump  
Attack: 120  
Defense: 55  
Magic Attack: 60

Magic Def.: 80  
Exp.: 35  
Coins: 3  
Item Obtainable: Pure Water  
Thoughts: Comin' through...

---

Goby  
HP: 40  
Weakness: Lightning  
Strengths: N/A  
Attack: 22  
Defense: 14  
Magic Attack: 2  
Magic Def.: 10  
Exp.: 3  
Coins: 2  
Item Obtainable: Mushroom  
Thoughts: Blub blub blub...

---

Goomba  
HP: 16  
Weakness: Fire  
Strengths: N/A  
Attack: 3  
Defense: 3  
Magic Attack: 1  
Magic Def.: 1  
Exp.: 1  
Coins: 0  
Item Obtainable: N/A  
Thoughts: Goomba gumba... phew!

---

Goombette  
HP: 100  
Weakness: Lightning, Fire, Jump  
Strengths: N/A  
Attack: 90  
Defense: 10  
Magic Attack: 30  
Magic Def.: 30  
Exp.: 20  
Coins: 0  
Item Obtainable: Mid Mushroom  
Thoughts: Me speak soft, BIG STICK!

---

Gorgon  
HP: 140  
Weakness: Lightning  
Strengths: N/A  
Attack: 86  
Defense: 73  
Magic Attack: 24

Magic Def.: 52  
Exp.: 20  
Coins: 0  
Item Obtainable: Mid Mushroom  
Thoughts: I just wanna go home.

---

Greaper  
HP: 148  
Weakness: N/A  
Strengths: N/A  
Attack: 72  
Defense: 58  
Magic Attack: 62  
Magic Def.: 120  
Exp.: 5  
Coins: 0  
Item Obtainable: Pure Water, Honey Syrup  
Thoughts: Any reaping to be done?

---

Gu Goomba  
HP: 132  
Weakness: N/A  
Strengths: N/A  
Attack: 115  
Defense: 66  
Magic Attack: 13  
Magic Def.: 66  
Exp.: 15  
Coins: 1  
Item Obtainable: Max Mushroom  
Thoughts: Hey, maybe I CAN win!

---

Guerilla  
HP: 135  
Weakness: Lightning  
Strengths: N/A  
Attack: 42  
Defense: 32  
Magic Attack: 1  
Magic Def.: 5  
Exp.: 8  
Coins: 8  
Item Obtainable: Able Juice  
Thoughts: Don't confuse me with someone else.

---

Heavy Troopa  
HP: 250  
Weakness: Jump  
Strengths: N/A  
Attack: 160  
Defense: 100  
Magic Attack: 1



Magic Def.: 50  
Exp.: 32  
Coins: 4  
Item Obtainable: N/A  
Thoughts: I'll make ya beautiful!

---

Helio  
HP: 10  
Weakness: N/A  
Strengths: N/A  
Attack: 140  
Defense: 0  
Magic Attack: 0  
Magic Def.: 0  
Exp.: 0  
Coins: 0  
Item Obtainable: N/A  
Thoughts: I'm burnin' up inside!

---

Hidon  
HP: 600  
Weakness: Fire, Jump  
Strengths: Lightning, Fire, Ice, Sleep, Poison, Fear, Silence  
Attack: 110  
Defense: 90  
Magic Attack: 60  
Magic Def.: 30  
Exp.: 50  
Coins: 100  
Item Obtainable: N/A  
Thoughts: You wanna run, huh?!

---

Hippopo  
HP: 400  
Weakness: Lightning  
Strengths: Sleep, Poison, Fear, Silence  
Attack: 150  
Defense: 110  
Magic Attack: 85  
Magic Def.: 53  
Exp.: 80  
Coins: 50  
Item Obtainable: N/A  
Thoughts: This is a drag...

---

Hobgoblin  
HP: 50  
Weakness: Jump  
Strengths: N/A  
Attack: 22  
Defense: 22  
Magic Attack: 8

Magic Def.: 12  
Exp.: 4  
Coins: 3  
Item Obtainable: Pure Water  
Thoughts: Havin' a blast today!

---

Jabit  
HP: 150  
Weakness: Lightning  
Strengths: N/A  
Attack: 120  
Defense: 95  
Magic Attack: 27  
Magic Def.: 34  
Exp.: 0  
Coins: 0  
Item Obtainable: N/A  
Thoughts: This is the pits!

---

Jagger  
HP: 600  
Weakness: N/A  
Strengths: Fire, Poison, Jump  
Attack: 120  
Defense: 80  
Magic Attack: 0  
Magic Def.: 50  
Exp.: 0  
Coins: 0  
Item Obtainable: N/A  
Thoughts: Oh! I'm so excited!

---

Jawful  
HP: 278  
Weakness: N/A  
Strengths: Fear  
Attack: 130  
Defense: 110  
Magic Attack: 8  
Magic Def.: 12  
Exp.: 27  
Coins: 0  
Item Obtainable: Sleepy Bomb  
Thoughts: Huh?

---

Jester  
HP: 151  
Weakness: Lightning, Ice  
Strengths: N/A  
Attack: 48  
Defense: 35  
Magic Attack: 22

Magic Def.: 35  
Exp.: 10  
Coins: 10  
Item Obtainable: N/A  
Thoughts: I've failed my King...

---

Jinx Clone  
HP: 320  
Weakness: N/A  
Strengths: N/A  
Attack: 180  
Defense: 120  
Magic Attack: 0  
Magic Def.: 35  
Exp.: 0  
Coins: 0  
Item Obtainable: N/A  
Thoughts: I'm the REAL thing!

---

K-9  
HP: 30  
Weakness: N/A  
Strengths: N/A  
Attack: 13  
Defense: 13  
Magic Attack: 1  
Magic Def.: 10  
Exp.: 2  
Coins: 0  
Item Obtainable: N/A  
Thoughts: May I take a BITE?

---

King Bomb  
HP: 500  
Weakness: Fire, Jump  
Strengths: Sleep, Poison, Fear, Silence  
Attack: 0  
Defense: 130  
Magic Attack: 80  
Magic Def.: 0  
Exp.: 0  
Coins: 0  
Item Obtainable: N/A  
Thoughts: I LIVE to explode!

---

Kriffid  
HP: 320  
Weakness: Ice  
Strengths: Fire, Poison  
Attack: 95  
Defense: 100  
Magic Attack: 50

Magic Def.: 40  
Exp.: 35  
Coins: 6  
Item Obtainable: N/A  
Thoughts: Aloe~ there!

---

Lakitu  
HP: 124  
Weakness: N/A  
Strengths: Lightning  
Attack: 45  
Defense: 43  
Magic Attack: 35  
Magic Def.: 40  
Exp.: 10  
Coins: 3  
Item Obtainable: Mid Mushroom, Maple Syrup  
Thoughts: Why do people hate me?

---

Leuko  
HP: 220  
Weakness: Fire  
Strengths: Lightning  
Attack: 65  
Defense: 50  
Magic Attack: 42  
Magic Def.: 60  
Exp.: 20  
Coins: 3  
Item Obtainable: Mid Mushroom, Honey Syrup  
Thoughts: Floating's a bad habit.

---

Li'l Boo  
HP: 66  
Weakness: Lightning, Ice  
Strengths: N/A  
Attack: 120  
Defense: 20  
Magic Attack: 74  
Magic Def.: 120  
Exp.: 28  
Coins: 0  
Item Obtainable: N/A  
Thoughts: Beep pa doodle dee! (Musical Symbol)

---

Machine Made (Axem Black)  
HP: 120  
Weakness: Lightning  
Strengths: Sleep, Fear  
Attack: 120  
Defense: 110  
Magic Attack: 4

Magic Def.: 40  
Exp.: 20  
Coins: 0  
Item Obtainable: Max Mushroom  
Thoughts: Will I make the team?

---

Machine Made (Axem Green)  
HP: 80  
Weakness: Ice  
Strengths: Silence, Sleep  
Attack: 105  
Defense: 80  
Magic Attack: 80  
Magic Def.: 120  
Exp.: 10  
Coins: 0  
Item Obtainable: Royal Syrup  
Thoughts: Whew! Vertigo!

---

Machine Made (Axem Pink)  
HP: 100  
Weakness: Ice, Fire  
Strengths: Silence, Sleep  
Attack: 95  
Defense: 90  
Magic Attack: 40  
Magic Def.: 100  
Exp.: 30  
Coins: 0  
Item Obtainable: Maple Syrup  
Thoughts: Oh! My makeup!

---

Machine Made (Axem Red)  
HP: 180  
Weakness: Ice  
Strengths: Sleep, Fire, Fear  
Attack: 135  
Defense: 95  
Magic Attack: 24  
Magic Def.: 80  
Exp.: 50  
Coins: 0  
Item Obtainable: Royal Syrup  
Thoughts: Gotta fight for evil!

---

Machine Made (Axem Yellow)  
HP: 200  
Weakness: Jump  
Strengths: Sleep, Lightning, Poison  
Attack: 140  
Defense: 130  
Magic Attack: 16

Magic Def.: 20  
Exp.: 25  
Coins: 0  
Item Obtainable: Max Mushroom  
Thoughts: I'm STARVED!

---

Machine Made (Bodyguard)  
HP: 100  
Weakness: N/A  
Strengths: N/A  
Attack: 135  
Defense: 95  
Magic Attack: 90  
Magic Def.: 65  
Exp.: 0  
Coins: 0  
Item Obtainable: N/A  
Thoughts: Boing, boing, boing.

---

Machine Made (Bowyer)  
HP: 1000  
Weakness: N/A  
Strengths: Sleep, Fear, Poison, Silence  
Attack: 150  
Defense: 120  
Magic Attack: 90  
Magic Def.: 80  
Exp.: 150  
Coins: 40  
Item Obtainable: Ice Bomb  
Thoughts: Nya! I'll SNUFF ya! NYA!

---

Machine Made (Mack)  
HP: 300  
Weakness: Lightning  
Strengths: Sleep, Fear, Poison, Silence  
Attack: 160  
Defense: 120  
Magic Attack: 95  
Magic Def.: 40  
Exp.: 120  
Coins: 30  
Item Obtainable: Fire Bomb  
Thoughts: Mario! I'm BAAAAAAAACK!

---

Machine Made (Multiplier)  
HP: 180  
Weakness: N/A  
Strengths: N/A  
Attack: 130  
Defense: 82  
Magic Attack: 31

Magic Def.: 69  
Exp.: 0  
Coins: 0  
Item Obtainable: N/A  
Thoughts: Look out, LOSERS!

---

Machine Made (Yaridovich)  
HP: 800  
Weakness: N/A  
Strengths: Sleep, Fear, Poison, Silence  
Attack: 180  
Defense: 130  
Magic Attack: 90  
Magic Def.: 50  
Exp.: 60  
Coins: 50  
Item Obtainable: Rock Candy  
Thoughts: My promotion's at stake!

---

Mad Mallet  
HP: 200  
Weakness: Lightning  
Strengths: N/A  
Attack: 120  
Defense: 80  
Magic Attack: 34  
Magic Def.: 85  
Exp.: 0  
Coins: 0  
Item Obtainable: N/A  
Thoughts: Work, work, work...

---

Magmite  
HP: 26  
Weakness: Ice  
Strengths: Jump  
Attack: 45  
Defense: 70  
Magic Attack: 3  
Magic Def.: 1  
Exp.: 5  
Coins: 1  
Item Obtainable: N/A  
Thoughts: Got a thorn in my foot.

---

Magmus  
HP: 50  
Weakness: Ice  
Strengths: Sleep, Poison, Fear, Silence, Jump, Fire  
Attack: 110  
Defense: 140  
Magic Attack: 3

Magic Def.: 25  
Exp.: 18  
Coins: 3  
Item Obtainable: Bracer  
Thoughts: Clobber me for good life!

---

Malakoopa  
HP: 95  
Weakness: Lightning  
Strengths: N/A  
Attack: 130  
Defense: 120  
Magic Attack: 47  
Magic Def.: 98  
Exp.: 23  
Coins: 3  
Item Obtainable: Honey Syrup  
Thoughts: Just call me "General!"

---

Mallow Clone  
HP: 150  
Weakness: N/A  
Strengths: Sleep, Poison, Fear, Silence, Ice, Lightning  
Attack: 80  
Defense: 65  
Magic Attack: 70  
Magic Def.: 80  
Exp.: 0  
Coins: 0  
Item Obtainable: N/A  
Thoughts: Ma? Pa? Where are ya?

---

Manager  
HP: 800  
Weakness: N/A  
Strengths: N/A  
Attack: 170  
Defense: 110  
Magic Attack: 60  
Magic Def.: 70  
Exp.: 44  
Coins: 46  
Item Obtainable: N/A  
Thoughts: 25 years of working, sigh.

---

Mario Clone  
HP: 200  
Weakness: N/A  
Strengths: Sleep, Poison, Fear, Silence, Fire, Jump  
Attack: 100  
Defense: 90  
Magic Attack: 33



Magic Def.: 50  
Exp.: 0  
Coins: 0  
Item Obtainable: N/A  
Thoughts: .....

---

Mastadoom  
HP: 180  
Weakness: Lightning  
Strengths: Fire  
Attack: 90  
Defense: 65  
Magic Attack: 30  
Magic Def.: 50  
Exp.: 20  
Coins: 0  
Item Obtainable: Mid Mushroom  
Thoughts: Phew, I'm FREEZING...

---

Mezzo Bomb  
HP: 150  
Weakness: Fire, Jump  
Strengths: Sleep  
Attack: 70  
Defense: 40  
Magic Attack: 0  
Magic Def.: 10  
Exp.: 0  
Coins: 0  
Item Obtainable: N/A  
Thoughts: Look out!

---

Micro Bomb  
HP: 30  
Weakness: Fire, Jump  
Strengths: Sleep  
Attack: 42  
Defense: 30  
Magic Attack: 6  
Magic Def.: 10  
Exp.: 0  
Coins: 0  
Item Obtainable: N/A  
Thoughts: Small is as small does.

---

Mokura  
HP: 620  
Weakness: N/A  
Strengths: Sleep, Fear, Silence, Lightning, Jump  
Attack: 0  
Defense: 75  
Magic Attack: 80

Magic Def.: 90  
Exp.: 30  
Coins: 0  
Item Obtainable: Kerokero Cola, Royal Syrup  
Thoughts: Mwa ha ha...

---

Mr. Kipper  
HP: 133  
Weakness: Lightning, Fire  
Strengths: N/A  
Attack: 75  
Defense: 45  
Magic Attack: 14  
Magic Def.: 10  
Exp.: 8  
Coins: 2  
Item Obtainable: Able Juice  
Thoughts: I'm a fresh little fish.

---

Muckle  
HP: 320  
Weakness: Fire  
Strengths: Sleep, Poison, Fear, Silence, Ice  
Attack: 90  
Defense: 44  
Magic Attack: 90  
Magic Def.: 44  
Exp.: 6  
Coins: 3  
Item Obtainable: Ice Bomb  
Thoughts: Gotta know your limits.

---

Mukumuku  
HP: 108  
Weakness: Fire  
Strengths: Lightning  
Attack: 60  
Defense: 47  
Magic Attack: 22  
Magic Def.: 30  
Exp.: 8  
Coins: 1  
Item Obtainable: Maple Syrup  
Thoughts: Ya trying to bug me?!

---

Ninja  
HP: 235  
Weakness: N/A  
Strengths: Sleep, Poison, Fear, Silence, Fire, Lightning, Ice  
Attack: 130  
Defense: 76  
Magic Attack: 51

Magic Def.: 67  
Exp.: 32  
Coins: 6  
Item Obtainable: Maple Syrup  
Thoughts: Wooo HOOO! I'm a FOO!

---

Octolot  
HP: 99  
Weakness: Fire, Lightning  
Strengths: N/A  
Attack: 38  
Defense: 27  
Magic Attack: 25  
Magic Def.: 30  
Exp.: 6  
Coins: 4  
Item Obtainable: N/A  
Thoughts: Check out my legs!

---

Octovader  
HP: 250  
Weakness: Fire  
Strengths: Lightning  
Attack: 90  
Defense: 50  
Magic Attack: 63  
Magic Def.: 50  
Exp.: 30  
Coins: 8  
Item Obtainable: N/A  
Thoughts: I'm a part-time typist!

---

Oerlikon  
HP: 85  
Weakness: Ice  
Strengths: Sleep, Poison, Fear, Silence, Jump, Fire  
Attack: 120  
Defense: 125  
Magic Attack: 17  
Magic Def.: 50  
Exp.: 22  
Coins: 0  
Item Obtainable: Energizer  
Thoughts: I live to eat.

---

Orb User  
HP: 8  
Weakness: N/A  
Strengths: Lightning, Ice, Fire  
Attack: 42  
Defense: 80  
Magic Attack: 28

Magic Def.: 40  
Exp.: 5  
Coins: 2  
Item Obtainable: Honey Syrup  
Thoughts: I hate Kinklinks!

---

Orbison  
HP: 30  
Weakness: Jump  
Strengths: Lightning, Ice, Fire  
Attack: 113  
Defense: 140  
Magic Attack: 63  
Magic Def.: 65  
Exp.: 18  
Coins: 0  
Item Obtainable: Pure Water  
Thoughts: Don't jump on me!

---

Pandorite  
HP: 300  
Weakness: Jump  
Strengths: Sleep, Poison, Fear, Silence, Lightning, Ice, Fire  
Attack: 30  
Defense: 20  
Magic Attack: 20  
Magic Def.: 20  
Exp.: 20  
Coins: 30  
Item Obtainable: Flower Jar  
Thoughts: I'm trying to sleep, OK?

---

Pinwheel  
HP: 99  
Weakness: N/A  
Strengths: Sleep, Poison, Fear, Silence, Lightning  
Attack: 120  
Defense: 90  
Magic Attack: 70  
Magic Def.: 66  
Exp.: 0  
Coins: 0  
Item Obtainable: N/A  
Thoughts: What a day it's been...

---

Piranha Plant  
HP: 168  
Weakness: N/A  
Strengths: Fire  
Attack: 45  
Defense: 14  
Magic Attack: 20

Magic Def.: 22  
Exp.: 5  
Coins: 5  
Item Obtainable: Sleepy Bomb  
Thoughts: Pretty boring nowadays.

---

Pounder  
HP: 180  
Weakness: Lightning  
Strengths: N/A  
Attack: 130  
Defense: 70  
Magic Attack: 45  
Magic Def.: 60  
Exp.: 24  
Coins: 2  
Item Obtainable: N/A  
Thoughts: Wham bam SLAM!

---

Poundette  
HP: 150  
Weakness: Lightning  
Strengths: N/A  
Attack: 140  
Defense: 60  
Magic Attack: 66  
Magic Def.: 45  
Exp.: 28  
Coins: 3  
Item Obtainable: N/A  
Thoughts: Love conquers ALL.

---

Pulsar  
HP: 69  
Weakness: Jump  
Strengths: Fire  
Attack: 75  
Defense: 90  
Magic Attack: 33  
Magic Def.: 35  
Exp.: 15  
Coins: 12  
Item Obtainable: Pick Me Up  
Thoughts: I'm a mini-pulsar.

---

Puppox  
HP: 300  
Weakness: Fire  
Strengths: Lightning  
Attack: 145  
Defense: 110  
Magic Attack: 20

Magic Def.: 32  
Exp.: 30  
Coins: 10  
Item Obtainable: N/A  
Thoughts: What does it all MEAN?

---

Pyrosphere  
HP: 167  
Weakness: Ice  
Strengths: Poison, Fire  
Attack: 105  
Defense: 66  
Magic Attack: 100  
Magic Def.: 48  
Exp.: 17  
Coins: 2  
Item Obtainable: N/A  
Thoughts: Vroom, VROOM!!

---

Rat Funk  
HP: 32  
Weakness: Fire  
Strengths: N/A  
Attack: 20  
Defense: 14  
Magic Attack: 0  
Magic Def.: 6  
Exp.: 2  
Coins: 6  
Item Obtainable: Able Juice  
Thoughts: Squeek, squeek...

---

Reacher  
HP: 184  
Weakness: Lightning  
Strengths: N/A  
Attack: 4  
Defense: 95  
Magic Attack: 75  
Magic Def.: 80  
Exp.: 30  
Coins: 8  
Item Obtainable: N/A  
Thoughts: Hope you'll stay close.

---

Remo Con  
HP: 88  
Weakness: Fire  
Strengths: Lightning, Ice  
Attack: 56  
Defense: 52  
Magic Attack: 25

Magic Def.: 10  
Exp.: 8  
Coins: 7  
Item Obtainable: Honey Syrup  
Thoughts: The world is history.

---

Ribbite  
HP: 250  
Weakness: Fire  
Strengths: Poison  
Attack: 115  
Defense: 20  
Magic Attack: 31  
Magic Def.: 29  
Exp.: 22  
Coins: 8  
Item Obtainable: N/A  
Thoughts: My dad says, 'Hello.'

---

Rob-omb  
HP: 42  
Weakness: Fire, Jump  
Strengths: N/A  
Attack: 54  
Defense: 63  
Magic Attack: 1  
Magic Def.: 20  
Exp.: 6  
Coins: 1  
Item Obtainable: Pick Me Up  
Thoughts: Disappear? Maybe later!

---

Sackit  
HP: 152  
Weakness: N/A  
Strengths: N/A  
Attack: 70  
Defense: 53  
Magic Attack: 13  
Magic Def.: 20  
Exp.: 20  
Coins: 30  
Item Obtainable: Max Mushroom, Royal Syrup  
Thoughts: This is just how I am.

---

Shadow  
HP: 85  
Weakness: N/A  
Strengths: Jump  
Attack: 24  
Defense: 5  
Magic Attack: 20

Magic Def.: 20  
Exp.: 3  
Coins: 2  
Item Obtainable: Pick Me Up  
Thoughts: You're a model, right?

---

Shaman  
HP: 150  
Weakness: N/A  
Strengths: N/A  
Attack: 92  
Defense: 50  
Magic Attack: 80  
Magic Def.: 90  
Exp.: 17  
Coins: 4  
Item Obtainable: Honey Syrup, Maple Syrup  
Thoughts: I'm losing this fight!

---

Shogun  
HP: 150  
Weakness: Ice  
Strengths: Poison, Fear  
Attack: 100  
Defense: 80  
Magic Attack: 1  
Magic Def.: 32  
Exp.: 24  
Coins: 10  
Item Obtainable: Pick Me Up  
Thoughts: Do as you like.

---

Shy Away  
HP: 140  
Weakness: Ice  
Strengths: N/A  
Attack: 90  
Defense: 50  
Magic Attack: 39  
Magic Def.: 73  
Exp.: 1  
Coins: 30  
Item Obtainable: Honey Syrup  
Thoughts: La Dee Dah~ Ha Ha.

---

Shy Guy  
HP: 78  
Weakness: N/A  
Strengths: N/A  
Attack: 29  
Defense: 30  
Magic Attack: 20



Magic Def.: 6  
Exp.: 2  
Coins: 1  
Item Obtainable: N/A  
Thoughts: Hold still, okay?!

---

Shy Ranger  
HP: 300  
Weakness: N/A  
Strengths: Lightning, Ice, Fire, Jump  
Attack: 100  
Defense: 80  
Magic Attack: 4  
Magic Def.: 10  
Exp.: 60  
Coins: 1  
Item Obtainable: N/A  
Thoughts: Transmitting information... Over and out.

---

Shyster  
HP: 30  
Weakness: N/A  
Strengths: N/A  
Attack: 20  
Defense: 26  
Magic Attack: 18  
Magic Def.: 10  
Exp.: 3  
Coins: 2  
Item Obtainable: Honey Syrup  
Thoughts: Boing, boing, boing.

---

Sky Troopa  
HP: 10  
Weakness: Jump  
Strengths: N/A  
Attack: 4  
Defense: 16  
Magic Attack: 6  
Magic Def.: 4  
Exp.: 1  
Coins: 1  
Item Obtainable: Mushroom  
Thoughts: What a gorgeous day!

---

Sling Shy  
HP: 120  
Weakness: N/A  
Strengths: N/A  
Attack: 108  
Defense: 80  
Magic Attack: 42

Magic Def.: 21  
Exp.: 3  
Coins: 20  
Item Obtainable: Honey Syrup  
Thoughts: Hear my song.

---

Snapdragon  
HP: 90  
Weakness: Fire  
Strengths: N/A  
Attack: 28  
Defense: 25  
Magic Attack: 31  
Magic Def.: 25  
Exp.: 4  
Coins: 3  
Item Obtainable: Mushroom  
Thoughts: I did a lot in my youth.

---

Sparky  
HP: 120  
Weakness: Ice  
Strengths: Fire  
Attack: 40  
Defense: 1  
Magic Attack: 38  
Magic Def.: 50  
Exp.: 4  
Coins: 1  
Item Obtainable: N/A  
Thoughts: Fire EVERYWHERE!

---

Spikester  
HP: 50  
Weakness: Ice  
Strengths: Jump  
Attack: 48  
Defense: 60  
Magic Attack: 12  
Magic Def.: 4  
Exp.: 6  
Coins: 2  
Item Obtainable: N/A  
Thoughts: Why, you're AFRAID of me!

---

Spikey  
HP: 20  
Weakness: N/A  
Strengths: Jump  
Attack: 6  
Defense: 11  
Magic Attack: 4

Magic Def.: 2  
Exp.: 1  
Coins: 2  
Item Obtainable: Honey Syrup  
Thoughts: Just try and jump on me!

---

Spinthra  
HP: 230  
Weakness: Ice  
Strengths: Poison  
Attack: 110  
Defense: 70  
Magic Attack: 4  
Magic Def.: 32  
Exp.: 30  
Coins: 4  
Item Obtainable: Bracer  
Thoughts: Oh! I'm gonna poison ya!

---

Spookum  
HP: 98  
Weakness: Ice  
Strengths: N/A  
Attack: 50  
Defense: 45  
Magic Attack: 32  
Magic Def.: 5  
Exp.: 8  
Coins: 4  
Item Obtainable: Mid Mushroom  
Thoughts: Que pasa?

---

Springer  
HP: 122  
Weakness: N/A  
Strengths: N/A  
Attack: 155  
Defense: 110  
Magic Attack: 100  
Magic Def.: 79  
Exp.: 29  
Coins: 2  
Item Obtainable: Energizer  
Thoughts: What's going on here?

---

Star Cruster  
HP: 72  
Weakness: Ice  
Strengths: Jump  
Attack: 135  
Defense: 145  
Magic Attack: 16

Magic Def.: 53  
Exp.: 36  
Coins: 30  
Item Obtainable: N/A  
Thoughts: I'M NOT A CRAB!!

---

Starslap  
HP: 62  
Weakness: Fire, Lightning  
Strengths: N/A  
Attack: 25  
Defense: 24  
Magic Attack: 4  
Magic Def.: 10  
Exp.: 2  
Coins: 2  
Item Obtainable: N/A  
Thoughts: They think I'm goofy...

---

Stinger  
HP: 65  
Weakness: N/A  
Strengths: N/A  
Attack: 78  
Defense: 80  
Magic Attack: 23  
Magic Def.: 10  
Exp.: 13  
Coins: 1  
Item Obtainable: Able Juice  
Thoughts: Strike the pose!

---

Straw Head  
HP: 131  
Weakness: Lightning  
Strengths: N/A  
Attack: 80  
Defense: 63  
Magic Attack: 18  
Magic Def.: 12  
Exp.: 17  
Coins: 12  
Item Obtainable: Pure Water  
Thoughts: Gotta press this shirt!

---

Stumpet  
HP: 500  
Weakness: Ice  
Strengths: Sleep, Poison, Fear, Silence, Fire  
Attack: 200  
Defense: 120  
Magic Attack: 6

Magic Def.: 60  
Exp.: 70  
Coins: 15  
Item Obtainable: Fright Bomb, Fire Bomb  
Thoughts: Express yourself!

---

Terra Cotta  
HP: 180  
Weakness: N/A  
Strengths: Fire  
Attack: 120  
Defense: 85  
Magic Attack: 36  
Magic Def.: 35  
Exp.: 35  
Coins: 0  
Item Obtainable: Mushroom  
Thoughts: Oh, Mr. Bowser~~

---

Terrapin  
HP: 10  
Weakness: N/A  
Strengths: N/A  
Attack: 1  
Defense: 8  
Magic Attack: 0  
Magic Def.: 1  
Exp.: 0  
Coins: 0  
Item Obtainable: Mushroom  
Thoughts: N/A

---

Toadstool Clone  
HP: 120  
Weakness: N/A  
Strengths: Sleep, Poison, Fear, Silence  
Attack: 90  
Defense: 60  
Magic Attack: 62  
Magic Def.: 70  
Exp.: 0  
Coins: 0  
Item Obtainable: N/A  
Thoughts: It's tough to be pretty!

---

The Big Boo  
HP: 43  
Weakness: N/A  
Strengths: Fear, Jump  
Attack: 18  
Defense: 0  
Magic Attack: 18

Magic Def.: 24  
Exp.: 2  
Coins: 0  
Item Obtainable: Honey Syrup  
Thoughts: Stop staring at me!

---

Tub-O-Troopa  
HP: 500  
Weakness: Lightning  
Strengths: N/A  
Attack: 200  
Defense: 80  
Magic Attack: 7  
Magic Def.: 34  
Exp.: 40  
Coins: 11  
Item Obtainable: N/A  
Thoughts: My shell's shot!

---

Vomer  
HP: 0  
Weakness: Thunder  
Strengths: Sleep, Poison, Fear, Silence  
Attack: 110  
Defense: 0  
Magic Attack: 9  
Magic Def.: 0  
Exp.: 19  
Coins: 0  
Item Obtainable: Pure Water  
Thoughts: Nobody, NOBODY likes me.

---

Wiggler  
HP: 120  
Weakness: Lightning  
Strengths: N/A  
Attack: 40  
Defense: 25  
Magic Attack: 18  
Magic Def.: 20  
Exp.: 6  
Coins: 10  
Item Obtainable: Honey Syrup  
Thoughts: I'm just a helpless wiggler...

---

Zeostar  
HP: 90  
Weakness: Fire  
Strengths: N/A  
Attack: 75  
Defense: 60  
Magic Attack: 28

Magic Def.: 20  
Exp.: 10  
Coins: 3  
Item Obtainable: Mushroom  
Thoughts: Oh, I can't stand him!

---

=====  
XIV. Shops  
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In this section, I will list all of the shops in the game, along with info about them and such. Each shop listed below is listed in the order that you find them in the game, so take note of that.

-----  
Mushroom Kingdom  
-----

-----  
Item:

Honey Syrup (Item) - 10 Coins  
Pick Me Up (Item) - 5 Coins  
Able Juice (Item) - 4 Coins  
Shirt (Armor) - 7 Coins  
Pants (Armor) - 7 Coins  
Jump Shoes (Accessory) - 30 Coins  
Antidote Pin (Accessory) - 28 Coins

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-----  
Tadpole Pond  
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Juice Bar:

FroggieDrink (Item) - 16 Coins  
\*FroggieDrink (Item) - 14 Coins  
\*\*FroggieDrink (Item) - 12 Coins  
\*\*\*FroggieDrink (Item) - 8 Coins  
\*Elixir (Item) - 48 Coins  
\*\*Elixir (Item) - 36 Coins  
\*\*\*Elixir (Item) - 24 Coins  
\*Megalixir (Item) - 90 Coins  
\*\*Megalixir (Item) - 60 Coins  
\*Kerokero Cola (Item) - 200 Coins

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\* - With an Alto Card you win from the Melody Bay, the price of the item will be that much.

\*\* - With a Tenor Card you win from the Melody Bay, the price of the item will be that much.

\*\*\* - With a Soprano Card you win from the Melody Bay, the price of the item will be that much.

---

Frog Coin Shop:

Sleepy Bomb (Item) - 1 Frog Coin  
Bracer (Item) - 2 Frog Coins  
Energizer (Item) - 2 Frog Coins  
Crystalline (Item) - 5 Frog Coins  
Power Blast (Item) - 5 Frog Coins

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Rose Town

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Item:

Mushroom (Item) - 4 Coins  
Honey Syrup (Item) - 10 Coins  
Pick Me Up (Item) - 5 Coins  
Able Juice (Item) - 4 Coins  
Thick Shirt (Armor) - 14 Coins  
Thick Pants (Armor) - 14 Coins  
Jump Shoes (Accessory) - 30 Coins  
Antidote Pin (Accessory) - 28 Coins  
Wake Up Pin (Accessory) - 42 Coins  
Trueform Pin (Accessory) - 60 Coins  
Fearless Pin (Accessory) - 130 Coins  
Zoom Shoes (Accessory) - 100 Coins

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Moleville

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Item:

Punch Glove (Weapon) - 36 Coins  
Finger Shot (Weapon) - 50 Coins  
Cymbals (Weapon) - 42 Coins



Mega Shirt (Armor) - 22 Coins  
Mega Cape (Armor) - 22 Coins  
Mega Pants (Armor) - 22 Coins  
Work Pants (Armor) - 22 Coins  
Mid Mushroom (Item) - 20 Coins  
Maple Syrup (Item) - 30 Coins

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-----  
Marrymore  
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Item:

Super Hammer (Weapon) - 70 Coins  
Hand Gun (Weapon) - 75 Coins  
Whomp Glove (Weapon) - 72 Coins  
Chomp Shell (Weapon) - 60 Coins  
Happy Shirt (Armor) - 38 Coins  
Happy Pants (Armor) - 38 Coins  
Happy Cape (Armor) - 38 Coins  
Happy Shell (Armor) - 38 Coins  
B'Tub Ring (Accessory) - 145 Coins  
Mid Mushroom (Item) - 20 Coins  
Maple Syrup (Item) - 30 Coins

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Hotel Room Service Menu:

Pick Me Up (Item) - 10 Coins  
Kerokero Cola (Item) - 150 Coins

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-----  
Seaside Town  
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Weapon:

Troopa Shell (Weapon) - 90 Coins  
Parasol (Weapon) - 84 Coins  
Hurly Gloves (Weapon) - 92 Coins  
Double Punch (Weapon) - 88 Coins  
Ribbit Stick (Weapon) - 86 Coins  
Noknok Shell (Weapon) - 20 Coins  
Punch Glove (Weapon) - 36 Coins  
Finger Shot (Weapon) - 50 Coins  
Cymbals (Weapon) - 42 Coins  
Chomp Shell (Weapon) - 60 Coins

Super Hammer (Weapon) - 70 Coins  
Hand Gun (Weapon) - 75 Coins  
Whomp Glove (Weapon) - 72 Coins  
Slap Glove (Weapon) - 100 Coins  
Hammer (#2) (Weapon) - 123 Coins

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Armor:

NauticaDress (Armor) - 50 Coins  
Shirt (Armor) - 7 Coins  
Pants (Armor) - 7 Coins  
Thick Shirt (Armor) - 14 Coins  
Thick Pants (Armor) - 14 Coins  
Mega Shirt (Armor) - 22 Coins  
Mega Pants (Armor) - 22 Coins  
Mega Cape (Armor) - 22 Coins  
Happy Shirt (Armor) - 38 Coins  
Happy Pants (Armor) - 38 Coins  
Happy Cape (Armor) - 38 Coins  
Happy Shell (Armor) - 38 Coins

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Frog Coin Shop:

See Ya (Item) - 10 Frog Coins  
Earlier Times (Item) - 15 Frog Coins  
Exp. Booster (Accessory) - 22 Frog Coins  
Coin Trick (Accessory) - 36 Frog Coins  
Scrooge Ring (Accessory) - 50 Frog Coins

---

\*Item:

Mushroom (Bad) (Item) - 30 Coins  
Muku Cookie (Item) - 69 Coins  
Fright Bomb (Item) - 100 Coins  
Fire Bomb (Item) - 200 Coins  
Ice Bomb (Item) - 250 Coins

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Accessory Shop:

Jump Shoes (Accessory) - 30 Coins  
Antidote Pin (Accessory) - 28 Coins  
Wake Up Pin (Accessory) - 42 Coins  
Fearless Pin (Accessory) - 130 Coins  
Trueform Pin (Accessory) - 60 Coins  
Zoom Shoes (Accessory) - 100 Coins

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\*\*Health Food Store:

Mushroom (Item) - 4 Coins  
Mid Mushroom (Item) - 20 Coins

Honey Syrup (Item) - 10 Coins  
Maple Syrup (Item) - 30 Coins  
Pick Me Up (Item) - 5 Coins  
Able Juice (Item) - 4 Coins  
Freshen Up (Item) - 50 Coins

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\* - These items are available before you kill Yaridovich.

\*\* - These items are available after you kill Yaridovich.

---  
Sea  
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-----  
Item:

Hurly Gloves (Weapon) - 92 Coins  
Super Hammer (Weapon) - 70 Coins  
Hand Gun (Weapon) - 75 Coins  
Whomp Glove (Weapon) - 72 Coins  
Sailor Shirt (Armor) - 50 Coins  
Sailor Pants (Armor) - 50 Coins  
Sailor Cape (Armor) - 50 Coins  
NauticaDress (Armor) - 50 Coins  
Mid Mushroom (Item) - 20 Coins  
Maple Syrup (Item) - 30 Coins  
Pick Me Up (Item) - 5 Coins  
Able Juice (Item) - 4 Coins  
Freshen Up (Item) - 50 Coins

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Monstro Town  
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Weapon:

Spiked Shell (Weapon) - 94 Coins  
CourageShell (Armor) - 60 Coins  
Mid Mushroom (Item) - 20 Coins  
Maple Syrup (Item) - 30 Coins  
Pick Me Up (Item) - 5 Coins  
Able Juice (Item) - 4 Coins  
Freshen Up (Item) - 50 Coins

-----  
Item:

Mushroom (Bad) (Item) - 4 Coins

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-----  
Nimbus Land  
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-----  
Item:

Mid Mushroom (Item) - 20 Coins  
Maple Syrup (Item) - 30 Coins  
Pick Me Up (Item) - 5 Coins  
Able Juice (Item) - 4 Coins  
Freshen Up (Item) - 50 Coins  
Mega Glove (Weapon) - 102 Coins  
War Fan (Weapon) - 100 Coins  
Hand Cannon (Weapon) - 105 Coins  
Sticky Glove (Weapon) - 98 Coins  
Fuzzy Shirt (Armor) - 70 Coins  
Fuzzy Pants (Armor) - 70 Coins  
Fuzzy Cape (Armor) - 70 Coins  
Fuzzy Dress (Armor) - 70 Coins

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-----  
Barrel Volcano  
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-----  
Item:

Mid Mushroom (Item) - 20 Coins  
Maple Syrup (Item) - 30 Coins  
Pick Me Up (Item) - 5 Coins  
Able Juice (Item) - 4 Coins  
Freshen Up (Item) - 50 Coins

-----  
Armor:

Fire Shirt (Armor) - 90 Coins  
Fire Pants (Armor) - 90 Coins  
Fire Cape (Armor) - 90 Coins  
Fire Shell (Armor) - 90 Coins  
Fire Dress (Armor) - 90 Coins  
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Bowser's Keep

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Croco's Shop #1:

Mid Mushroom (Item) - 20 Coins  
Maple Syrup (Item) - 30 Coins  
Pick Me Up (Item) - 5 Coins  
Freshen Up (Item) - 50 Coins  
Fire Shirt (Armor) - 90 Coins  
Fire Pants (Armor) - 90 Coins  
Fire Cape (Armor) - 90 Coins  
Fire Shell (Armor) - 90 Coins  
Fire Dress (Armor) - 90 Coins

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Croco's Shop #2:

Mid Mushroom (Item) - 20 Coins  
Maple Syrup (Item) - 30 Coins  
Pick Me Up (Item) - 5 Coins  
Freshen Up (Item) - 50 Coins  
Hero Shirt (Armor) - 100 Coins  
Prince Pants (Armor) - 100 Coins  
Star Cape (Armor) - 100 Coins  
Heal Shell (Armor) - 100 Coins  
Royal Dress (Armor) - 100 Coins

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Factory  
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Toad's Shop:

Mid Mushroom (Item) - 10 Coins  
Max Mushroom (Item) - 39 Coins  
Maple Syrup (Item) - 15 Coins  
Pick Me Up (Item) - 3 Coins  
Able Juice (Item) - 2 Coins  
Freshen Up (Item) - 25 Coins  
FroggieDrink (Item) - 8 Coins

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In this section, I will list all of the side quests in the game, along with information about how to start them, and complete them and such.

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=====  
The Pipe Vault  
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NOTE: There is one Mini-Game you can play in the Pipe Vault. Try to go down certain pipes, and you'll eventually land in an area where you can play the Goomba-Thumping game. Read the Mini-Games section for information on it.

This level is available after completing the Forest Maze. It's a path that leads to Yo'ster Isle. Once you enter the level, go down the pipe. In this area, go north and jump from each ledge, while being careful not to fall into the lava. Then enter the next area. In here, go down the narrow hallway and fight the Goomba if you wish. Continue down the hallway, and you'll see a Thwomp, that will stomp on the ledge. This will cause you to fall down the stairs, so wait until he hovers up, then jump up the stairs. Fight the nearby Goomba if you like, then continue down the hallway, and go down the second pipe. In this area, you'll see a nearby pipe.

Go down it. In this room, collect the nearby coins, then go to the entrance of this area. You'll see a long ledge that you cannot reach, so at the entrance, keep jumping until a yellow block is revealed. Jump on it, then on the ledge. Proceed down the ledge, and at the end, hit the Treasure Box to get a Flower. Drop down to the lower ledge, then you'll see a springboard, and a Frog Coin that looks unobtainable. We'll get it, but jump on the springboard. Back here, go west two pipes, then enter the previous pipe. Back here, go down the hallway, then when you come to the ledge you cannot run under, hold the D-Pad to the southeast while running, just before you bump into the ledge.

If done correctly, Mario will slide under the ledge and grab the Frog Coin. Jump back on the springboard, and into the previous area. Back here once again, go east and down the last pipe. In this area, go down the hallway, and jump from ledge to ledge until you make it across. Continue down the hallway past the red pipe, then when you come to the green pipe at the end, go down it. In this room, you'll see a bunch of red pipes everywhere, with white things that will steal your coins if you jump on them! They are sticking out of some of the pipes in the area. Proceed down the hallway, and down the pipe at the end.

In this area, jump on the moving yellow block, and when you get high enough to reach the Treasure Box, hit it for a Flower. Continue down the hallway, and you'll come to a moving yellow block, with a Treasure Box above it, and some coin-stealing white things below it! Jump on the block, and when you get to the chest, hit it for some coins. Be careful not to fall down, otherwise you'll most likely lose a lot of coins! At the end of the hallway, go down the pipe to complete this side quest, and proceed to the next one. Read below if you want some information about it.

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=====  
Yo'ster Isle  
=====

To do this place, you must complete the Pipe Vault (see above to see how to do so). In the area, save your game at the Save Block if you want to. Then head into the next area; the actual island. In here, go to the end of the area, and speak with Yoshi. He'll ask you to hop on his back, and he'll be your interpreter so you can understand the other Yoshi's. Now, go north and speak to one of the pink Yoshi's. One of them will ask if you want to challenge Boshi, a purple Yoshi in the area. If you say 'Of course', he'll give you some Cookies. Head south, and speak with the purple Yoshi wearing some sun shades.

This is Boshi. He will challenge you to a race! Toad will ask you if you need some instructions, and he'll let you practice. I'll tell you how to do it, but you will still need practice if this is your first time doing this. And, read the Mini-Games section for information on this. The southern exit of this place takes you back to the World Map.

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=====  
Unlocking Grate Guy's Casino  
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The Grate Guy's Casino is a Mini-Game. To unlock it, you will have to have beaten Booster's Tower. Head back into the tower afterwards, and inside, you'll meet Knife Guy. Play his Ball Guessing game, and win it twelve times. If you do so, he'll give you a Bright Card. Then, head to Bean Valley. Once there, go to the room where there are pipes everywhere, and a Shy Away. Piranha Plants will be sticking out of the pipes. Wait until the Shy Away waters the pipe in the northern part of the room. Defeat the Piranha Plant guarding it, then go down it. In the area, go to the Chomp Chomp enemy (a golden Chain Chomp).

Go in the corner of it, and jump. You should hear a sound. Jump two more times, and a yellow block will appear, as well as a new area nearby. Jump on the yellow block and onto the upper ledge, then go into the next area. You'll be on the World Map, and a new area will be revealed, which is Grate Guy's Casino! Read the Mini-Games section to see how to play the games in there.

-----  
=====  
Battling Culex  
=====

Culex is a boss in Monstro Town, and he is probably by far the hardest boss in the whole game. If you want the fight to be much easier, I suggest you get the Lazy Shell weapon/armor. Either read the Walkthrough section, or read below to see how to get that. Either way, head to Moleville after you've gotten the Star Piece in the mines. Head to the building just north of the Item Shop. In there, go in the eastern corner and speak to the mole. He'll sell you some fireworks for 500 Coins. Buy them, then head outside. Outside, go east and speak to the little girl by the boxes.

She'll want your Fireworks for a Shiny Stone. Accept the trade, then head to

Monstro Town. Once there, examine all of the doors until you find one that's sealed shut. Examine it, and the Shiny Stone will react to the door, thus opening it. Enter inside, and you will meet Culex, Dark Knight of Vanda. He'll challenge you. Accept his challenge, and you'll fight him, so read the Bosses section to see how to beat him. When you beat him, he'll give you the Quartz Charm accessory.

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=====  
Battling Jinx  
=====

This is yet another optional boss in Monstro Town. Go to the exit of the town (not where the springboard is; where the Save Block is), then go up the stairs you'll see. Inside the door there, you'll be in a room where you'll meet Jagger. He'll wanna fight you, but he's really easy. After he's defeated, Jinx will come out, and challenge you. Read the Bosses section to see how to beat him, all three times. Yes, you can battle him two more times after you've beaten him once. For beating him the third and final time, he makes you the leader of the dojo, and gives you the Jinx Belt accessory.

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=====  
Getting the Carbo Cookie  
=====

To get this item, head to Moleville and buy the Fireworks, then get the Shiny Stone from the Purtend Store (see 'Battling Culex' above for more info). Then, head into the Item Shop. Speak with the mole in there, with a yellow bow on her head (she's really small). Trade the Shiny Stone for the Carbo Cookie, then go outside. Go to the west to a dead end, with a small mole on a bucket. Give her the Carbo Cookie, and she'll jump off of the bucket to search for a Frog Coin. That bucket acts as a pipe, and is a shortcut to Midas River.

---

=====  
The Three Musty Fears  
=====

To attempt this side quest, head to Monstro Town. Once there, enter the last door to the right. In that room, go to the right corner, then examine the mushroom there. Mario will take a nap on the bed, and the Three Musty Fears will appear. They will want to play a game of "Find the Flag". They will then go to hide their flags, but then they'll come back like five seconds later. They will say they hid their flag behind a wooden sign, under a green bed, and between the letters "O" and "A". When they leave again, head out of Monstro Town. On the World Map, go to Yo'ster Isle (you have to complete the Pipe Vault in order to access that area).

Once there, go to the main area where all of the Yoshi's are. Then, go to the northern entrance of the area, and you should see the letters "GOAL" nearby on



the ground. Examine the ground between the letters "O" and "A" to get the Big Boo Flag. Then, exit Yo'ster Isle, and head to Rose Town. There, examine behind the wooden sign at the entrance, and you'll get a Greaper Flag. Exit the town, then head all the way to Mario's Pad. There, head into Mario's house, and examine his bed to get the Dry Bones Flag, the last flag.

Head back to Monstro Town, and into the room with the bed. Take another nap, and the Three Musty Fears will appear. They'll give you the Ghost Medal as a reward (it's automatically equipped on Mario)!

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### Obtaining the Star Egg

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Before you can attempt this, you must unlock the secret area first: Grate Guy's Casino. Look above to see how to do that. The Star Egg is a reusable Rock Candy, basically. The difference is, it can be used an unlimited amount of times, and it hurts around 100-200 every use. Now, to get it, go to Grate Guy's Casino, and talk to Grate Guy. Play his 'Look The Other Way' game, and win it 100 times (you don't have to win it 100 times in a row). After you finally do that, you'll get the Star Egg as one of the items he gives you!

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### XVI. Secrets

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In this section, I will list the various secrets in the game, along with info about them and such.

#### Secret #1 - Poisonus Mushroom

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If you buy the Mushrooms you can get at Seaside Town or Monstro Town, and you use them in-battle, your party member will turn into a Mushroom! However, if you use them out of battle, nothing negative happens.

#### Secret #2 - Items in Moleville

-----

These items I speak of can only be bought after defeating Punchinello in the Coal Mines. Go to the Item Shop, and speak with the guy to the left. He'll sell you a Lucky Jewel for 100 Coins! This item, when used in-battle, will immediately net you a 'Lucky' flower, which'll let you play the Yoshi Game to double your Coins or Experience at the end of the fight. If you come back later, he'll sell you a Mystery Egg for 200 Coins. If you use this ten times in-battle, with Toadstool having the B'Tub Ring Accessory equipped, the item will turn into the Lamb's Lure!

If you come back after defeating the Axem Rangers in the Barrel Volcano, he'll sell you a Metal Plate, which is really the Frying Pan, Toadstool's ultimate

weapon!

### Secret #3 - Marrymore Suite

-----

In Marrymore, if you go to the Item Shop/Inn, speak with the Item Shop owner and say you want to rest. Choose the Suite for 200 Coins, and you'll receive a Flower Tab. Follow the green Toad up the stairs and into your room, then he'll show you some stuff in the room. You can enter the green door at the northeastern end of the room, and Mario will take a bath. When he comes out, he'll be red. Then, speak with the green Toad again, and choose to give him a tip. He'll then leave the room. Then, you can take a rest by examining the Mushroom on the desk. After that, go back to the main area, and speak with the green Toad again. Tell him you had a good rest, and you can then exit.

### Secret #4 - Obtaining the Sheep Attack

-----

This item is basically like the Lamb's Lure, but instead of hitting a single enemy, it hits ALL enemies! First, get the Lamb's Lure (see Secret #2), then go into a battle and keep entering battles until you've used it exactly 48 times. It'll then become the Sheep Attack, which is better than the previous item, the Lamb's Lure!

### Secret #5 - Finding Link in Rose Town

-----

After you defeat Bowyer in the Forest Maze, head to Rose Town. Sleep at the Inn, and when you wake up, you'll see Link from The Legend of Zelda sleeping in the bed next to you! If you press A in front of him, you'll hear a sound that plays when you step on a switch, or open a door in Zelda games.

### Secret #6 - Finding Samus in the Mushroom Kingdom

-----

If you rest in the Guest Room after defeating the Axem Rangers, you'll see Samus sleeping in a bed after you wake up. If you talk to her, she says that she's resting to get prepared for Mother Brain.

### Secret #7 - Finding Samus in Booster's Tower

-----

During the Mini-Game where Booster's Snifit's try to find Mario inside the curtains, if you look in the nearby toy box, you should see a figurine of Samus. This is another way to see Samus besides the above way.

### Secret #8 - F-Zero and Star Fox Cameos in Barrel Volcano

-----

Yep, yet another cameo in this game. In the room with Hinopio, where you can buy various items and equipment, if you go to the northeastern corner of the room, you will see a decoration of an Arwing from Star Fox, and some racers from F-Zero!

### Secret #9 - Free Frog Coins #1

---

In the Forest Maze, head to a pipe that a Wiggler comes out of over and over. Jump on his back, and keep your balance. After a few jumps in a row, you'll start getting Frog Coins every time you bounce on its back! If you miss his back once, you have to start over, however. Using this trick, you can get as many Frog Coins as you want!

### Secret #10 - Free Frog Coins #2

---

This trick is basically the same as the above, only you need to be at the desert area in Land's End. Bounce on the samurai-looking enemies head, that sticks out from the whirlpools, and keep bouncing on it a few times in a row. You'll start getting Frog Coins for every bounce! However, if you miss a jump on his head, you have to start over. Do this trick to get as many Frog Coins as you need!

### Secret #11 - Lots of Useful Items in Belome Temple

---

First, head to Monstro Town. Once there, enter the second door to the right. Inside, speak with the Thwomp around twelve times, then head back outside. If you talked to him enough, the key from the ledge above will be on the ground! If it isn't, head back inside and keep speaking with him until it falls. When it does, pick it up to receive the Temple Key. Head back into Belome Temple, and head to the room before the battle with Belome. Keep getting your fortune told until it says "Sorry, I'm not accepting visitors past my bedtime".

Then, head down the yellow elevator, and into the next area. Now, examine the statue Belome, and give it the Temple Key. Rid the area of all its items and Frog Coins. The items are really useful, so be sure to get them!

### Secret #12 - Battling the Formless/Mokura Boss

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Inside the Belome Temple at Land's End, and at the desert in Land's End, you may sometimes see a floating blue cloud in any random area. If you do, jump onto it to enter combat against it. At first, the battle starts off with an invisible boss, which is Formless. Attack it with a magic spell that damages it, and it will reveal itself as Mokura! From there, just keep attacking, and don't use magic attacks, as they don't work. It's not a hard boss, really.

### Secret #13 - Battling Culex in Monstro Town

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First, you must get the Shiny Stone, which is obtainable by buying the Fireworks for 500 Coins, and trading them in for the stone (see the Side Quests section for details on this). Once you have it, head to Monstro Town, and then examine the sealed door. The Shiny Stone will react to it, unsealing the door. Save your game, head inside, and you'll be in a dark area, where you'll meet Culex, Dark Knight of Vanda. Accept his challenge, and you'll enter the hardest Boss Fight in the game!

Read the Bosses section to see how to beat him. When you do beat him, he'll give you the Quartz Charm accessory. You'll also receive over 200 EXP Points for beating him!

#### Secret #14 - The Dream Cushion

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Head to Nimbus Land, and into the Inn. Inside, speak with the owner, and he'll let you rest for 30 Coins. Accept it, and he'll let you use the Dream Cushion, for an extra 30 Coins (60 Coins altogether)! You can get various dreams. One has Toad turning into a monster, which is a nightmare. When Mario wakes up, Toad will come, and Mario will get horrified. Then, Toad will give you three Red Essences!

#### Secret #15 - Princess Toadstool's '???'

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If you head to the Mushroom Kingdom after the Shy Guy invasion, head inside the castle, and to the left room, into Peach's bedroom. Head to the northeastern part of the room, and examine the white wall east of the fireplace. It'll say that you found Peach's ???, and you'll hear some mild humor. Come back later after getting Toadstool as a party member, and she'll tell you to stop peeking into other people's rooms.

#### Secret #16 - Hidden Messages

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There are two hidden messages in the game. For the first one, head to the Mushroom Kingdom. There, head to the door of the castle, then go in between the castle wall, and the wall facing the castle. Go to the left corner, and press A. You'll see some hidden text, that says "Avoid fighting the pointy monsters up on Star Hill". For the second one, head to Rose Town. Once there, go behind the house that you need stairs to reach. Press A behind the left side of the house, and a hidden message will appear. It will say "Come back again, you hear? Have you been to Yo'ster Isle?".

If you say "You betcha", it'll say "Oh, I see...So you've tried your luck with the Goomba thumping game, huh?". If you say "Nope, not yet", it'll say "You have to go through pipes to get there!". However, there is nobody that is saying any of this; it's simply just hidden text.

#### Secret #17 - Free Experience Points

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This trick is very useful for getting a really high level a very easy way. To do it, you must be at a level that still has an Invincibility Star in the chest (preferably Land's End). Get the star, then hit the enemies in the few areas. When the star runs out, get into another battle, and let your party die (just keep making them Defend until they do). When they die, you'll be at your last Save Block, and all of your Experience will be saved, but you'll still be able to get the star out of the Treasure Box again! A very nifty trick. Do this as many times as wanted until you're ready.

#### Secret #18 - Getting the Attack Scarf and Super Suit

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The Attack Scarf is an Accessory that raises Attack, Magic Attack, Defense, Magic Defense, AND Speed by 30. To get it, you must enter a battle and have Mario use 30 Super Jump's on one enemy, in a row. I prefer to do this on a Spikey enemy in Mushroom Way, without the Jump Shoes. Because, you hurt the Spikey zero, and therefore, it never dies. It takes a LOT of practice to do this, so keep trying. Also, counting may mess you up. If you get tired of hearing the 1-Up sound every time Mario lands on an enemy, mute your TV. Also, to get the Super Suit, you have to get 100 Super Jumps instead of 30!

Yes, in a row. I know it's hard, but it's possible. The Super Suit does the same thing as the Safety Ring, only it raises your Speed by 50! 100 Jumps, like I said, is VERY hard to achieve, but it is possible. Never give up, and keep trying until you finally get it!

#### Secret #19 - Getting Freebies Every Item Use

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If you press X just before the stars disappear when you use an item, there's a chance you'll get a freebie! This takes lots of practice, and is hard to do, but it works, trust me.

#### Secret #20 - Get to Land's End Early in the Game

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It's possible to get to Land's End at your first visit in Kero Sewers. However, you cannot proceed through it, because there's a high ledge you can't reach. But, you CAN get a Flower and fight a Shy Away (although, it's VERY hard to win the battle at that point in the game). First, head to the room where you drain the water, and where the springboard is at. In the room, you'll see some Boo's everywhere. Go towards the northeast part of the room, and you'll see a high ledge you cannot jump to. Wait until a Boo appears near you and the platform, and jump on top of the Boo.

Run away from the battle, and while he is flashing, stand on top of him, and jump on top of the ledge. This takes practice, but it IS possible. Now, you can hit the nearby chest for a Mushroom (recovery Mushroom, not the item). Lure another Boo towards the high ledge with the pipe, jump on him, run away from the battle, and jump onto the ledge. If you get the chest ahead, it doesn't contain a Cricket Jam; it contains a Flower. However, the chest will have the Cricket Jam later on in the game, even if you get the chest now.

Enter the pipe, and you'll be in the cave at Land's End! A Shy Away will tell you "This is a dead end, so it's best to turn back now". This tells you that the programmers intended for you to be in here. If you hit the nearby chest, you'll get a Mushroom. Like I said, you cannot get on the high ledge there, so therefore you cannot proceed.

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XVII. Email Info  
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If you wish to email me about this guide, whether it be about comment or a

typo, or even a big error in the guide, then email me at my email listed at the top of this guide. For those who are lazy, my email is:

ganonpuppet@yahoo.com

Email me there, and I'll add whatever it is I missed, or fix whatever it is I messed up on as soon as possible.

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XVIII. Credits  
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Credits go to Squaresoft for making this awesome game.  
Credits go to you for reading this guide.  
Credits go to me for taking the time to write this guide.  
Credits go to Storm101 for telling me about the second hidden message in the game, and for telling me other things. Thanks!  
Credits go to DBM11085 for his strategy for the cannonball Mini-Game that is in his FAQ. Without it, I would've never done that game! Thanks!

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XIX. Copyrights  
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