

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

by Meowthnum1

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"If you're lost you can look and you can find me time after time. If you fall I will catch you I will be waiting time after time." - "Time After Time" - Cyndi Lauper

This wonderful ASCII art was done by Saji. He adds that you may want to sit back a bit to see it. Sit way back.

This guide was composed in Notepad + using 1152x864 resolution. It was designed to look best in that resolution, but the resolution doesn't matter. I do, however, recommend that you use your browser's "small" view setting to view this document (usually CTRL + - for you Windows users).

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| Super Mario RPG: Legend of the Seven Stars |
| For the Super Nintendo Entertainment System |
| FAQ/Walkthrough |
| By T. Jackson (see section 5.03) |
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I. Introduction

| 1.01: Table of Contents |
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They're right up there. See?

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| 1.02: Introduction |
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IMPORTANT NOTE: If you intend to print this document, there are several picture files that accompany this. These are:

http://www.meowthnum1.com/faqs/pics/smrgo_forest_maze_sb_8.png
http://www.meowthnum1.com/faqs/pics/smrgo_booster_tower_sb_18.png
http://www.meowthnum1.com/faqs/pics/smrgo_booster_tower_sb_19.png
http://www.meowthnum1.com/faqs/pics/smrgo_forest_maze.png
http://www.meowthnum1.com/faqs/pics/smrgo_marrymore_sb_22.png
http://www.meowthnum1.com/faqs/pics/smrgo_sunken_ship_door_1.png
http://www.meowthnum1.com/faqs/pics/smrgo_sunken_ship_door_2.png
http://www.meowthnum1.com/faqs/pics/smrgo_sunken_ship_sb_23.png
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http://www.meowthnum1.com/faqs/pics/smrgo_lands_end_sb_25_1.png
http://www.meowthnum1.com/faqs/pics/smrgo_beloome_temple_sb_29.png
http://www.meowthnum1.com/faqs/pics/smrgo_bean_valley_sb_32.png
http://www.meowthnum1.com/faqs/pics/smrgo_bean_valley_sb_33.png
http://www.meowthnum1.com/faqs/pics/smrgo_nimbus_land_sb_36_1.png
http://www.meowthnum1.com/faqs/pics/smrgo_nimbus_land_sb_36_2.png
http://www.meowthnum1.com/faqs/pics/smrgo_nimbus_land_sb_36_3.png
http://www.meowthnum1.com/faqs/pics/smrgo_nimbus_land_fertilizer.png
http://www.meowthnum1.com/faqs/pics/smrgo_gate_sb_39.png
http://www.meowthnum1.com/faqs/pics/smrgo_nimbusstalk.PNG

Additionally this guide will spoil some things for you. As such, I don't recommend that you read ahead of your location.

Super Mario RPG had been very hyped up. After the joint successes of the Final Fantasy series and Chrono Trigger, people liked RPGs and wanted more. People were even more excited when they heard that Nintendo -- maker of Mario -- and Squaresoft -- maker of both Chrono Trigger and Final Fantasy -- were joining together. Did it live up to the hype? No. It exceeded it. I remember very clearly that I, for whatever reason, had bought the player's guide to this before I ever owned the game (I'd rented it before). Like Mario's Early Years, I can't even remember how I came in to owning this game but I did.

This game has classic Super Mario characters as well as some new ones (like Geno, Mallow, and Smithy). Another reason that people were so excited about this game was that, after many long years of not being able to do so, they were able to play as Bowser, the awesome villain from the previous Super Mario games in this game! While this does not put Goombas on your side, it does really help.

Also, I've found out that Notepad+ -- that hilarious program -- likes to play practical jokes inasmuch as it puts random line breaks throughout the guide. I've gotten most of them, but if you find anymore, please tell me.

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| 1.03: Dedication |
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This FAQ is dedicated to Michael Stipe. Stipe is the lead singer for the most awesome band in the world, REM. No, I don't care that your favorite band is Linkin Park. Stop emailing me about it. Please. Think of the kittens. Anyway, unlike many band singers, he writes most of his songs. My favorite songs from REM are the ones that kept me entertained whilst writing this, namely "Stand," "The End of the World," "Exhuming McCarthy," "The One I Love," "Man on the Moon," "All the Right Friends..." and the list would go on and on. Yeah. Gotta love Stipe.

And to the inhuman known as Milena Pajaro Van de-Stadt. She makes us all look bad. I don't care how good you look. She'd make you look bad. She's got a 5.6 GPA now and has time to be social, study, and practice all 7000 of the freakin' musical instruments that she plays for three hours every day. Clearly the work of magic. She's just an all-around awesome person. That's not something you see too often either.

II. Basics

While this section will tell you most of what you need to know, I highly recommend checking out the Super Mario RPG instruction booklet. For an online copy of it, please check
http://www.world-of-nintendo.com/manuals/super_nes/super_mario_rpg.shtml

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| 2.01: Story |
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This is taken from the instruction booklet.

One day, while visiting Mario, Princess Toadstool was picking flowers in the garden ...

Suddenly, out of nowhere, Bowser appeared and grabbed the Princess again! (Like you'd expect anyone else to?) Mario, hearing Toadstool's scream for help, sped off alone toward Bowser's Keep. After Mario trounced Bowser for the millionth time (this time they fought on one of Bowser's chandeliers), everyone felt Bowser's Keep beginning to shake!

A HUGE sword crashed into Bowser's Keep! What's gonna happen now?

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| 2.02: Controls |
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RPGs usually merit simple controls. This is no exception.

Button	Function
A	Talk, Confirm, Investigate something, Regular attack
B	Jump, Cancel, Defend
Y	Run, Special attack
X	Bring up menu, Use item in battle
Start	Starts game
Select	Switches between mono and stereo (on choose game screen)

L	See Select
R	See L

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| 2.03: Menu |
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The menu is divided into three tables.

-<Left side>-

You'll see the three characters (or less) and their current stats. These stats are limited; for a better set, check the "Status" screen. This has their name, their current experience level, and their current HP/their maximum HP. So it'd be something like:

MARIO	
	LV. 22
[picture]	HP: 625/732

-<Lower-right side>-

Flowers : In Super Mario RPG, everyone shares the flowers. Flowers, or FP, are what give your characters the ability to use special attacks. It's always good to keep your flower count high. You can gain more flowers by finding some in the world or by getting Flower Tabs, Flower Jars, or Flower Boxes. Like HP, this is displayed in a current FP/maximum FP format.

Coins : The currency of the Mushroom Kingdom and surrounding regions. You get these by winning battles, finding them in treasure boxes or selling items. You can carry up to 999 of these.

Frog Coins : A special currency. Few people will take this, but chances are that if they do, the vendor won't accept any other currency. You can buy rarer items with Frog Coins due to the rarity of the Frog Coins.

So the table looks like:

Flowers	
	33/40
Coins	
	883
Frog Coins	
	38

-<Upper-right side>-

Item : Allows you to view the items you have and to use them if you want. To do so, choose the item and choose who it is that you wish to use the item on.

Status : This requires more explanation than I have room here, so see below the table.

Special : Lets you see the special techniques that your party knows. In the case of the special being a healing technique, you can use it via this screen.

Equip : Lets you see and equip the equippable items that you have.

Special Items : Lets you see the special items or key items that you have. You use these when you talk to people or to make something special happen when you stand in the right place with it. You cannot equip or use-use (like you would, say, a mushroom) these items.

Map : Lets you see a map of Mario's world. The only place with a name is the place where you currently are. Note that the Chancellor has to give this to you before it appears in the menu.

Star Pieces : Allows you to see which of the seven Star Pieces you've collected. This won't appear until you've gotten at least one.

Switch : This allows you to switch party members, and you can only see it once you have gotten your fourth party member. Note that everyone, even those who are resting, get the EXP.

Aaaaaaaand the table:

Item	
Status	
Special	
Equip	
Special Item	
Map	
Star Pieces	
Switch	

Now for the explanation of the status screen. You see several different values.

If one number is displayed above another for the same stat, the top number shows the minimum value for that stat. The bottom shows what the stat actually is. You'll only see this if you have a stat-changing item equipped.

Speed : Higher numbers make you faster in battle. I have yet to figure out the usefulness for this, but...

Attack : The higher the number, the more damage you can do.

Defense : The higher the number, the less damage you take.

Mg. Attack : The higher the number, the more damage your special techniques do.

Mg. Defense : The higher the number, the less enemy specials will hurt you.

Exp. Level : The amount of experience points the character has.

Next Level : The amount of experience points needed to reach the next level.

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| 2.04: Characters |

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Name : Super Mario
Occupation : Koopa-trouncing plumber
Biography : There are several different stories as to how his life went. One of which is that, while working on a pipe in Brooklyn, he and his brother Luigi found a magic pipe that led to the Mushroom Kingdom. Others say that he was born in the Mushroom Kingdom. Only time will tell.
Weapons : Gloves, hammers, shells
Armor : Shirts
Specials :

-Jump-

FP : 3
Level Learned : 1
Description : Mario stomps on an enemy. Press Y right before you hit the enemy.

-Fire Orb-

FP : 5
Level Learned : 3
Description : Mario blasts a foe with a fireball! Press Y rapidly!

-Super Jump-

FP : 7
Level Learned : 6
Description : This time you can jump on an enemy multiple times! It's not more powerful, exactly, but more hits are inflicted. Press Y right before Mario lands on the enemy.

-Super Flame-

FP : 9
Level Learned : 10
Description : You shoot much larger fireballs that inflict quite a bit more damage.

-Ultra Jump-

FP : 11
Level Learned : 14
Description : This is kinda like the Super Jump. You press Y right before you land on an enemy to do it multiple times. However, the difference is that you can hit multiple enemies! I personally like Super Jump better, but that's just me. This is good for fighting large groups of foes.

-Ultra Flame-

FP : 14
Level Learned : 18
Description : Yep. Larger fireballs than Super Flame. And as you may have guessed from Ultra Jump, you can hit multiple enemies. The sad part is that you can't control which enemies you hit.

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Name : Mallow
Occupation : Crybaby "tadpole"
Biography : This young lad was raised by his 'grandfather,' Frogfucius. He thinks he's a tadpole. It shows. Just a...marshmallow-esque one. On a trip to the Mushroom Kingdom to buy stuff for his grandfather, he loses the Frog Coin given to him by Frogfucius to a thief named Croco. Mario helps him track it down.
Weapons : Sticks, gloves, cymbals
Armor : Pants
Specials :
-Thunderbolt-
FP : 2
Level Learned : 1
Description : Mallow summons a lightning storm that hits all of the enemies on the screen. It is quite potent and quite useful. Press Y right before the end of the storm to add extra damage!

-HP Rain-
FP : 2
Level Learned : 3
Description : A cloud with a face like a tree from the Forest of Illusion comes out and rains blue stuff on an ally which restores a bit of the ally's HP. Press Y right before the end of the rain to get extra healing.

-Psychopath-
FP : 1
Level Learned : 6
Description : The selected enemy gets his time in the spotlight! You will find out the foes' remaining HP (serious case of stage fright evidently. Either that or FBI interrogation really DOES work). If you press Y right before the two spotlights come together, you will see the enemy's thoughts. It doesn't add anything, but it's a fun little option.

-Shocker-
FP : 8
Level Learned : 10
Description : This is another lightning attack. While it doesn't hit as many enemies as Thunderbolt, it is much more powerful. Press Y right before it makes contact with the enemy to get a cooler sound effect as well as more damage. On the down side, this one only hits one enemy.

-Snowy-
FP : 12
Level Learned : 14
Description : It snows heavily. A cute snowman falls down from the sky but doesn't move. This inflicts ice damage on everyone. You have to rotate the control pad to get this to power up.

-Star Rain-
FP : 14
Level Learned : 18
Description : A large Starman is summoned and jumps on the enemies. Unlike its evil counterpart, Dark Star, it hits all enemies. I wish Super Jump was this easy to repeat. Press Y right before contact to make the Starman bounce multiple times. It's really easy to get this thing bouncing 50 times or more.

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Name : Geno
Occupation : Doll/Wish granter
Biography : Geno is originally a doll. A lifeform with a hard name to pronounce comes down and possesses the doll. The lifeform, who has taken the name of Geno, grants wishes up at Star Road. Or did until a huge sword destroyed it!
Weapons : Guns
Armor : Capes
Specials :

-Geno Beam-

FP : 3
Level Learned : 1
Description : Geno fires a blue beam from a little stick on his arm. Little Mac 20X6! Charging it up is pretty weird. To charge it, you simply hold down the Y button until all three stars in the bottom-right corner of the screen are filled up and then release it. It's that simple.

-Geno Boost-

FP : 4
Level Learned : 8
Description : Geno raises his arms up to the heavens and boosts the stats of a single ally in battle. The higher the magic stat of Geno, the higher the stat boost. It is temporary and raises the Attack and Magic Attack of the ally. While Geno is performing this move, you will hear a sound whose tone is going upwards. When it gets fast (near the end), press Y to raise the ally's Defense and Magic Defense too!

-Geno Whirl-

FP : 8
Level Learned : 11
Description : You know those little foam discs that you can load in to a gun and fire at people? Geno throws one of those. Really, really hard. Right when it leaves the screen, press Y and one of two things will happen. It will either hurt more (like a normal timed attack) or it will cause 9999 damage! This can even work on some bosses (I don't think it'll work on the last one)!

-Geno Blast-

FP : 12
Level Learned : 14
Description : Like with Geno Boost, Geno begins by raising his arms to the heavens. A bunch of lasers rain down from the clouds, inflicting severe pain on all enemies. You charge this move in the same way you charged Geno Beam.

-Geno Flash-

FP : 16
Level Learned : 17
Description : You start off by charging the flash by holding Y until all three stars have been powered up. Geno now changes himself in to a really weird cannon and fires a small orange cannonball. The cannonball expands in to a giant sun that burns all enemies

to a crisp! I hope you brought your SPF 150 sunscreen!

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Name : Bowser AKA King Koopa
Occupation : King of the Koopas!
Biography : When Super Mario RPG was announced, one of the biggest things being talked about (aside from the fact that Santa was going to be in the game) was that Bowser, the popular bad guy from previous Mario games, was actually a playable character! But on to the biography. He invaded the Mushroom Kingdom in 1985 and turned all of its citizens in to blocks. The only one who could change them back, Princess Toadstool, was locked away. It looked bleak for the Mushroom Kingdom, but Bowser was foiled by Mario. Every time Bowser tries anything (i.e. move), Mario is there to stop him. At Booster Tower, Bowser, having been kicked out of his own castle, lets Mario join the Koopa Troop. How nice!

Weapons : Claw

Armor : Shells

Specials :

-Terrorize-

FP : 6

Level Learned : 1

Description : This introduces a new style of timed attack, but we'll get there. King Bowser summons a Big Boo who hides for a minute while purple waves are emitted from him. During this time, you should rotate the control pad as many times as possible before Big Boo scares your foes. This will cause some damage and might inflict fear upon your opponents. You'll know it hit your opponents (the more you rotate the control pad, the better chance you'll have of getting more enemies) if they get an exclamation mark over their head.

-Poison Gas-

FP : 10

Level Learned : 12

Description : You know those trees from the Forest of Illusion in Super Mario World? You know, the ones that would creep you out as a kid and give you...r little sister nightmares? Bowser summons a poisonous cloud with that face. You need to rotate the control pad for more effectiveness here. As with before, this will cause damage and could inflict your foes with the poison status.

-Crusher-

FP : 12

Level Learned : 15

Description : Bowser summons a giant rocky spike to attack one foe. Unlike Bowser's previous specials, this one doesn't cause any special status problems. This one is purely damage. Press Y right before the spike comes up to cause extra damage.

-Bowser Crush-

FP : 16

Level Learned : 18

Description : Remember the Mecha-Koopas from Super Mario World? A giant green one comes across and stomps on everybody. It's like

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Name : Princess Toadstool
Occupation : Dainty princess of the Mushroom Kingdom
Biography : I spoke of the hype with Bowser and being able to play as him a few lines up. Toadstool was another character that people (by which I mean girls) wanted to play with (unless you take that the wrong way). No one had played as Toadstool since Super Mario Bros. 2. Anyway. Toadstool is the princess of the Mushroom Kingdom. She obviously knows a bit of magic (when Bowser turned everyone into blocks, Toadstool was the only one who could revert them back to their original states). Since then, she's been the damsel in distress many times. You'd think she'd learn. Maybe get some former IRS auditors as bodyguards. Or Vice President Cheney.
Weapons : Glove, Parasol
Armor : Dress
Specials :

-Therapy-

FP : 2
Level Learned : 1
Description : She heals one ally a little bit. This ally is also cured of any status anomalies. The amount of HP that is restored depends on Toadstool's level.

-Group Hug-

FP : 4
Level Learned : 1
Description : She heals the entire party. The amount that the party is healed depends on her level. The amount is also less than Therapy but the whole group gets healed. This also cures status problems.

-Sleepy Time-

FP : 4
Level Learned : 11
Description : This is another rotate-the-control-pad timed attack. If it works, one enemy is put to sleep. This rarely works on bosses. Does anyone even bother using this? I mean, if I want to put someone to sleep, it's gonna be a boss.

-Come Back-

FP : 2
Level Learned : 13
Description : One of Toadstool's most useful techniques. This negates the need for the Pick Me Up item (although you still want to have it in case Toadstool dies). This revives a fallen ally. The ally is surrounded by a blue light and a star comes down. Press Y right before the star makes contact with the ally to make the ally regain more HP.

-Mute-

FP : 3
Level Learned : 15
Description : You attempt to cause one enemy to be muted. The Mute status,

if you forgot, prevents the person with Mute from using his/her specials. Of course this doesn't work on bosses, so there's almost no point.

-Psych Bomb-

FP : 15

Level Learned : 18

Description : Toadstool throws a lot of bombs (this is her only attacking special). Like Mario's Super/Ultra Flame, pressing Y a lot causes the bombs to be thrown faster and consequently cause more damage (more bombs). I've spent many hours pondering where psych came from in this word. And if you know me, many hours thinking is all of the two seconds it took me to type this. My thought is that any enemy beaten by a bomb-throwing girl is gonna go psycho. Hence the psych.

Yeah.

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| 2.05: Battle Basics |

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To enter a battle, run into an enemy. Once in the battle, you've got four options:

A: This is a regular attack. After choosing this, you target an enemy and start the attack. When your character is about to hit the enemy, press A again to have the attacker do a timed attack. This causes more damage.

B: "Etc." You've got two options with this. If, for whatever reason, you do not want to attack, you can choose Defend. This will cause the enemy's attack to do less damage to you. You can also run away. You cannot run away from bosses, so keep that in mind!

X: You use an item. Pick the item and then choose a target. For the most part, you should choose one of your characters (Mushroom, Syrup, etc.), but in some cases, you'll choose an enemy (Pure Water, Fire Bomb, etc.). Remember that items can only be used once. Occasionally -- to my knowledge, this is completely random -- upon using an item, "Freebie!" will pop up across the screen. If this happens, you'll be able to use the item that you used that turn again. To give an example, let's say you have one Mushroom left. You're fighting a...I dunno...a Goomba and Mario is almost dead. Mallow uses the Mushroom and cures Mario. Normally, Mallow could not use that Mushroom again. However, should you get a freebie, that same Mushroom can be used again.

Y: This launches the special attack menu. You can choose a special. Be sure that you monitor your Flower Points (FP) while using these. Remember that FP is shared with the whole party. If you've got 6 FP and need Toadstool to heal, don't have Mario use Super Flame!

The enemy will now attack you. Press B right before they hit you to do a timed defense. This causes the enemy's attack to do less damage. After the battle, you'll gain EXP and coins!

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III. Walkthrough

I'd like to point out two things before we begin. First off, when you level up, know that all stats get raised. The three you have to choose from are the three you can give an extra bonus to.

Also, sometimes you'll get a "Lucky" flower. This will allow you to play a game, in which you try to find the egg that has the Yoshi in it. This is one of those pebble-under-the-shell-type games. If you're good at it, then try it. Otherwise I'd stay away from it.

Just like any RPG, feel free to explore and to talk to everyone! Use inns often. I won't say in the walkthrough to do this, but any recovery of HP and FP is a good thing.

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| 3.01: The End? |
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The first scene here is Toadstool picking flowers in Mario's garden. Suddenly the sky turns black. Out of nowhere comes Bowser in his famous Clown Car and -- quite unexpectedly -- kidnaps the Princess! Mario, hearing the noise in the garden (or lack thereof) some minutes later, steps out and looks around. Princess Toadstool is nowhere to be seen. So he goes through his list of suspects for all of one second and then heads off to the Mushroom Kingdom, to stop the evil Chancell- I mean, Super Mario heads over to Bowser's Keep to reclaim the Princess from the clutches of that reptile, the King Koopa!

-Bowser's Keep-

Items: None

Surprise Boxes: N/A

Enemies: Terrapin

Bosses: Bowser, Kinklink

Party: Mario

Suggested Level: 1

There's nothing special about the first chamber so just head straight and through the red door. In the next room you can avoid the Terrapins that are walking in between the statues easily. Fight them if you want; there's nothing to be gained by doing so. Continue walking forward until you reach the door. Now THESE Terrapins you have to fight. They are simple and one attack will kill them. Once you defeat them, proceed through the red door. The floor of the following room is covered in lava! Fortunately there are no enemies to fight here. Walk straight across both of the bridges. Right before you enter the door, you hear a loud bang behind you. You turn around and discover that the bridge has fallen away! That leaves one direction in which to go and it's not my fault if you choose the wrong one and fall in to the lava. This next room is bordered with spikes. As you progress in the room, you'll notice some chandeliers on the ceiling. Head straight through the room. Suddenly... you hear a laugh on the chandeliers above! Bowser is up there! He doesn't think Mario can reach him. So Mario does a super-high jump, one that he NEVER DOES AGAIN IN THE GAME (well, twice), lands on the chandelier, does some funky Kung-Fu poses, and starts the final battle...

Again...

- - * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - *

Boss: Bowser, Kinklink

Bowser HP: 300

Kinklink HP: 60

Items: None

EXP: 0

Coins: 0

Attacks: Bowser: He'll scratch you for about 1-3 HP.

Kinklink: Nothing.

Strategy: This is an easy battle. Get ready to do your Jump attack by pressing Y to bring up the Special menu and Y again to select Jump. Now instead of aiming at Bowser, press up and aim at the chain holding his chandelier up (Kinklink). Two jumps will take him down...literally.

- - * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - *

One bad pun later, Bowser falls from the ceiling. Mario does his victory pose. It's not over yet, though, as Bowser tosses a hammer up at YOUR Kinklink, and it lets go of your chandelier. Bowser gloats some and then makes a dive for you. Mario jumps off of Bowser and does a jump that seems much higher than the jump he did to get on to the chandelier to reache Bowser's old Kinklink. He climbs it and is just about to rescue the Princess when a loud crash is heard. Mario is sent flying and lands back at his house.

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-Mario's Pad-

Items: None

Surprise Boxes: N/A

Enemies: None

Bosses: None

Party: Mario

Suggested Level: 1

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You land through the pipe and apparently get stuck on a peg on the wall. Toad comes in and tells you that you really ought to try to stick to the door. Granted we're having a fun enough time sticking to the wall, so...

Anyway, Toad tells you that he came by to pick up the Princess. He leaves. Jump to get off the wall and walk out of the house. Walk down the steps and talk to Toad. After a bit of conversation, Toad will ask you to rescue the Princess from Bowser. Again. Try to leave and Toad will tell you to stop. He'll take you over to the large box with an S on it. He'll explain every thing about the save block. Fun stuff. Once the class is over, leave the area by going southeast.

On the world map, go to the dot on your left. Press A and you'll be taken to another part of the world map. This time it's the Bowser's Keep section. Now press left and you'll be on the dot for Bowser's Keep. Press A to enter it. On a different note, this is how the world map works. Keep it in mind.

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-Bowser's Keep-

Items: None

Surprise Boxes: N/A

Enemies: None
Bosses: None
Party: Mario
Suggested Level: 1

Mario approaches the castle door. He looks up and sees a giant sword. The sword will do some plot explanation and then, using his killer overbite, destroys the drawbridge over Bowser's Keep! Now you can't get in! Why didn't Bowser ever think of doing this?

You end up on a place called Vista Hill. It's useless but it's there. Back on the world map, regress to Mario's Pad.

-Mario's Pad-

Items: Mushroom x 4
Surprise Boxes: N/A
Enemies: Goomba
Bosses: None
Party: Mario
Suggested Level: 1

Upon entering this area, go in to the Pipe House. You'll see Toad standing by the window. Mario will explain all that has happened, and then Toad will tell you that you have to go tell the Chancellor of the Mushroom Kingdom. Leave the house. Go down to exit Mario's Pad, and Toad will bump in to you. He'll tell you that running in to you reduced your HP and gives you a Mushroom with which to cure it. Now for a lesson on item-use-avoidance. Toad will ask you if you know how to use items. Say "Of course I do!". If you say "I have no idea," you'll waste that Mushroom he just gave you. A Goomba will come up to Toad and remind him of what he had to say. He'll then offer you an explanation on Timed Hits, which I highly recommend that you take advantage of, as it will help you throughout the game. After the Goomba leaves, Toad'll give you three more Mushrooms and leave. Instead of using them to restore HP, go back inside the Pipe House. Approach the mushroom sitting on a stand in the northeast corner (the "Fungi Lamp"), and "talk" to it. It'll turn off the lights, and you'll take a nap, thus fully restoring your HP/FP. Once you're done with that, head back outside, save if you wish, and then leave the area. Head right to Mushroom Way.

-Mushroom Way-

Items: Honey Syrup, Flower Tab, Hammer
Surprise Boxes: N/A
Enemies: Goomba, Sky Troopa, Spikey
Bosses: Hammer Bros.
Party: Mario
Suggested Level: 1

When you enter, a Goomba will approach you. I highly recommend that you fight all enemies in this area to gain experience points, as it will be to your advantage to be at least at level 2 before fighting the boss of this area. If you get low on HP, just head back to Mario's Pad and rest. Continue going right until you encounter a treasure box that has five coins in it. Hit it in classic-Mario style. Chances are by the time you're done, the Sky Troopa will have come up to you. I recommend using the Jump attack to kill them. If there are more than one, just kill one of them with the Jump and

the other with regular attacks. Continue up the path, killing any enemies you wish to kill. Further along, you'll see Toad, being...uh...eaten by a Goomba. Fight the Goomba, and Toad will give you a Honey Syrup. By now, you may have leveled up. If this is the case, then don't be afraid to get to level 3. I'd actually recommend that by the time you reach the Mushroom Kingdom, you are at level 3, so... Anyway, kill the remaining Goomba, and leave this area.

By now, if you're level 2, you can kill a Sky Troopa with a Timed Attack. Don't use anymore jumps.

On this screen, you'll see a Goomba coming at you from the corner. Kill it if you want. I'd also kill the Sky Troopa in front of you. Continue forward, and a Goomba will rush at you. Kill it. Now kill the one standing on the rotating flower. Stand on the rotating flower. When you're angled to the left-most platform, jump. You'll land on it. Go to the left a bit to get the treasure box which contains a flower. Jump off of the platform, and get back on to the rotating flower. Now jump on the right platform. *sigh* Toad's in trouble again. Jump up, and fight the Sky Troopa. Toad will give you a Flower Tab, which I recommend that you use now. This will restore any flowers you may have used. Drop off the platform, and go down, right, and then up. You'll see a treasure box right there. Don't get it yet, though. Instead walk under it. A Goomba will rush you. Kill it, and THEN get the treasure box. It contains a Mushroom (not the kind that you use, though), which fully restores your HP and FP. Now head out of this screen.

On the final screen of Mushroom Way, you'll see a Lakitu dropping out Spikeys. Kill the Spikeys if you are not level 2 yet. Otherwise, continue to the right. At the edge of this screen, you'll encounter a Hammer Bro.. A boy and his hammer. He'll growl at you, and Toad will tell you about him being mean. Like we couldn't see that. Walk toward him again, and you'll go in to your first real boss fight.

- -*-- -*-- -*-- -*-- -*-- -*-- -*-- -*-- -*-- -*-- -*-- -*-- -*-- -*-- -*-- -*--

Boss: Hammer Bro. (x2)

HP: 50

Items: Flower Jar

EXP: 6

Coins: 20

Attacks: They'll beat you with the hammer for about 3 HP.

Hammer Time, in which they throw a lot of hammers, is about 6 HP.

Strategy: Two of them. And to make matters worse, once you kill one, the other will power up! Start out with a Jump on the first one. This should really hurt him. One more attack will finish him. Now his brother uses Valor Up. Use about two jumps and then one regular attack. This will defeat the remaining Hammer Bro.

- -*-- -*-- -*-- -*-- -*-- -*-- -*-- -*-- -*-- -*-- -*-- -*-- -*-- -*-- -*--

Toad will then explain why it was that he was caught by the Hammer Bro. and pretend that he couldn't see something that big in his way. He'll then notice the hammer left behind by the Hammer Bro. He'll hold it in a position that looks like he's going to whack you with it but gives it to you instead. He'll then take off for the Mushroom Kingdom. Now equip the Hammer (capitalized from here on since it's a weapon for Mario). Go back and defeat some Spikeys if you're under level 3. Once you're at level 3, go through the path that the Hammer Bro. was blocking. This will take you to the Mushroom Kingdom and to the next chapter. And be sure to use the Flower Jar!

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| 3.02: The Stolen Coin |

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-Mushroom Kingdom-

Items: Map, Mushroom, Pick Me Up

Surprise Boxes: #1, #2, #3

Enemies: None

Bosses: None

Party: Mario

Recommended Level: 3

=====

| Shop and Inn | | | |
|--------------|-----------|-------|--------------|
| Item | Type | Coins | |
| Inn | Inn | 3 | -- Inn |
| | | | -- Item Shop |
| Mushroom | Item | 4 | |
| Honey Syrup | Item | 10 | |
| Pick Me Up | Item | 5 | |
| Able Juice | Item | 4 | |
| Shirt | Armor | 7 | |
| Pants | Armor | 7 | |
| Jump Shoes | Accessory | 30 | |
| Antidote Pin | Accessory | 28 | |
| | | | |

You enter the Mushroom Kingdom from a sort of side entrance. Head straight down the path that you're on to reach the castle. Enter it, and you'll meet up with Toad. Toad will leave to go tell the Chancellor that you've arrived.

Now as he's leaving, run up to him, and jump on his head. When you get to the door, jump off of his head, and on to the ledge above the door. Jump again to reveal Surprise Box #1. This has a frog coin. Drop off the ledge, and enter the door. The next room is a very small room that serves as the antechamber for the throne room. Enter the door that is straight ahead. In the throne room itself, Toad will get in the line with other Toads. Walk forward to have a talk with the Chancellor. He'll drop his spores, talk to you about the events of the past few hours, and send you to rescue the Princess. Again. As you turn to leave, the Chancellor will stop you. He'll then give you the world map, which I explained how to use in the basics section. If you need a quick refresher, bring up the menu, and select map. As you turn to leave again, the Chancellor will stop you again. This time, however, you'll roll all the way down to the door and hit your head on it. The Chancellor will now tell you to go to the cellar and receive some gifts. Finally you are released from the throne room.

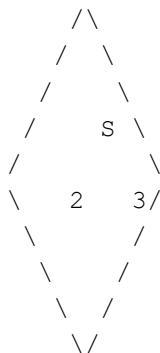
Back in the antechamber, go out the bottom exit. You're now in the main hall of the castle. Go through the east path. In this room, speak to the Toad at the bottom of the room, guarding the stairs. He'll take you down in to the vault. I suggest you get the items from left to right. You'll get a large coin, a flower, and a Mushroom, and the Toad will explain their uses to you. I would also like to point out that when he says, "Mushrooms that you find as

items will only restore your HP, so beware," that means the items that you use; not the Mushrooms that you find in treasure boxes. Now head up the stairs and out the vault. Back in this small room, head out the west exit.

In the main hall again, go straight from where you are. The east exit of this room. Climb the stairs to reach the antechamber for Toadstool's room. Enter it. Go to the far side of the room, and investigate the area around the chair. You'll find Toadstool's ??. The attendant will ask that you leave it be and gives you a Mushroom. There's a long story as to what the ?? is. Let your imagination go wild with that. Anyway, leave this room, go through the south exit, go down the stairs, and through the door to be back in the main hall. Go through the southern exit to leave the castle entirely.

Take a few steps outside and you'll witness a scene between a marshmallow named Mallow and a purple crocodile named Croco. He cries and it, uh, starts to rain. Go down the stairs until you reach the second landing. From there go east, drop off the ledge, and talk to the ball of fluff. After a scene between Mallow and Mario (if you can't figure out what to do when the lady asks, "How are you going to stop Bowser this time, Mario?" jump), Mallow will ask you to help him catch the thief. Say yes. Now go east until you reach the other exit to the Mushroom Kingdom. The guard, Mallow, and Mario will talk. Croco will run past and leave the Mushroom Kingdom. You have to catch him. First, however, go west until you see a building with a spinning Mushroom icon on it. This is a shop. Enter it, and speak to the shopkeeper twice to get a free Pick Me Up. Speak to him again to actually shop. Buy a Shirt, Pants, another Pick Me Up, and another Honey Syrup. Now you'll want to go to the back of the shop and down the stairs. Talk to the fellow down here. He'll ask you to stand in front of him. Do so. He'll ask you to jump. Do so. This will reveal Surprise Box #2. Open it to get a flower. There is, strangely enough, another Surprise Box in here. Stand on the guy's head, and wait until he stands here:

Diagram 3.02a |



S - Stairs |
2 - Surprise Box #2 |
3 - Surprise Box #3 |

So he has to be standing within range of 3. After you get it, head up the stairs, and head out the shop. Now leave the Mushroom Kingdom, and chase Croco! I also would like to remind you to equip the Shirt to Mario and the Pants to Mallow.

Items: KeroKeroCola, Wallet, Rare Frog Coin

Surprise Boxes: #4

Bosses: Croco

Enemies: Spikey, Frogog, Goomba, K-9, Sky Troopa

Party: Mario, Mallow

Recommended Level: 3

| SUGGESTED EQUIPMENT | | | | |
|---------------------|---------|-------|-----------|--|
| Character | Weapon | Armor | Accessory | |
| Mario | Hammer | Shirt | None | |
| Mallow | Unarmed | Pants | None | |
| Geno | N/A | N/A | N/A | |
| Bowser | N/A | N/A | N/A | |
| Toadstool | N/A | N/A | N/A | |

The point of this whole level is to chase Croco through Bandit's Way. So as you enter, you'll see Croco. Mallow will yell, Croco will taunt, and then he'll run. I'm going to add now that I suggest you be at level 5 before you fight Croco, so it would be to your advantage to fight whatever enemies you can. The first screen of this level is diamond-shaped. Go all around it, cleaning up the Goombas and the Spikeys. In the southwest corner, there's a save block. Go ahead and save. Once you're done clearing out this area, go out the southeast exit of this screen.

Here, you'll encounter Croco again. He, apparently not knowing about Mario, decides to lose you by jumping. Walk forward, and jump on to the spinning flower. When it is facing the high ledge, jump up to it. Go right, and jump on to the yellow platform. From there, jump to the next one, collecting a coin in the process. At this time, the first yellow platform will spin around to where you are. When it's behind the done, jump to it, getting the coin in the process. Repeat until you reach the other platform. I recommend that you drop off, and fight the K-9s. There are an infinite amount of these, so level up as much as you want. I personally had Mallow at level 3 and Mario at level 4 before I left this area. Whenever you're ready, jump back on to the yellow platforms, and on to the ledge. Drop off of the ledge, and get on to the red, spinning flower. Jump when you're facing the direction of the blue flower to uncover Surprise Box #4: A KeroKeroCola. Now head out the path.

This next part is a straight shot. Once again, I recommend that you defeat all of the enemies near by, as there are several "sub-paths." These are easy enemies on this path (Goombas, Spikeys, and at worst, Frogogs), so you should have no trouble. Head north, and go out that path. You're almost there! On a different note, if you take no other sub-paths, at least take the one near to the very end. It has a K-9, and a Healing Mushroom (non-item).

Here, Croco puts some yellow platforms in a perfect formation to grab the treasure box. I VERY HIGHLY recommend that you do get it, despite what he says. You see, this contains a Starman. You're invincible. Run in to all the K-9s. They die, and you get the experience points. There are an infinite number of them as well. The time's the limit! Additionally, directly east of the Starman box, there's another treasure box that contains a flower. Get on to the yellow platform. Wait for the one behind it to get closer to the treasure box, and then jump to it. Repeat this until you get right under it.

Now grab the flower, and head south, and through the southern exit.

This is the last screen. Don't worry about Croco just yet. And don't get the treasure box near to the entrance yet either. Kill off all of the enemies in the area first. Once you've done that, grab the Healing Mushroom inside of the treasure box (the one right after the entrance to this screen), and then it is time to chase Croco. There's a certain technique involved. In order to fight him, you have to catch him three times -- not necessarily in a row -- and from behind. So when you see Croco, if he's facing you, hide. Whatever you do, do not go around the bush where he's hiding. After a few seconds, he'll turn around, thus exposing his back. Go up and talk to him. Then he'll break out running again. Repeat this. When you do it the third time, he'll tell you that he is going to give you back the coin. He reaches in to his bag, and then tells you he's lying, and then it's time for the fight.

Boss: Croco

HP: 320

Items: Flower Tab

EXP: 8

Coins: 10

Attacks: He'll throw a bomb, which can do considerable damage to Mallow, and quite a bit still to Mario.

He'll run at you, which will do about 4 HP worth of damage.

When he's running low on HP, he'll use a Weird Mushroom, which restores 60 HP.

Strategy: The thief is cornered now. Have Mario start the battle out with a Fire Orb attack. This will make Croco have to douse his tail for a turn. During this time, have Mallow defend. The next turn is when he'll really start to attack. Croco doesn't have any attacks that can damage BOTH of your characters. So what you do is have Mario constantly use Fire Orb, and have Mallow heal the character that is hurt. I recommend that you use a Mushroom to heal, instead of HP Rain, because you want to save the FP for Fire Orb. When you run low on FP, have Mallow use a Honey Syrup. Soon, Croco will use a Weird Mushroom. Fortunately, Fire Orb can do more damage than it can heal, so that just bought him some time. 1-3 turns later, he'll be "belted" by Mallow, and lose the coin. Croco will make him "Pay in spades," and strike him. Then he leaves.

A small note regarding Mallow's healing: Mallow should heal if he's hit, or if Mario gets hit three times. Otherwise, you'll just be wasting Mushrooms. So if all else fails, just defend.

Upon finishing the battle, Mallow will point out that Croco left a wallet. A wallet. This leaves you two options: be good, or be awesome. But that's for the next chapter. A spring drops down that has a sort of explosion design in the middle. This will take you back to the beginning of the level, or close to it. In this instance, you come out near the save point. I highly recommend you save here. Whenever you're ready, head north, and leave both Bandit's Way, and this chapter.

| 3.03: Mushroom Kingdom Invasion and the First Star Piece |

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-Mushroom Kingdom-

Items: Wake Up Pin, Flower Tab, Cricket Pie

Surprise Boxes: N/A

Enemies: Shyster

Bosses: Mack

Party: Mario, Mallow

Recommended Level: 5, 4

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| Shop and Inn | | | |
|--------------|-----------|-------|--------------|
| Item | Type | Coins | |
| Inn | Inn | 3 | -- Inn |
| | | | -- Item Shop |
| Mushroom | Item | 4 | |
| Honey Syrup | Item | 10 | |
| Pick Me Up | Item | 5 | |
| Able Juice | Item | 4 | |
| Shirt | Armor | 7 | |
| Pants | Armor | 7 | |
| Jump Shoes | Accessory | 30 | |
| Antidote Pin | Accessory | 28 | |
| | | | |

Note that from here on in, the recommended levels will vary. They're listed in their respective order, as to which party member it relates to. So, in the above example, Mario should be at level 5 (he's listed first in the party list), while Mallow should be at level 4.

Anyway, when you arrive back in the Mushroom Kingdom, you'll notice that something is wrong. First off, it seems to be dark. SINCE WHEN DOES THE TIME CHANGE IN RPGS?! That HAS to indicate something. Oh, and there are little Shy Guys on pogosticks bouncing around. Anyway, I highly recommend that you defeat all of them bouncing around, except for the ones coming out of the castle -- there are an unlimited amount of them. Let's start, shall we? Walking up the path, we see one chasing the guard to the kingdom. Fight him. The easiest way to do this is, if you're at the recommended levels, have Mario defend, and have Mallow use a timed Thunderbolt. It SHOULD take them out in one hit. As thanks, the Toad gives you ten coins. Now go in to the shop. You'll notice the shopkeeper hiding in fear. Talk to the note on the desk to shop. You have two options now. If you want, go to, "Sell items," and sell the wallet. It fetches 123 coins -- a fair price. Or, you could give it to a guy (I'll point him out later), and get a Mushroom. TAKE YOUR PICK. While you are in here, you may want to replenish your stock of Mushrooms, Honey Syrups, and Pick Me Ups. Once you are done, head out of the shop, and go down the first set of stairs you come to. You'll notice a Shyster chasing around a blue-headed (the 'shroom on his head) Toad around. Fight him. Once you have defeated the Shyster, if you decided not to sell the wallet, you give it back to this man.

Now head back up the stairs. Go along the path until you reach a set of stairs leading to the southwest. Here you will see a Shyster bouncing on a house. Fight this guy. Once he is defeated, go back up the stairs, and jump on to the ledge in front of you. Here is the lady who said, "So Mario, how're you going to defeat Bowser this time? Ha! You don't stand a chance!" earlier. There is a Shyster bouncing in front of her. LET'S SEE HOW SHE DEALS WITH THIS! HA!

SHE DOESN'T...okay, okay. Fight him. Drop off of the ledge, and continue down the path. When you reach the main path leading to the castle, wait until the coast is clear, and then cross it to the house. In here, you have a family of three Toads cowering in the corner, and two Shysters bouncing in their kitchen. Fight them. They'll thank you, and suddenly remember about their son upstairs. Follow the dad up the stairs, to see the son...apparently engaged in a jumping contest with the Shyster. Fight the Shyster. The man will thank you for saving his son, give you a Flower Tab, and then tell his son that he will grow up to be just like you. This excites the boy, and he jumps extra fast. Now, don't use the Flower Tab just yet. At any rate, go back down the stairs, and out of the house. Make your way up the main path (fight the Shysters if you want), and enter the castle.

Now THIS place is madness. There are Shysters bouncing down the middle of the main room. I suggest you avoid them. You'll notice a Shyster chasing Toad. Defeat this one. Toad will run off to the Princess' bedroom when you're done. You'll go there eventually, but not just yet. Instead, go back across the hall, and enter the room to the east. This, as you'll remember, is the room outside of the treasure vault. Don't save the guard just yet, though. Instead, go down in to the vault. Grab all of the items, and then head back in to the previous room. Now you can save the guard. Talk to the guard, and... it'll turn out that it's not the guard at all. Head in to the room to the north. This is the guest bedroom. Go to the back of the room to see the vault guard hiding in the corner. Talk to him to get a Wake Up Pin. Now leave this room through the south exit. Exit this room as well to be back in the main hall. Go straight across the hall. We're headed for the Princess' quarters. In this room, you'll see Toad, hiding again. There are two Shysters in here. Do what you would normally do. That's right. INVITE THEM FOR TEA! No, seriously. Kill them. Toad will then run in to the antechamber for the bedroom. Two Shyster guards in here as well. Walk right in between them to get taunted and then attacked by them. In the bedroom of the Princess, you'll see a meeting between the Toads. Toad will tell them that you saved him. He will then realize that the Chancellor is still in the throne room! He'll then ask you if everything will be okay, as long as you are around. Say yes to get a Flower Tab. Now we're on the last leg of this part.

Go forward, and talk to Toadstool's caretaker. She'll inform you that you CANNOT use her bed, but she'll heal you. Now go in to your items menu, and use any Flower Tabs that you may have. Save, and then head out of Toadstool's room. Leave the antechamber through the south exit, go down the stairs, and out of this room. You are now back in the main hall. Out in the main hall, cross the main path, so that you are on the side with the entrance to the treasure vault area. Instead of going to the treasure vault, however, continue up the main hall, and enter the door to the antechamber of the throne room. Defeat the two Shysters outside of the door. Before you go in, however, make sure that Mario is at level 6, and Mallow is at level 5. If not, go back out in to the main hall, and defeat Shysters until they're at the proper level. Then, go back in to the Princess' bedroom, heal, save, and then go back to the throne room antechamber. From there, enter the door in to the throne room. You'll witness a conversation between the Shysters, and then they'll start bouncing. Walk straight forward, so that you're right in between the Shysters. They'll talk some more, and then a larger bouncing thing will bounce forward. He'll say that he's not letting you take their home, and then the fight begins.

Boss: Mack, Shysters

Mack HP: 480

Shyster HP: 30

Items: None

EXP: 12

Coins: 20

Mack Attacks: He can use Flame, which does about 6-8 HP worth of damage.

He can use Flame Wall, which is a Flame attack that hits you both. Same amount of damage.

He can jump on you, which also does about 6-8 HP.

Shyster Attacks: They can jump on you, for about 3 HP of damage.

They can use Drain, which will take about 4 HP. Probably less.

Strategy: This battle is extraordinarily easy, simply because of the level that I have you at. Have Mario start out with a Super Jump on Mack.

Realize that the Super Jump allows you to jump a lot more times than the ordinary Jump does. So you'll be able to inflict a lot of damage upon him. Then, have Mallow follow up with a Thunderbolt. This will eliminate the Shysters. From here on, have Mallow replenish HP and FP. At least, until Mack calls the Shysters back. At that time, just have him do another Thunderbolt. This is quite easy.

-*--*

Suddenly, a blue star comes up from behind the throne! It circles around Mario, and then suddenly falls on him. Mario takes it. Suddenly, two Shysters who were still in the room reveal themselves, and say that they're going to tell the boss. They'll leave. Now you should go talk to the Chancellor, who is cowering in the corner, behind the pillar. Three retainers rush in, and ask if the Chancellor is alright. Now we flash forward a bit.

The Chancellor and the other retainers are in the room now. They're discussing the seriousness of the situation. Mallow suggests that they visit his grandpa, Frogfucius, for advice. After a bit more conversation, Mario will have an inner monologue. Now you can leave the throne room, head out out the antechamber, and take the south exit in the main hall to leave the castle entirely.

Walk down the path. When you get to some stairs leading east, take them, and then follow that path. When you reach the shop, enter it. Talk to the shopkeeper, and he'll give Mallow the Cricket Pie for Frogfucius. Now leave the shop, and go east, out of the town.

On the world map, head east to the Kero Sewers.

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| 3.04: Dark Sewers and a Waterfall |

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Upon arriving, Mallow will explain that this is the entrance, that it will be dark, and there's something called "Belome" down in there. Then you'll stand on the pipe. Press down to enter the...

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-Kero Sewers-

Items: Trueform Pin

Surprise Boxes: N/A

Enemies: The Big Boo, Shadow, Goby, Rat Funk, Hobgoblin

Bosses: Belome

Party: Mario, Mallow

Recommended Level: 6, 5

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Upon entering, hop off of the pipe, and save at the save block. Now go south, and drop in to the water. Swim over to where you'll see a ledge with a pipe on it (to the northeast). Notice that there's a small depression in the ledge that is in the water. Swim on to this, and jump out. You'll have to use this sort of thing to get out of the water from here on out, so keep that in mind. Now jump on to the pipe, and go down it (press down. If you're still unsure, read the note on the wall). Once you're on the other side, drop off of the ledge with the pipe, and enter the pipe in the eastern part of the room. There is nothing you can do in this room for now, except cross it. Do so, and fight the The Big Boo you encounter (my, that sounds weird). Now enter the pipe.

In this room, drop off of the ledge that you come off of, so that you're at the very bottom of the room. Head east, and around the wall. You'll come to a treasure box. Open it to fight a Pandorite. To defeat it, have Mario use the Super Jump, while Mallow just uses regular attacks. Your rewards for defeating it are a Flower Jar, and a Trueform Pin, which I highly suggest you equip to Mario. At this time, equip the Wake Up Pin you got in the Mushroom Kingdom to Mallow, if only for its stat boosts. Now go back around the wall, and enter the pipe.

Jump in to the water, and fight the Goby that is there. What you do from here is kinda weird. Swim to the northeast corner of the room. You'll notice two pipes, and a gap in between them, where there is water. Swim in to this gap, and keep going. You'll end up on the next screen. Fight this Goby if you want, and then go once again to the northeast part of the room. Swim in to the gap directly in front of the pipe to end up in the next room.

In this room -- you guessed it! -- defeat the two Gobys. Hop up the stairs with a yellow-ish tint to be back on dry land. Go to the east part of the room, and enter the lower of the two pipes. Remember this area? Now go around this wall, and enter the pipe. Standing on the pipe, jump up to the above ledge. Climb the stairs. Defeat the Rat Funk that comes out, as you work your way to the other side of the room. Climb the stairs, and then go east. Enter the pipe. Now for some fun. When you come out of the pipe, you'll notice a treasure box right next to you. Open it to get a Starman. Run straight ahead to kill off a The Big Boo, and then drop down to the tribal meeting of the Rat Funk. Kill off all four of them. Now jump up the stairs, and enter the pipe on the western side.

In this room, go northwest, and get behind the columns that are there. Now you will have to defeat a lot of Rat Funks. Once you have defeated them, enter the pipe. In this room, hop off the pipe, and get on to the ledge with a Rat Funk at the end. Defeat it, and then drop down to the next ledge. Defeat the Rat Funk here if you want, and then enter the pipe. Here, go west, and up the stairs. I'd avoid the The Big Boos personally, but that's just me. Once up the stairs, go to the eastern part of the room to find a "!" switch. Step on it to drain all of the water out of the Kero Sewers. Now drop off of the ledge, and enter the pipe that you entered the room in. Once out here, drop down in to the area that was once covered by water, and go to the bottom part of the room. Here you will see a pipe, that is now accessible, due to the lack of water. Enter it. Now go straight ahead, and open the treasure box to get a Healing Mushroom. You'll notice another treasure box above you. It's currently inaccessible, so forget about it for now. Jump on to the save block, and save. Now that you're ready, go east to the pipe. Enter it. In this room, you'll see a large...er...thing, and a giant stone wall behind said thing. Talk to the thing, and it will awaken. This is Belome, and it's snack time. Hope everyone's at level 6.

- * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - * -

Boss: Belome

HP: 500

Items: None

EXP: 15

Coins: 40

Attacks: It'll lick you for about 3 HP.

It'll turn you in to a scarecrow with its S'Crow Funk.

It'll actually swallow Mallow, and thus not allow you to use him for a few turns.

Strategy: This battle starts out simple. Have Mario use his Hammer, and have Mallow use Thunderbolt. At first, Belome will just lick you. A turn or two in to the battle, however, he'll swallow Mallow! So now you can just use Mario's Hammer. A turn or two after this, he'll use S'Crow Funk on Mario. Fortunately for you, however, you equipped a Trueform Pin on Mario (you did, right?), so this will have no effect on him. On the off-chance that you forgot, just have him use Jump when he's a scarecrow. Soon enough, Mallow will come back out, at which time, you can continue your attacks. He'll be finished soon.

- * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - *

Suddenly, water comes gushing out of the area previously blocked by the door. Mallow and Mario try to stop it, but to no avail. This brings us to our next course...

-Midas River-

Items: None

Surprise Boxes: N/A

Enemies: None, although if you do it right, you can see some.

Bosses: None

Party: Mario, Mallow

Recommended Level: 7, 6

Now, if you need an explanation as to how to play this, I suggest letting Toad give you the crash course on it.

Now for the falls. The first Frog Coin is in plain sight. Grab it, and continue down the rapids. When you come to a large rock, you'll be able to go left or right. Go left. Additionally, when you come to the first small rock after the Frog Coin, run in to it. In this grotto, you'll get a flower. However, if you do this, you'll miss another Frog Coin, so choose wisely. Personally, I'd go ahead and grab the flower. Shortly after this, you'll come to the next section.

This is a barrel-jumping contest. Now, there are two tracks that you can go on, and you can switch by bumping in to another barrel. For the sake of coins, I'll show you how to get the most. Now let's assume that the track closer to the left of the screen is track 1, and the track closer to the right of the screen is track 2. So I'm going to give the number of the track you should be on. Also, when I use an asterik (*), that means that this is when the Cheep-Cheeps will start coming out. Be sure to jump over them!

2, 2, 2, 1, 2, 2, 1*, 2, 2, 2, 1, 2, 2

Actually, in retrospect, it MIGHT be random. I'd appreciate input on this.

Anyway, at the end you'll run in to a Toad. Since it's your first time, he'll offer you a Frog Coin for 60 of your coins. This will increase as time goes

on. You can't take any non-Frog Coins from the course. More about this whole thing is explained in the mini-games section. After you get (or don't get) the Frog Coin, he'll give you a Nok Nok Shell. This is a weapon for Mario, and I suggest you equip it. Once we get something for Mallow, I'll have another Suggested Equipment list. Or maybe once we get better armor. At any rate, head out of here. Save first, if you'd like.

0=====0
| 3.05: The Wisdom of Frogfucius |
0=====0

-Tadpole Pond-

Items: Froggie Stick, Alto Card

Surprise Boxes: N/A

Enemies: None

Bosses: None

Party: Mario, Mallow

Recommended Level: 7, 6

=====

| Shop and Inn | | | |
|--------------|------|------|--------------------------------|
| Item | Type | Coin | |
| Inn | Inn | N/A | -- Inn |
| | | | -- Frog Coin Emporium* |
| Sleepy Bomb | Item | 1 | |
| Bracer | Item | 2 | |
| Energizer | Item | 2 | |
| Crystalline | Item | 5 | |
| Power Blast | Item | 5 | |
| | | | -- Juice Bar |
| FroggieDrink | Item | 16 | |
| | | | -- Juice Bar With Alto Card |
| FroggieDrink | Item | 14 | |
| Elixir | Item | 48 | |
| | | | -- Juice Bar With Tenor Card |
| FroggieDrink | Item | 12 | |
| Elixir | Item | 36 | |
| Megalixir | Item | 90 | |
| | | | -- Juice Bar With Soprano Card |
| FroggieDrink | Item | 8 | |
| Elixir | Item | 24 | |
| Megalixir | Item | 60 | |
| KeroKeroCola | Item | 200 | |

*Prices are in Frog Coins

Upon entering, walk straight up the path until you reach a blue-ish button on the ground. Step on it, and a tadpole will come up to you, and ask you what you want. After a bit of conversation, you'll not be able to move, and there

will be no conversation. What do you do? Jump. Mario will jump really high (there it is again!), and the tadpoles will do their version of clapping. Then Frogfucius, who is having some issues with the Laki- I mean, Frogfucius who is having some difficulties floating will come along. He'll then propose that you find a more comfortable place to talk, and he goes back. The tadpoles, on Frogfucius' order, will form a bridge for you. Jump across them to reach the sanctuary of Frogfucius. Talk to him, and he will reveal that our Princess is in another castle. Additionally, he'll suggest that Mallow go along with Mario. Because, as it turns out, Mallow is...NOT A TADPOLE! BIG SURPRISE! So Mallow sets out on the adventure with Mario to find his real family. Frogfucius will talk about how he found Mallow, and sad music will start playing. When you're free to move, go talk to Frogfucius. You'll give him the Cricket Pie from earlier, and he'll reward you with the Froggie Stick. Equip this to Mallow. Now, stand on the small hill near to where you jumped across to get over here. This will cause the tadpoles to come up again. Jump across them, and land on the other side. Now go southeast, along the path, until you see a path leading away from this area. Go through it.

You now find yourself in "Melody Bay." Stand on the stone, and a tadpole will come up. We're now going to play the Frogfucius Suite #17. First let me show you how this works:

Diagram 3.05a |

Mi

Re

Do

Ti

La

So

Fa

Mi/Re/Do/Ti/La/So/Fa - Note names |

Let me further comfort you, as far as my skills in this game go, by saying that that chart is as much for your reference as it is for mine. Now, the notes we are going to be playing are So, La, Mi, Re, Do, Re, Do, Re. Or, to make it a bit simpler...

Diagram 3.05b |

O

O

O

O

O

O

O

Obviously, they are in the order that you step on them, from left to right. Upon doing this successfully, a famous composer by the name of Toadofsky, who has been looking for inspiration, will realize that THAT is the song he has been looking for! He'll thank you with an Alto Card. What's an Alto Card do, you ask? I'll show you. First, use the save block that is east of your position. From there, go southwest, and then northwest, out of Melody Bay.

Back in the main part of Tadpole Pond, go northwest, along the path. Soon, you'll reach the stone that summons the tadpoles needed to get over to Frogfucius' place. Continue northwest along the path, and you'll come to the end of the path. It ends quite abruptly. Approach the water that it ends at, and two tadpoles will come up. Speak to the one on the right. Buy at least one Elixir and one FroggieDrink. Now, press "B" but don't exit out of the menu just yet. Go to "Sell Weapons," and sell Mario's old Hammer; you won't be needing it, now that we have a superior weapon. This is something you should always do, unless otherwise indicated. Weapons you don't get until later in the game aren't always better than ones gained earlier (for example, the Lazy Shell is better than the Ultra Hammer). After selling it, leave the shop entirely. Don't bother with the tadpole on the left just yet. Now walk southeast along the path. When you get to a junction, head southwest, and leave Tadpole Pond entirely. Back on the world map, head to Rose Way.

-Rose Way-

Items: None
Surprise Boxes: N/A
Bosses: None
Enemies: Starslap, Shy Guy, Snapdragon, Crook, Arachne
Party: Mario, Mallow
Recommended Level: 7, 6

So as this start out, jump on to the yellow platform. As soon as it gets to the other side, jump off. Now jump on to the next one. When it gets to the other side, grab the Mushroom, and then get back on. Hop off at the next stop. From here, jump on to the next one. Don't do anything at the first stop. At the second one, jump off, and grab the flower. Jump back on, and get off at the first stop. From here -- you know it! -- get on to the next platform. It will take you to a path. Get off, and enter it.

Here you have two yellow platforms, guarded by Shy Guys. Get on the first one, and fight the Shy Guy. When the yellow platform is near to the other one, jump off, and fight that Shy Guy. You'll probably fall down. Now, if all goes well, simply get back on to the first platform, and jump from there to the second. When the second platform is close to the treasure box, jump off of it (you will have to jump northeast a bit to get it, though). It contains a Frog Coin. Now, if things do NOT go so well, and the platforms get messed up (their alignment with each other), then it takes some thought. What you have to do is jump and touch the platform when it's on the edge of its swing. So for example:

```
\  
 \  
 \ 2  
   M  
  1  
 /  
 /  
 /  
 /  
  
-----  
/ - Platform 1's path |  
\ - Platform 2's path |  
1 - Platform 1 |  
2 - Platform 2 |  
T - Treasure Box |  
M - Your location |  
-----
```

So you're basically stopping the platform while you're in the air. When they seem aligned enough, try it again. After you get the Frog Coin, go south, and leave this area.

Back out here, jump on to the platform. At its first stop, stay on. At the second, stay on. At the third, which leads to another path, get off, and enter the path.

In this area, the first enemy you see is a Crook. Attack it. Continue around this grass wall. You'll soon run in to a Shy Guy, carried by a Lakitu. You can fight this guy if you want, but you can't get rid of it. So I'd just ignore it. Near the exit of this area, you'll find another Crook. When it's dead, leave the area.

Jump on to the yellow platform. At the first stop, don't bother getting off. Do get off, however, at the second stop. Grab the large coin, and then get on to the next platform. Grab the coins as you go along. Once you've gotten all of the coins between the two platforms, go back to the platform that you came from. From there, jump on to the yellow platform on which you came to this platform. Let it take you back to where you entered this area, and from there to another platform. Jump off of the platform, on to the hill, and from there to the yellow platform. It will take you to yet another hill. Jump off, grab the coin, and jump back on. Here you will find the path to the final area of Rose Way.

Here, you have five treasure boxes arranged around a small hill-thingy. Go around, getting the treasure out of them (mostly coins), and fighting the Shy Guys who were on top. I recommend that you get the one on the top-right last, however, because it is a Healing Mushroom. Once you're done, head out the southeast exit. Here, go along the path, and you'll spy on a meeting of Bowser and his Koopa Troop. You'll hear the current status of them, their mission, and then they head out. You should do the same.

```
0=====0  
| 3.06: ARROWED! and the Second Star Piece |  
0=====0
```

=====

-Rose Town-

Items: Nothing

Surprise Boxes: #5, #6

Enemies: None

Bosses: None

Party: Mario, Mallow

Recommended Level: 7, 7

=====

| Shop and Inn | | | |
|--------------|-----------|-------|---------------------|
| Item | Type | Coins | |
| Inn | Inn | 0 | -- Inn |
| | | | -- Item Shop: Man |
| Mushroom | Item | 4 | |
| Honey Syrup | Item | 10 | |
| Pick Me Up | Item | 5 | |
| Able Juice | Item | 4 | |
| | | | -- Item Shop: Woman |
| Thick Shirt | Armor | 14 | |
| Thick Pants | Armor | 14 | |
| Jump Shoes | Accessory | 30 | |
| Antidote Pin | Accessory | 28 | |
| Wake Up Pin | Accessory | 42 | |
| Trueform Pin | Accessory | 60 | |
| Fearless Pin | Accessory | 130 | |

Something's seriously wrong here. Go straight, and to the back of the town. In the northwest corner of the town, there's a red-striped Toad who needs your help getting back in to his house. Jump on to his head, and from there up to the ledge on which his house sits. Enter it. You'll see two treasure boxes, both of which contain a flower. After getting them, head up the stairs. Go to the back corner of the room, to where the bed is. Jump on it to reveal Surprise Box #5, which contains a Frog Coin. After getting it, jump on the "!" switch. This will lower the staircase. Now go down the stairs, and exit the house entirely. Answer however you want to the question the man asks you, and then go down the stairs. Go now to the northeast corner of the town, to the item shop. Instead of going in the door, however, we'll ignore Toad's advice from the beginning of the game. Climb the boxes on the far side, and go down the chimney like it's a pipe. You'll now be on a bookcase in the item shop. You'll see a treasure box containing a flower in here. Grab it. Now get off, and go behind the counter. Climb up on top of the shelf back there, and move in to the corner. Once here, jump to reveal Surprise Box #6, that has a Frog Coin. Hop down from there, and talk to the woman. Buy a Thick Shirt, Thick Pants, and an Antidote Pin. Equip these (giving the Antidote Pin to Mallow), and sell the Shirt and Pants (not the Wake Up Pin. That'll come in handy later). Now talk to the man, and replenish your stocks of Mushrooms, Honey Syrups, Pick Me Ups, and buy some Able Juice. Now leave the shop. Back outside, make for the entrance to the town. Instead of leaving, however, go up to the corner, and in to the inn.

In here, you'll witness a cute scene. A boy named Gaz is playing with dolls of Mario, Bowser, and Toadstool. Bowser defeats Mario (Mario doesn't like this...), and then Gaz notices Mario. He doesn't realize who you are (he was telling him mom that they had a guest). After a bit of conversation, you will be asked to prove who you are. Naturally, jump. So Mario is given a part in this little play. Mario is given a part. As you might expect, he's given...

Bowser. So now he and Geno fight. Mario, having fought Bowser countless times, is able to give an excellent impression. Geno attacks Bowser, and Bowser strikes back. Then, Geno uses the Shooting Star Shot, misses Bowser, and then knocks Mario out! You now witness a scene downstairs, apparently at night. A star appears, and floats over each doll. It stops over Geno, does a funky little thing, and then possesses Geno! Geno is suddenly Mario's height. Geno then leaves the inn. You'll wake up in bed. Walk over to the save block, and save. Now head downstairs. You'll hear Gaz talking to his mom, telling her that Geno walked outside! So leave the inn now. There's nothing left to do in town, so leave. Your next destination is the Forest Maze.

| SUGGESTED EQUIPMENT | | | | |
|---------------------|---------------|-------------|--------------|--|
| Character | Weapon | Armor | Accessory | |
| Mario | NokNok Shell | Thick Shirt | Trueform Pin | |
| Mallow | Froggie Stick | Thick Pants | Antidote Pin | |
| Geno | N/A | N/A | N/A | |
| Bowser | N/A | N/A | N/A | |
| Toadstool | N/A | N/A | N/A | |

-Forest Maze-

Items: Mushroom x 7

Surprise Boxes: #7, #8, #9, #10, #11, #12

Enemies: Wiggler, Guerrilla, Amanita, Buzzer, Octolot, Rat Funk

Bosses: Bowyer

Party: Mario, Mallow

Recommended Level: 7, 7

Throughout the Forest Maze, you'll find Mushrooms. Walk in to them to pick them up. So in the first area, near the exit, you'll see a Mushroom. Pick it up. On the opposite end, you'll see a small patch of light. Stand in it, and then jump to reveal Surprise Box #7, which contains a KeroKeroCola. Now go north, on the path. On the next area, west-southwest of where you come in, there's a Mushroom. Pick it up. Continue north to where you will find a Wiggler coming out of a stump. You can jump on this guy for coins. If you jump on him ten times, you'll get a Frog Coin. I suggest you do fight this guy at some point, however, because throughout the course of the Forest Maze (including the boss), you will want to gain at least two levels. Easier said than done. Anyway, when you're ready, jump on to the tree stump, and enter it as you would a pipe.

Once down here, you'll see a bush of mushrooms. Go behind it to pick up a Mushroom. Continue east through the cave. Try to pick the second mushroom, and it will turn in to an Amanita. The same goes for the third one. Again, I suggest that you fight them. Upon fighting the second Amanita, the cave will go south. You should do the same. You'll now encounter a Rat Funk. Fight it, and then continue south. At the southmost point of this cave, you will encounter another Amanita. Defeat it, and then head northeast. Jump on to the spring. Here, go along the path, and defeat the Buzzer guarding the exit to this "room." Before you leave, however, there is a Surprise Chest to get. This one is kinda hard to describe. So I'll make a diagram.

Diagram 3.06a |

LLLL
LLLL
PP LL
PPLL
LL
LL
LL
TL
LLLL
LSSL

S - Tree stump |
L - Light (path) |
P - Path to the next area |
T - Surprise Box |

And that's the best way I know how to describe it. Or, if you want,
http://www.meowthnum1.com/faqs/pics/smrrpg_forest_maze_sb_8.png. Surprise Box #8 reveals a Frog Coin. Now go through that path. Here, you have seven stumps.

Diagram 3.06a |

7

6 5

4 3

2 1

1-7 - Stump numbers |

We'll take these in order.

- 1.) Down here, there are three Amanitas and two Buzzers. Defeat them all. In the western part of the cave, you'll notice three beams of light shining on the ground. Choose the larger of the three (bottom-center), and jump. This will reveal Surprise Box #8, which contains a Frog Coin. Now go back to the spring, and hop back up to the surface.
- 2.) At the far end of this cave, you've got a Buzzer. Kill it, and then leave.
- 3.) Here you have two Amanitas and a Buzzer. Defeat them all, and then hop outta here.
- 4.) There are no enemies in here. There is, however, Surprise Box #9. Once again, there are three patches of light. Choose the smaller one, that is closest to the trampoline. Walk to the right a bit, and then up. You'll notice behind you an indent in the cave wall, with a large bright spot in

the middle. You should be a few steps ahead of that. Jump, and you'll get the message, "...You missed!" Mario will fall down anime style. But, it's still a Surprise Box. Now jump on the spring.

5.) This section has two Anamitas and a Buzzer. Defeat them, and go back up.

6.) Just a Buzzer. Defeat it, and leave.

7.) All that is in this stump is, at the far end, a sleeping Wiggler. Jump on it, and suddenly there will be an earthquake! And I thought my mom was mad when she was awakened! A new path has opened. Before that, however, go back down. Go to the area where the Wiggler was. Right in the corner, actually. Jump to get Surprise Box #10, which contains a KeroKeroCola. Now leave, and go through that path.

In this area, go straight, and down the stump. You cannot awaken the Wiggler in this area. Go east, and defeat the Rat Funk. Right near that, you'll see a mushroom bush with a Mushroom. This is actually a real one, so pick it up. Continue northeast. When the cave curves south, defeat the Rat Funk, and grab the Mushroom near the bush. Continue south, and out of this area. In the next room, you can see two mushroom bushes. The top-most of these is a real Mushroom; the bottom is an Amanita. I'd recommend going all around this room, defeating the enemies. A seemingly-empty mushroom bush on the bottom path actually has an Amanita, who will rush out at you as you pass. Once you have defeated all of the enemies in this room, take the spring on the eastern side. This next room has a Save Block. Don't save yet, though. Instead, go to the northern part, near to the exit. You'll see a Mushroom. Collect it. On the other side of the path, there is Surprise Box #11. This contains a Red Essence! Red Essence! Invincibility for three turns! Don't use it until you need to, though. These things are rare, and with good reason. Anyway, you should now go back and use the save block. Then, head up the path.

You are now faced with four paths. Quickly move in to the room, as you'll see Geno going down one of them. Defeat all of the enemies, and then follow him. Do the same in the next few areas (sadly, I cannot help you here. It's random), until you reach the next area. If you get lost, you'll start over, so don't worry. There is also a screen where you have to guess in which direction he went. Fun stuff. I'm still kinda foggy on the above stuff, so if you want to help me out, you wouldn't hear any complaining from me. Heh, you may actually repeat the room if you miss. Anyway, at the end of the Lost Woods redux, you'll meet Bowyer. He'll brag about how many arrows he's shot. So that makes this the crackpot shooting arrows at Rose Town! He then goes to shoots a lot more arrows. Mario tries to run in there, fists flying, but Mallow convinces him that he's not Bruce Lee, and thus cannot do it. Suddenly, a Flunky comes in, and shows Bowyer what he just found in the forest. A Star Piece! Then, Geno appears, and tells Bowyer to return the star to him. Now that Bowyer thinks the thing that he previously thought a piece of junk important, he tells Geno that he may not have it. They enter battle. Bowyer starts shooting arrows. Now we flash over to Mallow and Mario, who are in a completely different place from where we left them. They talk about saving Geno, and start to run through the raining arrows. Mallow gets hit by one, but Mario keeps going. Now we flash back to battle. Geno, fed up with all of this, smacks Bowyer. Bowyer then calls up an arrow, and fires it. Mario, however, intervenes, and stops the arrow. There's a bit of conversation, and then the real battle starts.

- * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - *

Boss: Bowyer

HP: 720

Items: Flower Box

EXP: 20

Coins: 50

Attacks: He can smack you with an arrow for about 7 HP.
He can deactivate the use of certain buttons.
He can use Bolt for about 14 HP.
He can use Static E, which hurts everybody (Geno much more than the rest, as he has no armor)
He can use G'night, which will put one of your characters to sleep\.

Strategy: At first, just hit him with regular attacks. Soon enough, he'll summon the buttons. When the "A" button is locked, have Mario use Jump, have Geno use Geno Beam, and have Mallow use Honey Syrups and Mushrooms. When the "Y" button is locked, have Geno and Mario use regular attacks, while Mallow supports the party (Mushrooms, Honey Syrups). When "X" is locked, have everyone use REGULAR ATTACKS. The ONLY time during the "X" button block in which you should use a special attack is if someone is low on HP. Mallow should use HP Rain. You don't want to squander your FP, so that if someone DOES need healing, there's no FP to do it with! There's not much to this battle. Then again, what do you expect from a guy like that?

So now Geno will explain the importance of Star Pieces, and Mario will grab the second Star Piece. However...there seems to be one Flunky left. He'll scram off to tell Smithy about this matter. Things can only get worse from here on! Follow him out the path at the end of this area.

| 3.07: Yoshi! |

Head back to Rose Town.

-Rose Town-

Items: Finger Shot

Surprise Boxes: N/A

Enemies: None

Bosses: None

Party: Mario, Mallow, Geno

Recommended Level: 9, 9, 6

| Shop and Inn | | | |
|--------------|-------|-------|---------------------|
| Item | Type | Coins | |
| ----- | ----- | ----- | ----- |
| Inn | Inn | 0 | -- Inn |
| ----- | | | |
| Mushroom | Item | 4 | -- Item Shop: Man |
| Honey Syrup | Item | 10 | |
| Pick Me Up | Item | 5 | |
| Able Juice | Item | 4 | |
| ----- | | | |
| | | | -- Item Shop: Woman |

| | | | |
|--------------|-----------|-----|--|
| Thick Shirt | Armor | 14 | |
| Thick Pants | Armor | 14 | |
| Jump Shoes | Accessory | 30 | |
| Antidote Pin | Accessory | 28 | |
| Wake Up Pin | Accessory | 42 | |
| Trueform Pin | Accessory | 60 | |
| Fearless Pin | Accessory | 130 | |

Once in town, head west to the Inn. Talk to Gaz, and after a bit of plot explanation, he'll give you the Finger Shot for Geno. Equip it, and leave the inn and Rose Town all together. I'm going to break character for a minute, and tell you that I'm no longer telling you to use Flower Tabs/Jars/Boxes. You should know by now to use them when you get them. Anyway, head left on the world map, and enter the...

-Pipe Vault-

Items: Nothing

Surprise Boxes: #13, #14

Enemies: Sparky, Goomba, Spikey, Pirahna Plant, Frogog, Camo Guy

Bosses: None

Party: Mario, Mallow, Geno

Recommended Level: 9, 9, 6

Before we start, let me add that you are going to REALLY want Mario to be at level 10 before we reach Moleville (or at least, before we fight the first boss there), so be sure to fight whatever enemies you can. Also, be sure that the Wake Up Pin is equipped to Geno before we head in. So your equipment should look something like this:

| SUGGESTED EQUIPMENT | | | | |
|---------------------|--------------|-------------|--------------|--|
| Character | Weapon | Armor | Accessory | |
| Mario | NokNok Shell | Thick Shirt | Trueform Pin | |
| Mallow | FroggieStick | Thick Pants | Antidote Pin | |
| Geno | Finger Shot | [None] | Wake Up Pin | |
| Bowser | N/A | N/A | N/A | |
| Toadstool | N/A | N/A | N/A | |

There is an enemy listed up there that I call the Camo Guy. If you fight a Piranha Plant in the Pipe Vault whose formation looks like this:

Diagram 3.07a |

P - Piranha Plant |
C - Camo Guy |

Then, before the battle starts, a Camo Guy (a Shy Guy in camouflage) will drop down and run away. What's he there for? I have no idea. Many thanks to King Phu and Haunter120 for help with the research for this.

Whenever you're ready, jump down the pipe. The first room is quite simple. I would recommend waiting until the Sparky comes up before jumping across to the next platform, and here's why: first off, you need the EXP. Second, if you fight him, you're automatically put on the platform, with no chance of missing. Repeat this procedure until you are on the other side of the room. Leave this area. In the next room, go forward, and fight a Goomba. You shouldn't have any troubles with these guys (they're no different than their Mushroom Way-variety). Once you've defeated him, continue forward. You'll see a staircase with a Thwomp at the top. Wait for him to smash the staircase, and then quickly move up. You cannot be on the staircase at all when he comes back down. At the top, fight the Goomba. I recommend that you fight the Pirhana Plant in the first pipe but you don't have to. To fight him, wait for him to pop up and then go fight. You can't go down that pipe, so go to the second pipe and go down it.

Now this room's got a lot of pipes! I recommend you fight the Pirhana Plants guarding them. I'll list these one by one (starting from where you came in):

- 1.) You came to this room through this pipe.
- 2.) You'll see several small coins under an overhang. First, though, and about one block (on the floor) away, and then jump. This reveals a yellow platform. Jump on to it, and cross the overhang. Open the treasure box to get a flower. Walk back a little ways, and then jump to reveal Surprise Box #13. It has a Frog Coin. Take a few more steps to find Surprise Box #14, also with a Frog Coin. Now come back to the yellow platform, and drop back to the floor. Now, from here, run under the overhang. You have to run. When you reach the end, you will see a part that you cannot seem to get under, with a Frog Coin there. To get this, when you get near it, press down. You'll duck under it, and grab the Frog Coin. Now jump on the spring.
- 3.) Nothing. You cannot go down.
- 4.) You can't go down this pipe. It's here to confuse you.
- 5.) Whack-a-Goomba, ironically run by a mole. He'll explain it to you. Basically, think before you jump and don't just go after Gold Goombas. Normally, I just stand on one pipe and hit whatever comes out (unless it's a Spike). I recommend playing this. When you're done, jump on to the spring.
- 6.) The path to the rest of the Pipe Vault.

Continuing from #6, you'll be in a room that has three walls, and two Goombas. Defeat the two Goombas. Note that you'll need to get a running jump from the first wall to get over the second. Continuing along, you'll come to a red planter, with a Pirhana Plant in it. Defeat it, and then drop off the planter

to face another Goomba. Kill it, hop up on to the ledge, and continue on. Go down the pipe. This room is full of planters. These planters alternate between having a Pirhana Plant, and having a plant that will steal your coins if you land on it. Do a running jump to avoid these. Obviously, defeat the Pirhana Plants. Proceed across the room, and enter the far pipe. In here, jump on to the yellow platform, and get the treasure box. Drop down from here, and defeat the Goomba. Continue along. Jump over the white plants, and defeat the next Goomba. Now you come to a yellow platform, going across a group of white plants. There's a treasure box in the middle with quite a few coins in it. So be careful as to how you get these. Once you've gotten them, get off of the platform, continue through the room, and go down the pipe.

-Yo'ster Isle-

Items: Yoshi Cookie x 3

Surprise Boxes: #15

Enemies: None

Bosses: None

Party: Mario, Mallow, Geno

Recommended Level: 9, 9, 7

Welcome to the island of the Yoshis! Go over to the Save Block, and save your progress. From there, go behind it (by the far side), and then jump to reveal Surprise Box #15, and be one Frog Coin richer. Now go back around the Save Block, and then down the path to the southwest. This is the main part of the island. Now talk to the first pink Yoshi you see. You can't understand him! The same goes with the rest of the Yoshis on the island! What do you do? Notice the letters, "G O A L" on the ground. This is the finish of the race track. Follow the track back to the beginning, and you'll see the green Yoshi on the right side. Talk to him to hop on to his back. You can now talk to the Yoshis. Go back to where you entered this area, and talk to the Yoshi who is trotting around in front of the "G O A L." He'll ask if you think you can beat Boshi today. Say yes to get some cookies. Now go back down the race track, in the, "G," lane. Near the end, you'll see a purple Yoshi. This is Boshi. Talk to him to get a race. Toad will help you. My advice is to keep a steady beat, and be sure to use the cookies if necessary. If you lose, get back on to Yoshi, and try again. Once you do beat Boshi, you'll get three Yoshi Cookies. Now you should go out the south exit for the island. On the world map, go up to get back to the Pipe Vault. From there, go left to reach your next destination, and our next chapter.

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| 3.08: Dynamite! It's the Third Star Piece! |

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-Moleville-

Items: Nothing

Surprise Boxes: N/A

Enemies: None

Bosses: None

Party: Mario, Mallow, Geno

Recommended Level: 9, 9, 7

| Item | Type | Coin | |
|--------------|--------|------|-----------------------------|
| Inn | Inn | 10 | -- Inn |
| | | | -- Item Shop: Female Mole |
| Punch Glove | Weapon | 36 | |
| Finger Shot | Weapon | 50 | |
| Cymbals | Weapon | 42 | |
| Mega Shirt | Armor | 22 | |
| Mega Pants | Armor | 22 | |
| Mega Cape | Armor | 22 | |
| Work Pants | Armor | 22 | |
| Mid Mushroom | Item | 20 | |
| Maple Syrup | Item | 30 | |
| | | | -- Miner's Shop (Blue Toad) |
| Lucky Jewel | Item | 100 | -- After Punchinello |
| Mystery Egg | Item | 200 | -- After Yaridovich |
| Frying Pan | Weapon | 300 | -- After Valentina |

When you enter Moleville, go straight, and in to the inn. Rest, save, and then leave. Now go left, until you see the shop. Enter it, and then buy a Punch Glove, Cymbals, Mega Shirt, Work Pants, and Mega Pants. Equip those, and sell the old ones. I would recommend that you sell most of your Mushrooms and Honey Syrups, and replace them with Mid Mushrooms and Maple Syrups. Now you can leave the Item Shop. Go right, and then go up. You'll see some stairs. Go up them. Continue going straight, towards the stairs. You'll see Bowser, and his now small Koopa Troop. After a meeting, they'll leave. Continue going up the stairs to find a mole woman in a panic. Talk to her to find out that the third star is located here, and there are moles trapped inside the mines. Time to go in after 'em! Enter the mines through the arch right next to you.

-Coal Mines-

Items: Bambino Bomb

Surprise Boxes: N/A

Enemies: Magmite, Cluster, Sparky, Enigma, Bob-Omb, Micro Bomb

Bosses: Croco, Punchinello

Party: Mario, Mallow, Geno

Recommended Level: 9, 9, 7

| SUGGESTED EQUIPMENT | | | | |
|---------------------|-------------|------------|--------------|--|
| Character | Weapon | Armor | Accessory | |
| Mario | Punch Glove | Mega Shirt | Trueform Pin | |
| Mallow | Cymbals | Mega Pants | Antidote Pin | |
| Geno | Finger Shot | Work Pants | Wake Up Pin | |
| Bowser | N/A | N/A | N/A | |
| Toadstool | N/A | N/A | N/A | |

Alright. Let's get this show on the road! You will want Mario to level up very soon, so make sure that he has little more experience to gain before he does so. Upon entering, you'll see a scene between Ma'Mole and some miners.

Soon, Ma'Mole will leave, and then the miners will start talking about you. Suddenly, they notice you. Find out the news from them, and then they'll propose that you stand on them to get to the entrance. Jump on them, and then from there to the entrance. Remember, you can always go back to the inn to heal. Also, if you fight a Cluster enemy, do NOT jump on them. Anyway, on the first screen, head right, defeating the Magmites and Clusters that you encounter. Now leave this room. Here, kill the Sparky, and then drop down. Go through the door. Now then. If Mario is at level 10, jump on to the spring. If not, I suggest going through the mines (through the door on the left), and fight enemies until he IS at level 10. Note that you can only go through one room on the right, as the rest is blocked off. Whenever you're ready, come back to the screen with the spring, and then jump on it. Of course, your UNDERGROUND. WITH A CEILING ABOVE YOU. You get knocked out. When you come-to, you'll notice that Croco is stealing your coins. He'll run away when he notices that you've awakened. He will, stupidly, run to the right. Chase after him. You'll reach that blocked off wall. It's a dead end. So what does he do? He blows the whole freakin' wall up. Now the chase begins. Run after him through these next few screens. The goal here is to fight him. When you do, well...

- - * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - *

Boss: Croco

HP: 750

Items: Flower Box

EXP: 10

Coins: 50

Attacks: He'll throw a bomb at you for about 7 HP worth of damage.

He'll use "Chomp," in which he throws an enemy at you, for varying amounts of damage.

He'll try to tackle you, for about 3 HP.

Strategy: Since Mario is at level 10, he knows Super Flame. Super Flame is the key to this battle. At first, have Geno cast Geno Boost on Mario (if he knows it), and then have Mallow and Geno use regular attacks, while Mario uses Super Flame. Be sure that, after about three turns, your FP is as high as it can be, because Croco will steal your items! This puts a serious damper in your plans, as you will soon run out of FP for Mario to use Super Flame. Continue doing what you're doing, though, and he'll soon give them back. This is the end of the battle...but not of Croco!

- - * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - *

So now you get your items and your coins back. You also get one of those Bambino Bombs! We can put THIS to work. Go through the right exit. In here, go around this room, and enter the next one. The same goes for this room here. In the next room, you'll notice railroad tracks leading in to another part of the mine. Enter here. In this room, defeat the Magmite, the Sparky, and the Bob-Omb. Now leave the room. In the following room, go to the east side, and talk to the mole. He introduces himself as Pa'Mole. He'll use the Bambino Bomb to blow up the wall. Go in to this new part of the mine. In the next room, take the lower exit. Follow the railroad tracks to the next exit. When you try to enter, however, a Shy Guy riding a mine cart will come out, and roll you back to the previous room! He'll jump off, and quickly run away. In his haste, he forgets to pick up a Frog Coin that was dropped from the crash. Collect this, and then jump on to the boxes to reach the upper exit. Go through it. In this room, go straight, and fight the first Bob-Omb. Do not, however, fight the second. Instead, go past it, and open the treasure box to get a Starman. Run in to the second Bob-Omb, turn around, and then run. Kill

the Bob-Omb in this room, and then run in to the next. Defeat all five Bob-Ombs in here (with the star), and then proceed out the eastern exit.

Defeat the Sparky, and then hop up the boxes. Defeat the Bob-Omb, and then grab the treasure box. It has 100 coins in it. If you max out (999) while getting these, don't waste them; leave them here, and come back to get them some other time. Now head out the exit. Here, go up the railroad tracks. Defeat the pack of four Bob-Ombs if you wish (you can just jump over them), and then proceed on. At the end of this set of tracks, get the treasure box. It contains a Healing Mushroom. Now jump on to the Save Block. Save, and then go up the next set of tracks. Very shortly after you start down this path, you will see a treasure box that is out of your reach. Jump on the box to your left, and from there make a running jump to get a flower from that treasure box. Now head out the exit. In this room, in the back corner, you can see... the third star! There are a lot of Bob-Ombs and Microbombs in here. Don't worry about them. Instead, go straight to the source. He's on the railroad tracks. You have to get behind him, or he will push you back. His name is...

- * - * - * - * - * - * - * - * - * - * - * - * - * - * - * - * - * - * - * -

Boss: Punchinello

HP: 1200

Items: Nothing

EXP: 0

Coins: 0

Attacks: He'll throw out Micro Bombs, which do minimal damage.

He'll throw out Bob-Ombs, who also do minimal damage. They just explode; no other attacks.

He'll throw out Mezzo Bombs, who do quite a bit of damage.

He can use Sand Storm, which, while doing minimal damage, make your characters afraid.

Strategy: At first, just attack him with regular attacks. Quite soon, he will throw out Micro Bombs. Have Mario and Geno concentrate their attacks on Punchinello, while Mallow uses Thunderbolt. This is the strategy that you should use throughout the entire battle. I would, however, recommend that you use Mallow's Shocker on the Mezzo Bombs. If he uses Sand Storm, you may want to use some Able Juice. If you need to, have Geno heal some. This guy has more bark than bite. He'll eventually summon the King Bomb. However, it backfires, and smashes him. After some debating, the King Bomb starts to explode!

- * - * - * - * - * - * - * - * - * - * - * - * - * - * - * - * - * -

However, it just covers them in dust. The star cleans them off, however. So after Mario gets the star, go in to the room that Punchinello was previously guarding. Back here, you'll find Dyna, trying to get a mine cart to work. Mario helps her, and then we go in to the Mine Cart Mini-Game! Grab as many coins as you can. Afterwards, you really do drop in on the 'Mole family. They'll thank you, and note that once again, you failed to use the door! Holy Moley! Anyway, leave the house. Outside, you'll see three Snifits, who are who chasing a beetle. After awhile, it lands on you! They'll talk about Booster, and their new guest. Now, before we go there, we have something we should go do. First, though, let's get out of this chapter!

0=====0

| 3.09: Reunion |

0=====0

Head back over to Tadpole Pond.

=====
-Tadpole Pond-

Items: Tenor Card

Surprise Boxes: N/A

Enemies: None

Bosses: None

Party: Mario, Mallow, Geno

Recommended Level: 10, 10, 8
=====

| Shop and Inn | | | |
|--------------|------|------|--------------------------------|
| Item | Type | Coin | |
| Inn | Inn | N/A | -- Inn |
| | | | -- Frog Coin Emporium* |
| Sleepy Bomb | Item | 1 | |
| Bracer | Item | 2 | |
| Energizer | Item | 2 | |
| Crystalline | Item | 5 | |
| Power Blast | Item | 5 | |
| | | | -- Juice Bar |
| FroggieDrink | Item | 16 | |
| | | | -- Juice Bar With Alto Card |
| FroggieDrink | Item | 14 | |
| Elixir | Item | 48 | |
| | | | -- Juice Bar With Tenor Card |
| FroggieDrink | Item | 12 | |
| Elixir | Item | 36 | |
| Megalixir | Item | 90 | |
| | | | -- Juice Bar With Soprano Card |
| FroggieDrink | Item | 8 | |
| Elixir | Item | 24 | |
| Megalixir | Item | 60 | |
| KeroKeroCola | Item | 200 | |

*Prices are in Frog Coins

Once here, follow the path north and then east to reach Melody Bay. We have a new song to play. It's called the Moleville Blues. If you want to learn it yourself, go back to Moleville. In the mines, go to where you blasted the wall with Croco's Bambino Bomb, and with Pa'Mole's help. There will be four moles there. Talk to one of them on the bottom row to hear it. Anyway, once in Melody Bay, play Mi, Do, So, Do, Re, La, Ti, Do. Or, to make it simpler:

Diagram 3.09a |

O

O

O

O

O

O

O - Tadpole |

And for this, you get a Tenor Card from Toadofsky. Now go back around the pond, and leave Melody Bay. Nothing will be of use for us from the shop just yet, so follow the path west, north, and then south, out of Tadpole Pond. Back out on the world map, go left until you reach...

=====

-Booster Pass-

Items: Nothing

Surprise Boxes: #16, #17

Enemies: Spikester, Carroboscis, Artichoker

Bosses: None

Party: Mario, Mallow, Geno

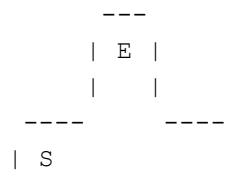
Recommended Level: 10, 10, 8

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Tim Bohan emailed me with an observation in Booster Pass. As it turns out, when you walk into Booster Pass from Moleville, you'll see two Artichokers on the screen (the non-fighting variety). Examine the far Artichoker to get a Frog Coin!

When you enter this area, go left, and jump on to the first ledge that you see. From there, jump on to the second ledge. Jump off this ledge, and go north to the next one. Jump to the next ledge from here (to the northwest). Go to the back of this hill, and you'll see a lone artichoke here. Jump on to it, and then jump once again to find Surprise Box #16, with a flower. Jump back off this ledge, to the previous one. Now go southeast. By now, you will have noticed a Lakitu, throwing Spikesters out. On this ledge, I recommend that you wait until the Lakitu is in range, and then jump toward him to fight him. Once he is defeated, continue east-southeast. When you get to a wall, go south, until you can jump on to a ledge. Do so, but hop off of the ledge, on to the other side. Go around the wall until you reach an artichoke. Run in to it to fight an Artichoker. These things are easier than you might think. Have Mario use Super Jump, and if you jump enough times, he'll go down quite easily. Now go back around to the ledge, and jump on to it. Jump to the ledge above you, and go north. Jump on to the next ledge, and note that this artichoke is actually an Artichoker. Fight it if you want, and then jump on to the next ledge. Here, you'll see the exit to this section. First, however, we can get a Rock Candy, by means of Surprise Box #17. Notice how this ledge is shaped like a Tetris block.

Diagram 3.09b |



S - Surprise Box #17 |
E - Exit to this section |

So grab that, and leave this area. In this section, don't get on to the ledge just yet. Instead, stay on the ground, and go east, jumping over the artichokes when you have to. You'll soon reach a more open area. At the far end, you'll see a large flower. Grab this. You'll also notice an area where the wall goes inward. Go in to this area. When you can't go any farther, jump forward. You'll land on a switch. This will kill off all of the Spikesters in the area. Now leave this little inlet, and go back around the wall. Jump on to the ledge, and then head north. At the end of this ledge, jump on to the next ledge, and leave Booster Pass.

-Booster Tower-

Items: Masher

Surprise Boxes: #18, #19, #20, #21

Enemies: Snifit, Spookum, Jester, Orb User, Remo Con, Rob-Omb, Blaster, Fireball, Chomp

Bosses: Booster and Snifits, Knife Guy and Grate Guy

Party: Mario, Mallow, Geno

Recommended Level: 10, 10, 8

Outside of Booster Tower, you'll see...BOWSER!? He'll think back to the good ol' days, and then notice Mario (heh, he's crying). He'll try to make conversation a few times (in between the attempts, he'll have some...uh...not-so-quiet monologue). He'll say that if Toadstool were at his castle, she'd be crying (granted, after kidnapping her so often, I'd be surprised if he didn't know this). And speak of the devil... We flash upward to where Toadstool is crying like a baby, on top of Booster Tower. Bowser, happy about Toadstool's current situation, will leave, claiming that he's returning to his castle. Well, now you should go in the tower. Walk up to the door to find it locked. You have to examine it to figure that out, though, so do so. Well, since we have nothing better to do, we can leave. As you start to walk away, Bowser will come back. He'll push you out of the way, and break the door down for you. And now, Bowser joins your group! Or rather, you join the Koopa Troop. You'll have an explanation on how to switch your party members. I recommend that you switch Bowser with Geno, and then enter the tower. Note that by pressing down on the equip screen, you can still unequip/equip things to and from Geno. I recommend taking both the Work Pants and the Wake Up Pin off of him, and putting them on Bowser. Whenever you're ready, let's enter.

When you enter the tower, walk to the desk in front of you. Talk to the Snifit behind it, Snifit #1, and then fight him. Now go to the back corner, and face the two Spookums. I'm going to go ahead and talk about the Orb Users. To defeat them, have Mario jump. They'll go down quickly. Once the two Spookums are defeated, go to the other side of the room, and climb the stairs. Up here, you will see paintings of the Booster clan. You may want to pay attention to these. Cross the upper floor to the other side of the room, where you will see the man you saw peering through the window in the door earlier. Follow him through the door. You now come to a stairway. I recommend getting on the far side of it, closest to the wall. Spookums are coming down the stairs. This is an excellent place to level up later on in the game, when you're much stronger, and you can defeat them in one hit. For now, though, climb the stairs. When you get to the top, go to the second box-thingy on the floor. Jump to reveal Surprise Box #18, which has a Frog Coin. For a better

explanation on the subject, look at this picture:

http://www.meowthnum1.com/faqs/pics/smrpgo_booster_tower_sb_18.png

Now head west, and out of this area. In the next room, you'll have a conversation with Booster. When the train starts to go to the right, follow it. However, at the yellow-and-blue block, Booster will get off, and run the other way. Follow him to have a fight with Snifit #2. Once he is defeated, leave this little corner, and go west through the room. There's another little area on the other side. This is where the train went. Back in here you will find a Flower Tab. Now come out of this corner, and go southeast to the exit. In the next room, jump up the stairs, and you'll meet some Rob-Ombs. Now, in these battles, it is very important that you take out the Rob-Ombs first. They have very little HP, but if they get a turn, they'll rush you, and blow up, causing a bit of damage. You'll fight some more Rob-Ombs as you go up the stairs. At the top, you'll see two exits to this area. Go through the first of the two. You are on a high ledge now. There are four tiles on which you can stand. Stand in between the two that are closest to the edge, and then walk off. It is important that you continue walking as you are in the air. When you hit the bottom, you should land on a see-saw. If you missed, then just leave this room, and head back up there. But when you land on the see-saw, the Bob-Omb on the other side will spring upwards. Then he'll come back down, and send you flying really high. You'll get a Masher (which will hit Mario in the head) for this. This boosts your attack points by 20 (from what it was), so be happy! Now walk out of this room. You are back out in the lobby of the tower. Go west, and then climb the stairs to the upper floor. Cross east on this floor, and in to the door. Climb up these stairs, avoiding the Spookums as you did last time, and then you'll arrive in the room in which you previously saw Booster on his train. Go east, and out the door. Climb the stairs in this room, to notice that the Rob-Ombs are back. Fight them as you climb the stairs, and you'll get to the top part of this room, where you previously chose to go out the first of the two exits. This time, however, go out the second exit.

In here, step on the "!" switch to hear a loud crash. You'll be told to go check out Booster Pass. We'll go look at that in time. For now, go through the door. Hop up the stairs in this room to see a part of the room that is covered by curtains. Go in to this through the curtain closest to the door, and go out the other one to become...8-BIT MARIO! Classic looks, sound effects, and everything! Sadly, there's little you can do here. Try to go out either of the doors, and Super Mario will take a hit. He'll become little, and rush back to the curtains. When you come back out, you get the death music from Super Mario Bros., and you can continue on through the door. In the next room, go straight, and face the Spookums that are on the blue blocks. Climb up these, and jump on to the next ledge. Go toward the yellow blocks, and defeat the Spookum that jumps out at you from the first block. Now climb the yellow blocks (NOTE: You have to do a running jump to get to the second one), and from there to the upper ledge. I recommend dodging the Bullet Bills that are being shot at you (Blasters are no picnic). Run toward the source of the Bullet Bills to face Snifit #3 in battle. You have to talk with him to fight, though. Once he is defeated, head out the door on the left.

As you climb the stairs in this room, you'll be fighting some Rob-Ombs. They are no different than they were earlier, so you'll have no trouble. Hop up the stairs, go left, and leave this room. This room has a save block. Use it, and then leave. In the next room, you have to speak to the portraits of the Booster clan in the correct order. The order that they are are:

- 1.) Painter
- 2.) Farmer

- 3.) Pirate
- 4.) Gambler
- 5.) Cone-hat
- 6.) Current Booster

Or, to make things simpler, from left to right, here they are:

4 5 3 6 2 1

When you reach the last one, the real Booster will throw out a key at you. Use the key to open the door that you saw at the beginning of this room. In here, hop up on to the block, and then make a running jump up to the next block, where you can see a Chain Chomp. The Chomp will try to bite you, and you'll fall backwards. You'll be automatically put back on to the block, and Bowser will come out. He'll get the Chomp. That's his new weapon. Be sure to equip it. Now leave the room. Go east, and out this door. In the next room, go left, and up the first stair. From here, jump to the above ledge. Go east, and then north. Jump on to this ledge, and from there to the small ledge to the west. Follow this ledge south and west, and then jump on to the next ledge. From here, jump on to the above floor. You'll see a Thwomp on a see-saw. Before we do this, however, go behind the Thwomp. Make your way to the eastern part of the floor, and out on to a ledge. You'll see a treasure box. It has a Healing Mushroom in it. Take it, and go back to the see-saw. Jump on to the side that is not occupied with the Thwomp, and you'll go pretty darn high.

This room has several things of interest. First, and most notably, you've got Spookums parachuting down. Second, it has Surprise Box #19. Go west from where you land. You'll come to a part of the ledge that has four tiles (two extending over the hole). In the back corner of this (darker tile), jump to reveal Surprise Box #19, which is a Frog Coin. For a clearer picture of this, head on over to:

http://www.meowthnum1.com/faqs/pics/smrpgo_booster_tower_sb_19.png

Now go east along the ledge, and then north when you can. You'll be able to see a large, yellow block, as well as a platform with a Spookum on it. Jump to the platform (you can't jump on to the yellow block), and fight the Spookum. From this platform, jump on to the yellow block. From there, jump up to the next platform with a Spookum. Jump from here to the above ledge that also has a Spookum running around on it. Defeat it, and then go in to the little alcove. Back here, go as far as you can, and then jump to get a Frog Coin. Now come back out of there, and go southeast. You'll come to some stairs. Climb these, and then enter the door. This room is weird. There are, as you can see, a great deal of coins and Frog Coins scattered about. However, to quote Admiral Ackbar, NyoCloud, and Saji, "It's a trap!" In some places, Fireballs will pop up. Fireballs are formidable foes. While they don't have much HP, they have Mega Drain, and a defense against non-Timed Hits. So you have to do a Timed Attack to damage them. My best advice here is to try to take the thing diagonally, so that you don't go over more blocks than you have to. That is, pass from square to square through the corners. In the corner of the room (straight ahead from where you enter), you get can the Room Key. On the other side of the room (other corner), there is a locked door. Talk to it with the key in hand, and it will open. Back here, you can get the Zoom Shoes. Equip these to Bowser, and then leave. In the final corner (left from where you came in), there is a door. Go through it.

In this room, as you climb the stairs, you'll fight some Chomps. Use Shocker on these guys. So climb the stairs, and then go out the door. In this room, you'll have another encounter with Booster. After some conversation, he'll

start throwing Bob-Ombs at you. Run behind the wall where the empty picture frame is. Wait for the Bob-Ombs to explode. He'll then leave. On his toy train. Man, this guy is good. Anyway, once you're ready, it's time to go out the exit to the south. In this room, as soon as you enter, you'll fight a Chomp. Defeat it, and then start up the stairs. At the top of the stairs, enter the next room. You'll see a Save Block. Don't use it yet, though. Go to the other end of the room first. In the corner, right in front of the yellow block, jump to reveal Surprise Box #20, which has a Healing Mushroom. Now jump on to the first yellow block. From there, make a running jump to the next one. And from there to the next one. On the next platform, you can see a treasure box. However, don't jump to the next platform just yet. We're going to do something a bit different. From this yellow platform, make a running jump, so that you land on top of that treasure box. Jump to reveal Surprise Box #21, which has a Goodie Bag. Drop off the treasure box, but stay on the platform. Now open the treasure box that you were previously standing on to get a Frog Coin. Now jump off of the platform, and land on the Save Block. Save, and then go to the eastern part of the room. Go out the door. This is a weird room. This room has a replica of your Pipe House with a bird inside. There is also a small box of dolls, most notably containing dolls of Princess Toadstool and Samus Aran of Metroid fame. There is nothing to do here yet, so go out the door. Here you'll find...Princess Toadstool! She and Mario will talk, and then they'll notice that the door is locked. Toadstool will suggest that you need Booster's spell to undo it (why not just have Bowser use his shell spell to do it?). While Mario ponders this, he'll hear Booster coming. Mario runs to hide behind the curtains, and we begin the mini-game.

Shortly after getting behind the curtains, Booster and Snifits 1-3 will come in the room. They'll conduct a wedding ceremony, using Toadstool's doll to sub in for her. Halfway through, Booster will point out that Mario usually comes in to spoil everything. This is true. So the Snifits look around for Mario's doll. They can't find it. Booster suggests that it may be behind the curtains. You'll want to stand as close to the curtains as possible, so you will be able to track yourself. The trick here is obviously to not get caught. It starts with just Snifit #1 looking. This is easy. Just be behind one of the three curtains he's not checking. Then #1 AND #2 look. This is a bit harder. They start out by having one curtain between them. Soon they'll be next to each other. After a bit, they too, will have come to the conclusion that it is not there. Booster, believing that an inanimate object may be evading them, sends Snifit #3. This ups the ante quite a bit. Their last two patterns are the hardest. Well, not hard, but unexpected. For the second-to-last one, the Snifits will all line up to open the curtains, but the one closest to where you should be (curtain that they're not trying) will move to your curtain! Move to the curtain he was about to open. For the last one, they'll start running around the room, come to the curtains, and then open them. After this, Booster will join in, and open the curtain that you're at. Instead of noticing you, however, he'll notice his Mario doll way above you. He'll talk about not being able to get it, and then he'll wonder what he should do. Snifit #3 will suggest what he should do, which is to cry. Now you'll walk under the Mario doll. Jump to knock it down for them. Booster will thank you for your kindness with an Amulet. I'd equip it to Bowser, if I were you, and equip the Zoom Shoes to Geno. Booster will decide to call off the practice, and get on with the show. He'll speak the password to the door -- your file name -- and then go out. Snifit #2 will come back in, though, and compare you to the doll. Smart guy. Then he'll leave.

Then again, maybe some of you got caught three times. If this is the case...

- * - * - * - * - * - * - * - * - * - * - * - * - * - * - * - * -

Booster HP: 800

Snifit HP: 200

Items: Flower Box

EXP: 22

Coins: 145

Attacks: Spritz Bomb, which does a great deal of damage to an ally.

Loco Express, which does the same.

Strategy: This battle is simple, as long as you keep your party's HP high.

At first, have everyone use regular attacks to dispose of the

Snifts. I recommend that you concentrate on them one at a time.

Now Booster comes out to play. Have Bowser use the Chomp, have Mallow heal, and have Mario use Super Jump. He'll go down quickly.

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Anyway, now that you have the Amulet (do you?), equip it to Bowser and then go outside. The balcony is now empty. But not for long.

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Boss: Knife Guy and Grate Guy

Grate Guy HP: 900

Knife Guy HP: 700

Items: None

EXP: 30

Coins: 25

Attacks: Their most fearsome attacks come from their fusion. This is why it is important to get rid of one ASAP. These attacks can cause up to 60 HP of damage.

Knife Guy will hit you with a knife, causing about 14 HP of damage.

Grate Guy will hit a character with this multi-color bubble that puts the target to sleep.

Grate Guy can mute a character with Echofinder.

Strategy: The trick here is to get rid of one of them as quickly as you possibly can. Knife Guy has less HP, so we'll start with him. Have Super Mario use Super Flame on him, while Mallow heals, and Bowser uses regular attacks. Once Knife Guy is defeated, have Mallow use Shocker on Grate Guy, while the other two use regular attacks (Mario should heal, if necessary). Sounds easy, doesn't it? Well, if you're good with Super Flame, and have Mario and Mallow at level 11, it is. I mean, this way, they won't have a chance to do the fusion. However, if they do get a chance to do the fusion, continue what you're doing. Realize, though, that Mallow may even want to use Mid Mushrooms for healing, as these attacks are quite potent. Once you've gotten rid of Knife Guy, though, Grate Guy is a joke.

- - * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - *

After this battle, the party jumps off the balcony, in pursuit of Booster.

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-Booster Hill-

Items: Nothing

Surprise Boxes: N/A

Enemies: None

Bosses: None

Party: Mario, Mallow, Bowser

Recommended Level: 11, 11, 10

=====

This is one giant mini-game. Toad will explain everything that is necessary to know. Basically, jump on the barrels, as well as the Snifits, if they get too close. Logic states that you should not run in to them, but hey, logic also states that if you're reading the table of contents, you can find it. Additionally, if you manage to catch up with Booster, and touch Toadstool (there's no way to beat them), then you'll get a flower. Booster will smack you backwards afterward, but still. Later on, you can find beetles here, but that doesn't come for awhile. You know you're close when there are no more barrels, and the Snifits really begin to give you trouble. When you reach the top, you'll see how many flowers you got, and then head over to Marrymore, as well to the next chapter.

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| 3.10: The Giant Wedding Cake! |

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-Marrymore-

Items: Nothing

Surprise Boxes: #22

Enemies: None

Bosses: Chef Torte, Bundt, Raspberry

Party: Mario, Mallow, Bowser

Recommended Level: 11, 11, 10

| Shop and Inn | | | |
|--------------|-----------|-------|-------------|
| Item | Type | Coins | |
| Room | Inn | 10 | -- Inn |
| Suite | Inn | 200 | |
| Chomp Shell | Weapon | 60 | |
| Super Hammer | Weapon | 70 | |
| Hand Gun | Weapon | 75 | |
| Whomp Glove | Weapon | 72 | -- Inn Shop |
| Happy Shirt | Armor | 38 | |
| Happy Pants | Armor | 38 | |
| Happy Cape | Armor | 38 | |
| Happy Shell | Armor | 38 | |
| B'tub Ring | Accessory | 145 | |
| Mid Mushroom | Item | 20 | |
| Maple Syrup | Item | 30 | |

When you arrive here, talk to the woman just in front of the entrance to hear about the guy with the totem-pole-face. Go up the path, and then head east, continuing up the path. When you get to the first landing, go west, toward the stairs that you can see. This leads to the Marrymore Inn/Shop. Enter it. Walk forward, and talk to the Toad with a green head. Ask to buy some things. You will want to buy the Hand Gun, the Whomp Glove, the Happy Shirt, the Happy Pants, and the Happy Cape. The Chomp is better than the Chomp Shell, and the Masher is better than the Super Hammer. The Work Pants work better for Bowser than the Happy Shell. Now sell all of your old equipment, except for the Wake Up Pin. Also, sell the Goodie Bag that you got in Booster Tower. Actually,

don't sell the Goodie Bag until you have less than 444 coins. Once you're done, exit out of the shop. Talk to the man again, and ask to stay the night. Stay in the regular room. When you awaken, get off of the bed, and go toward the exit of the room. However, before you go down, look at the shelf to your left. Get on to the taller part of the shelf. Jump to reveal Surprise Box #22, which has a Frog Coin. For more details, please see:

http://www.meowthnum1.com/faqs/pics/smrpg_marrymore_sb_22.png

And now that you have that, you can go south, out of the room. Go south once more to be back in the lobby. In the far corner of the lobby, there's a save block. Use it. Now, before we go to our next destination, make sure that your equipment looks like this:

| SUGGESTED EQUIPMENT | | | | |
|---------------------|--------------|-------------|--------------|--|
| Character | Weapon | Armor | Accessory | |
| Mario | Masher | Happy Shirt | Trueform Pin | |
| Mallow | Sticky Glove | Happy Pants | Antidote Pin | |
| Geno | Hand Gun | Happy Cape | Zoom Shoes | |
| Bowser | Chomp | Work Pants | Amulet | |
| Toadstool | N/A | N/A | N/A | |

Ready? Leave the hotel, and go back outside. Go east until you come to the stairs. Once you reach them, go up them. Talk to some of the people outside the church, and then you'll see a Snifit push the couple Raz and Raini out of the church. The door is now barricaded. Booster is about to be wed to the Princess. WHAT DO WE DO? Go up the stairs, and talk to the door. Snifit #1 will tell you about the back entrance, and how he thinks it's locked. And knowing this bright bunch, it's not. So go east, until you come to the edge of this part of the castle. From there, go up until you see a wooden box on the ground. Now stand in front of the box on the ground. From here, go backwards toward the part of the castle wall that you cannot see, due to the camera view. This is the back entrance. In this room, head down the stairs.

You are now in the church's kitchen. If you want to have some fun, start out by going straight. You'll see a wedding cake. Jump on it. Either way, from the main part of the kitchen, head to the stairs. You're now in the main lobby of the Marrymore church. Walk forward a bit, and then Snifit #1 will catch you. He'll tell you to make like Mario and jump outta here. Do so. Jump. He'll then realize that they have a problem, and run in to the next room. The problem is, the door is locked. So he asks Mario, the source of the problem that he is reporting in the first place, to help him out. He'll do a cartoon-ish jump (having a great deal of lag in the air). When he lands, he'll rush at the door. As soon as he lands, you should run towards the door. If you do it right, then you go in to the antechamber of the main chapel. Mario will stop. Snifit #1 won't, and he'll ram right in to Snifit #2, and break down that door. They'll report your being there, and then have the sense to shut the door. Save using the Save Block, and then talk to the door. You'll have to help Bowser break down the door. Bowser will snap twice, and then run at the door. After his second snap, you should run at it. If you did it right, then you'll be in the next room. Bowser will hit Toadstool, and knock her backwards. She will lose her brooch, her ring, her shoes, and her crown (which seems to be on her head). After one of the funniest conversations in the whole freakin' game, the Snifits will go look for the stuff. They will

find the former three things. There is still the crown (which you'd think is on her head, because it sure seems to be). So what you've got to do is hunt down the Snifits, and get her things back from them. After this, run towards Booster, and grab the crown off of his head. This is all easier said than done, as the Snifits are tricky little devils. Don't be surprised if they actually jump over one of the pews! The best way to do it is to go after one at a time, starting in the back. Once you've gotten all four items, talk to Booster. After a bit of conversation, Toadstool will kiss Mario...or will she? Depending upon how fast you do it you could get any one of these results:

- 1.) Toadstool kisses Mario, and Booster and Bowser kiss (eww)
- 2.) Bowser kisses Mario
- 3.) Bowser and Booster kiss Mario

Either way, that's, "One for the scrapbook." Now it's time to head back to the Mushroom Kingdom. When you turn to leave, Chef Torte will arrive with the cake. Why anyone would eat a cake that you've stepped on is beyond me, but still. The chef and his apprentice are quite angry about this, and they attack you. This is one of the freakiest battles in the game.

- -*

Boss: Chef Torte, Bundt, Raspberry

Bundt HP: 900

Raspberry HP: 600

Items: Nothing

EXP: 25

Coins: 0

Attacks: The Chefs will hit you, causing very little damage.

Bundt has a regular attack that does little damage.

Bundt can use Blizzard, which does little damage to all allies.

Bundt can use Mega Drain, which takes about 10 HP from each character.

Bundt can do Sand Storm, which makes all of your characters afraid.

Bundt can use Lullaby, which will put an ally to sleep.

Bundt can do a really weird attack, in which it sends out a little ball of light. It does minimal damage to an ally.

Bundt can use Diamond Saw, hitting an ally with snowflakes, for around 40 HP (!!)

Strategy: The first part of the battle involves both Bundt, and the two Tortes.

Ignore the Tortes, and concentrate on Bundt. Just use regular attacks, and soon the apprentice will tell Torte that he saw the cake moving. After this, they'll get back to fighting. You do the same. Then, after a bit, the apprentice will do this a second time. This time, however, Torte will SEE the cake move. He's quickly sold on the idea of this cake moving, and runs off. Personally, I think it was something from Mario's shoe. Anyway, now the real fight begins. Bundt is a fearsome cake. It is important to keep your HP high. The goal is to blow out each candle, and then hit it again. Once Bundt's gone, you deal with Raspberry, who is just bad, but with less HP. Have Mario Super Jump, have Mallow heal, and have Bowser use regular attacks. The problem is, this cake, while being an inanimate object, has really good speed. As such, it can use up to three attacks in one turn! Anyway, once the cake is disposed of, the comic relief comes in. The Snifits and Booster come in. After another hilarious conversation, Booster will eat Raspberry! Battle over!

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I don't know about Toadstool, but I'd put THAT in the scrapbook. Anyway,

Toadstool now joins your party. Only until you get her back to the Mushroom Kingdom, of course. Now go south, out of the wedding hall. Go through the antechamber, and out in to the lobby. Raz and Raini will thank you for getting rid of Booster, and then go on with their wedding. Yay! Now leave through the main entrance. Once outside, you can go east to where you'll see a group of people lined up for a picture. If you want your picture taken, get in there! There's a gap right above the wife (the lady on the ground)'s head. You'll get your picture taken. Now hop off the pedestal, and go west to the path. Go south down it, and then east, out of Marrymore. You'll see Mario going back to the Mushroom Kingdom.

-Mushroom Kingdom-

Items: Nothing

Surprise Boxes: N/A

Enemies: None

Bosses: None

Party: Mario, Mallow, Bowser

Reccomended Level: 11, 11, 10

| Shop and Inn | | | |
|--------------|-----------|------|--------------|
| Item | Type | Coin | |
| Inn | Inn | 3 | |
| | | | -- Inn |
| Mushroom | Item | 4 | -- Item Shop |
| Honey Syrup | Item | 10 | |
| Pick Me Up | Item | 5 | |
| Able Juice | Item | 4 | |
| Shirt | Armor | 7 | |
| Pants | Armor | 7 | |
| Jump Shoes | Accessory | 30 | |
| Antidote Pin | Accessory | 28 | |
| | | | |

Back in the Mushroom Kingdom, head up the path. Go up the path until you reach a crossroad. From there, go east, and enter the castle. When you enter, Toadstool will have a conversation with Toad. Toad will lead the way to the Chancellor. Go straight, and enter the door. In the antechamber of the throne room, go straight in to the door. There is a plot retelling scene, and then Toadstool will go to her room. Now it's time to leave. Go south through the antechamber and the main hall. Leave the castle. As you leave the castle, Toadstool will parasol down! Never mind that there couldn't be an area that high in the castle, here she is! Go talk to her when she lands. She'll rejoin the party. Now it's time to leave the Mushroom Kingdom altogether. Head over to Tadpole Pond.

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| 3.11: Peeking on Other Peoples' Wishes and the Fourth Star Piece |

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-Tadpole Pond-

Items: Nothing

Surprise Boxes: N/A

Enemies: None

Bosses: None

Party: Mario, Bowser, Toadstool

Recommended Level: 11, 10, 9

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| Shop and Inn | | | |
|--------------|------|------|--------------------------------|
| Item | Type | Coin | |
| Inn | Inn | N/A | -- Inn |
| | | | -- Frog Coin Emporium* |
| Sleepy Bomb | Item | 1 | |
| Bracer | Item | 2 | |
| Energizer | Item | 2 | |
| Crystalline | Item | 5 | |
| Power Blast | Item | 5 | |
| | | | -- Juice Bar |
| FroggieDrink | Item | 16 | |
| | | | -- Juice Bar With Alto Card |
| FroggieDrink | Item | 14 | |
| Elixir | Item | 48 | |
| | | | -- Juice Bar With Tenor Card |
| FroggieDrink | Item | 12 | |
| Elixir | Item | 36 | |
| Megalixir | Item | 90 | |
| | | | -- Juice Bar With Soprano Card |
| FroggieDrink | Item | 8 | |
| Elixir | Item | 24 | |
| Megalixir | Item | 60 | |
| KeroKeroCola | Item | 200 | |

*Prices are in Frog Coins

Yeah, we're switching the party around. I'll do a suggested equipment chart soon. Anyway, once here, go straight up the path, and jump on to the blueish-gray stone. This will call the tadpoles. Jump from tadpole to tadpole to reach Frogfucius' island. Talk to Frogfucius to hear about a Star Piece on Star Hill. You **must** have given Frogfucius the Cricket Jam (if you haven't already, go to the Mushroom Kingdom, and talk to the shop owner) for him to tell you about Star Hill. Once you have this information, hop back across the tadpoles. There is nothing new in Melody Bay, so can head on out of here. For the record:

| SUGGESTED EQUIPMENT | | | | |
|---------------------|--------------|-------------|--------------|--|
| Character | Weapon | Armor | Accessory | |
| Mario | Masher | Happy Shirt | Trueform Pin | |
| Mallow | Sticky Glove | Happy Pants | Antidote Pin | |

| | | | |
|-----------|------------|-------------|-------------|
| Geno | Hand Gun | Happy Cape | Zoom Shoes |
| Bowser | Chomp | Work Pants | Amulet |
| Toadstool | Slap Glove | Polka Dress | Wake Up Pin |

So on the world map, head back to Marrymore. From Marrymore, head left to reach...

-Star Hill-

Items: Nothing

Surprise Boxes: N/A

Enemies: Gecko, Mastadoom, Pulsar, Mukumuku, Sackit

Bosses: None

Party: Mario, Bowser, Toadstool

Recommended Levels: 11, 10, 9

This place is quite weird. Anyway, go north a bit, and you'll see two large stars. Go towards the one on the left, and talk to the Star Flower in front of it to open the Star Gate. Enter it. Here, Geno will explain about the significance of this hill. So in this area, the object is to talk to all of the Star Flowers. Additionally, if you see any smiley-faced stars, you can hear peoples' wishes! Have fun guessing who wished them! So in here, go north a bit, and fight the Gecko. After he is defeated, look to your left to find the first Star Flower of this area. Talk to it to activate it. Go north to see a smiley-faced star, that says, "I hope my baby's cute!" My guess here is that it's either Raini or one of the Yoshis. Let's go around this room counter-clockwise. So from the Star Flower, go east to find another wish star. This one is Frogfucius', "I wish I had some Cricket Jam." Go north. Shortly, you'll see a Star Flower to your right. Activate it, and then go west. You cannot go any farther north. On the exact opposite side from where you found the last Star Flower, you'll find another one. Activate it. Go north to find a star that says, "Can't wait to start a family." Dunno whose this is. Toad #5, probably. Anyway, from here, head north. You'll encounter another wish star, that says, "I wish I weren't such a crybaby." Mallow will come at you for this one -- it's his. Directly behind this star is a Star Flower. Activate it. Now go east. Here, you'll find the final Star Flower. Activate it, and then return west to the large star. You'll find that it is now open. Go through it.

In the next room, you'll see a wish star right in front of you. "I wish I could JUST get that melody." This one is Toadofsky's. Start out by going east. You'll soon encounter a wish star saying, "I want to be the best treasure hunter in the world!" This is actually someone's from Rose Town. Behind it is a Star Flower. Activate it, and then go south. By going south, you'll find another Star Flower. Activate it. A little further south, you will find another wish star, "Please let Mallow find his way home." This is from Mallow's parents. Aww. Now head back north to the previous Star Flower. From there, go north a little bit, and then head west. Going west, you will see another Star Flower. Activate it. Continuing west, we have another Star Flower. Activate it as well. Go west, and then north. You'll see another wish, this time from Belome, "The hunger! Oh, for some food!" A bit behind this is another Star Flower. Pick it. I mean, activate it. Now go south a bit to the final Star Flower. Near this Star Flower, you'll see Chef Torte's wish, "I want to be a vald class baker." From the Star Flower, go north to the large star, and enter it.

This is the final area of Star Hill. First thing is first. Go north as far as you can, to see...the fourth star piece! Collect it. Now that we have

what we came here for, we can head south. You'll first run in to a wish that reads, "(I wish I could run faster.)" This is Yoshi's. Next to this wish is a Star Flower. Activate it. Go west to find another wish. "I wanna be a great plumber just like my brother Mario." This is Luigi's, of course. Behind this is a Star Flower. Do your thing, and then head east. At the other end, you'll find a Star Flower. Go ahead and activate it. Southwest of this is a wish. "I want to become famous." This, I think, is the apprentice chef from Marrymore. Anyway, go southwest, to the Star Flower west of the large star. Do what you normally do with these. From there, go southwest to reach another Star Flower. Do I have to keep telling you to activate it? Now move east to find yet another Star Flower. Lots of these things, eh? Fortunately, this is the last one. From here, head north, and through the star.

I'm gonna take a small break from continuity now. You'd be surprised at the number of emails I've gotten on this subject. Well, I've gotten one. See, you're surprised! Anyway, Mark Mercer emailed me saying that he thought the "I want to become famous" line was actually Punchinello's. There is some logic to this. I mean, that was Punchinello's big goal, right? To become famous. My only thought would be that the line doesn't exactly support Punchinello's style. I'd think he'd say something like "I wanna be famous." Maybe I'm being too picky. Regardless, it's something to think about. I'd love to hear your thoughts.

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| 3.12: Under the Sea and the Fifth Star Piece |
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-Seaside Town-

Items: Nothing
 Surprise Boxes: N/A
 Enemies: None
 Bosses: None
 Party: Mario, Bowser, Toadstool
 Recommended Level: 12, 10, 8

| Shop and Inn | | | |
|--------------|-----------|------|----------------------------------|
| Item | Type | Coin | |
| Inn | Inn | 0 | -- Inn |
| | | | -- Far left complex, first door. |
| Bad Mushroom | Item | 30 | |
| Muku Cookie | Item | 69 | |
| Fright Bomb | Item | 100 | |
| Fire Bomb | Item | 200 | |
| Ice Bomb | Item | 250 | |
| | | | -- Frogfucius' Student* |
| See Ya | Item | 10 | |
| EarlierTimes | Item | 15 | |
| Exp. Booster | Accessory | 22 | |
| Coin Trick | Accessory | 36 | |
| Scrooge Ring | Accessory | 50 | |

*Prices are in Frog Coins.

...something's not right here. The music is that of the Mushroom Kingdom and Rose Town, when they were in trouble by Smithy's minions. The only difference is that the townspeople seem to be okay. Also, there's no dark cloud. Hmm... Anyway, go straight, and rest in the inn. It's free. Yeah, something's wrong. When you get out of bed, go use the Save Block. From there, head down the stairs, and leave the inn. From the inn, go west a bit, and then go north to the two different shopping complexes. Go in to the first door on the left complex. In here, you'll want to buy a Fire Bomb. There is no point in trying the other two doors here just yet, so go north-northeast to the stairs. Climb them, as well as the stairs directly west of them. Enter the house to the north, and speak with the man in there. This is the Elder. He'll ask you to find the star that fell in to the sea. Uh-huh. Now go up the stairs. Here you will meet one of Frogfucius' students. Talk to him, as he has some nice items to sell. You'll want the Scrooge Ring later on, but you probably cannot afford it just yet. So leave the shop, and head down the stairs. Leave the Elder's house, and head down the stairs, back to the shopping area. From there, head south, and leave the town. Go west, to the Sea.

-Sea-

Items: Max Mushroom

Surprise Boxes: N/A

Enemies: Zeostar, Bloober

Bosses: None

Party: Mario, Bowser, Toadstool

Recommended Level: 12, 10, 8

| Shop and Inn | | | |
|--------------|--------|-------|-----------------------------|
| Item | Type | Coins | |
| --- | --- | --- | |
| Inn | Inn | N/A | |
| <hr/> | | | |
| | | | -- Shaman's Shop by the Sea |
| Hurly Gloves | Weapon | 92 | |
| Super Hammer | Weapon | 70 | |
| Hand Gun | Weapon | 75 | |
| Whomp Glove | Weapon | 72 | |
| Sailor Shirt | Armor | 50 | |
| Sailor Pants | Armor | 50 | |
| Sailor Cape | Armor | 50 | |
| NauticaDress | Armor | 50 | |
| Mid Mushroom | Item | 20 | |
| Maple Syrup | Item | 30 | |
| Pick Me Up | Item | 5 | |
| Able Juice | Item | 4 | |
| Freshen Up | Item | 50 | |
| <hr/> | | | |

This is more of a cave by the sea. Anyway, you come down on a spring. Go out the door. Drop down the crates, and speak to the Shaman, who has opened a shop here. Buy the Hurly Gloves, the Sailor Shirt, the Sailor Pants, the Sailor Cape, the NauticaDress, and replenish your Maple Syrup supply. You really will not have to worry about Mid Mushrooms anymore, as Toadstool can heal. The same goes with Able Juice and Freshen Up -- Toadstool's healing techniques cure status ailments. I would make sure you have a nice supply of Pick Me Ups. Afterwards, he'll tell you about a group of people who went to survey the

Sunken Ship that you're going to check out, who never came back. Now go in to the room behind him to find a Save Block. Use it. Now hop off, and go back in to the other room. Go in front of the Shaman's counter, and south to find another exit. Use it. You come out behind some crates. On the other side of these crates are a heck of a lot of Zeostars. Don't fight them just yet. When you are out of the crate area, you'll see a treasure box. Open this treasure box to get -- you probably guessed it -- a Starman. Starting with the ones next to you, take out all of the Zeostars in the room. At the far end, there are some crates you can use to get back to the area where you entered. Get those Zeostars, and then drop back off. Now go through the exit behind the now-empty treasure box. In here, you have a lot of Zeostars. By now, your Starman has probably run out, so defeat all of the enemies in here the old-fashioned way, as you progress west through this room. You'll see a path leading out of the room. Don't use it just yet, however. In the corner, on the other side of the path, there is a small gap in the wall. Go through it. In this room, jump on to the crates, and continue forward. There are three treasure boxes in here. The first has a Healing Mushroom. The second has a flower, and the third a Frog Coin. Grab them. Now you have two choices. You can go back out the way you came, or you can jump on to the crates, and use the Save Block. I recommend the latter. Once you use the Save Block, leave this room through the exit to the northeast. Now you are back behind the Shaman. Go around him, and out this path. In the next room, go straight, and then drop when you see the treasure box. Go through this path to be back in the other Zeostar room. Go west through this room, and then use the main path out of it.

In this room, jump in to the water, and make your way southwest to the whirlpool. Enter it. Go back northeast, now underwater, watching the wall. When you see a large, black hole in the wall, go through it. Go forward to the light spot, and you'll be sent back up to the surface. Jump out of the pool, and go forward to the treasure box. Open it to get a Max Mushroom. Now drop off of the ledge, and then head southwest, on land, and out of this room. Now you are outside. Go straight, drop in to the water, and then go down the whirlpool. Progress southwest, fighting the two Bloobers as you go. When you go far enough southwest, you'll see a mast of a ship sticking out, with a pipe atop it. Drop down this pipe to reach the...

-Sunken Ship-

Items: Royal Syrup, Mushroom, KeroKero Cola, Safety Badge, Safety Ring

Surprise Boxes: #23

Bosses: King Calamari and Tentacles, Johnny Jones and Bandana Blue

Enemies: Greaper, Reacher, Straw Head, Alley Rat, Gorgon, Hidon, Dry Bones,

Mr. Kipper, Crusty, Zeostar, Bloober, Leuko, Bandana Red

Party: Mario, Bowser, Toadstool

Recommended Level: 12, 11, 10

| Shop and Inn | | | |
|--------------|--------|------|-----------------------|
| Item | Type | Coin | |
| Inn | Inn | N/A | |
| | | | -- Shaman's Ship Shop |
| Hurly Gloves | Weapon | 92 | |
| Super Hammer | Weapon | 70 | |
| Hand Gun | Weapon | 75 | |
| Whomp Glove | Weapon | 72 | |

| | | | |
|--------------|-------|----|--|
| Sailor Shirt | Armor | 50 | |
| Sailor Pants | Armor | 50 | |
| Sailor Cape | Armor | 50 | |
| NauticaDress | Armor | 50 | |
| Mid Mushroom | Item | 20 | |
| Maple Syrup | Item | 30 | |
| Pick Me Up | Item | 5 | |
| Able Juice | Item | 4 | |
| Freshen Up | Item | 50 | |

This level is long, so get ready! When you drop down, you'll notice a note on the box. Read it to find out that the ship was attacked by a giant squid. Is this squid still on board? Who knows? Anyway, start out by going in the door to the right. Jump over the "J" crates, and use the Save Block. You can read the note to find out that the squid was trapped inside of a cellar. Now jump back over the crates, and go out the door. This time, go through the door on the left. In this room, there won't seem to be any enemies at first. Soon, however, two Greapers will "phase in." Fight them. Read the note if you want, and then jump over the crates. Then goes east, and in to the door. In the following room, defeat any enemies you want. I personally am not too terribly fond of the Greapers, so I avoided those. If you choose to fight a Dry Bones, you have to use a special attack to defeat them. Just have Mario jump. Now proceed north, and through the door.

Here, there are several Alley Rats running up and down the stairs. They are easy to defeat, so I recommend that you do so. Once they're defeated, head down both sets of stairs. Jump from the stack of crates closest to the exit to the stack of crates under the treasure box. Open the treasure box to get 50 coins. Now hop off, and go through the door. In here, there are three doors that are guarded by Greapers. You have a choice. You could skip this part (the password hints are here), or you can go through the doors. We'll start with door #1, which is closest to where you enter.

- 1.) The object is to get the Paratroopa to knock the cannonball on to the "!" switch. He will always follow you. So what you do is head behind the cannonball. When he is there, you want to run so that he is lined up with you, you are under the "!" switch, and the cannonball is between he and you. Something like this:

http://www.meowthnum1.com/faqs/smrpq_sunken_ship_door_1.png

For this, you get a Healing 'Shroom, and this clue: "There is an 'S' in the word.'

- 2.) This is the second from where you came in. Here, you jump and hit the 'J' blocks. These stop the respective smiley-faced spring. When you hit all three, a cannonball comes down, and bounces on them. The goal is to get the cannonball to the "!" switch. To do this, stop the springs when they are at the edge of the spots of light on the ground. Or you can use this handy-dandy picture:

http://www.meowthnum1.com/faqs/pics/smrpq_sunken_ship_door_2.png

For this, you get a flower, and the clue, "They are found on the bed of the ocean."

- 3.) The 3-D maze. This is the hardest of the doors. I'm afraid that I can't offer you help on this, as it would be much too complicated to figure out. The best advice that I can give you is to constantly jump, as you can get

farther. Additionally, press "X" to see your position. Logic is your friend here. At the top, you'll receive a Royal Syrup, as well as finding out that the password has two vowels. Now you can just jump off, and then leave.

Go left, and out the door. In here, go down to the bottom of the stairs. Jump over the crates to fight a Dry Bones. Defeat him. While he's down on the ground, run behind him, and open the treasure box to get 100 coins. There is a chance that you'll have to fight the Dry Bones again. Either way, once you are back, jump over the crates, and talk to the Shaman to replenish whatever supplies you might need. Go to the next room, which is the lower floor from where you just were. Starting from where you entered...

- 4.) You have to be quick when you first enter this room. In this room, you follow a coin around as it makes a trail. Don't take too long, or the coin will disappear, and you'll have to start over. Don't overtake the coin that is spawning the coins, or you'll have to start over. If you get all of the coins, you get to keep them! Also, you get the following clue, courtesy of DeGama, "It has four consonants."
- 5.) This one is purely timing. Hit the first "J" block on the far left. When you do this, a cannonball will fire in the direction of the second block. Stand under it, and when the cannonball is directly below the block, jump. This will trigger the next cannonball. Repeat until you receive a Mushroom (Woo!) and the memo from Van Doren, "At least...two consonants are side by side."
- 6.) Final room. This is actually the passage out of that room. There are two "!" switches on the floor. When you step on one, it goes down. When you get off of it, it comes back up. The object is to press both down. So how do we do it? Climb the stack of barrels on the northeast side of the room. At the top, you'll notice a barrel with a lighter shade than that of the others. It is a little higher, too. Jump on it to knock it to the floor. Jump on it again, facing the eastern wall. This will cause it to go towards the switches. Jump on it until it reaches the first switch, and presses it down. Now jump over to the other "!" switch, and step on it. This brings a final Healing Mushroom, as well as a memo saying, "The 'r' comes before the 'l.'

Now use the Save Block that is in the northwest corner. Proceed in to the next room. In the next room, you see six floating 'J' blocks. When you step under one, you will see in which order it comes in in the word (key letter), and five letter choices. To select a letter, jump and hit the block. It will move the selector one letter over. Keep hitting it until you get the desired letters. So I'll show you which letter choices you have, with the one you want to select surrounded by less-than/greater-than signs:

Key Letter 1: m c o t <p>
Key Letter 2: o t <e> s y
Key Letter 3: <a> r e t s
Key Letter 4: a t <r> s c
Key Letter 5: t e r <l> o
Key Letter 6: <s> t e k r

Or, if you want it presented a bit easier, you're spelling PEARLS. After it has successfully been inputted, talk to the pipe. The door opens, and a threatening tentacle comes out. Oh no! Before you enter the door, exchange Bowser for Geno. Whenever you're ready, enter...

- - * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - *

Boss: King Calamari, Tentacles

Calamari HP: 800

Tentacles (Left) HP: 200

Tentacles (Right) HP: 160

Items: None

EXP: 34

Coins: 100

Attacks: The Tentacles can grab someone from your party, and take them away for a few rounds. When they come back, they're scared.

The Tentacles can slap a character for 20 HP.

Strategy: For the Tentacles, you should have Mario use regular attacks, have Toadstool heal, and have Geno use Geno Whirl. If you time it correctly, you can cause 9999 damage to the tentacles! In order to pull this off, press, "A," right as the last few whirls leave the screen. If a character is pulled out, have Toadstool cast Therapy on them. Keep your HP high. You could also have Mario going after one Tentacle, while Geno takes care of the other two. Also, if you don't like using dirty tricks, have Mario use Super Flame on the Tentacles. After you defeat the first set of Tentacles, you're faced with a second. Defeat them in the same way. Now you come to the King Calamari, the one who sunk this ship in the first place! First you'll want to deal with the two Tentacles that are guarding him. After this, have Mario cast Super Flame on King Calamari, while Geno uses the Geno Boost on Super Mario, and then uses the Hand Gun, and Toadstool heals. Soon enough, you'll have fried Calamari!

- * - *

You're now behind where Calamari used to be. Switch Bowser with Geno again, and then head through the door. Here, defeat the Dry Bones if you want, and then hop up on to the crates to your left. Jump on to the ledge, and then go right through the door. Now you come to some cannons firing Bullet Bills. The first set of them fire in this order:

Left -> Right (shortly after) -> Middle

So after the left cannon fires, get in front of it. Wait for the middle cannon to fire, and then stand in front of it. Wait for the right cannon to fire once more, and then go past it. For the last group, wait for the middle cannon to fire, and then make a mad dash to the other side. In the next room, you have another staircase of Alley Rats running up and down it. Defeat them all, and then head down the stairs, and through the door. Here, head all the way to the other side of the room, and ignoring the suspicious set of crates with a hole in them to go in. Instead, get on top of the barrels near to the right door. Jump on to the barrels, and then make a running jump to land on top of those aforementioned crates. The two treasure boxes up here have 100 coins each! Wow! Now hop off the crates. Go towards the door, and leave this room.

Now this room is strange! There is a Mario clone here. He will constantly mirror you, but there are ways to beat him. To do this, run in to him, and keep running. Now jump. There is, however, Surprise Box #23 in here, which has a KeroKeroCola! You'll notice three patches of light in the room. Go to the part of the middle patch of light closest to the wall that is closest to you (you being the camera). Jump. This will reveal both a 'J' block and a Surprise Box on the other side of the room. In order to get this, get the Mario clone to give you a boost! To see this in more detail, check out:

Now hop off the other side of his head, and leave the room. Back in this room (on the other side of the crates), fight the Alley Rat if you want, and then head in to the next room. There is nothing behind that large, suspicious stack of crates either (except for a Dry Bones).

And of course, that's wrong. Adam Thomas notes that there's a door back there with a Frog Coin.

Head down the stairs, and into the next room. Down here, grab the treasure box to get a Healing Mushroom. Use the Save Block next to it, and then hop on to the lower set of crates next to you. From here, get on to the higher, previously unreachable set, and drop off. Open the treasure box to reveal a Hidon. This is like the Pandorite of the Kero Sewers, so have Mario use Super Jump on him. He knows Carni-Kiss, which can seriously injure one of your party members. If he summons some monsters (usually Goombettes), have Mario keep Super Jumping, and have Bowser and Toadstool concentrate on the monsters. He'll go down soon enough. Upon victory, you'll get the Safety Badge, which you should equip upon Mario. Now have Toadstool use Group Hug, and then jump on to the crates besides the door. From there, take a running jump over the other stack of crates. Save, and then jump BACK over the crates, and enter the door.

We can't do anything in this room just yet, so proceed to the next one. Here, jump in to the water, and use the whirlpool to go underwater. Fight the Mr. Kippers, and then go south, in to the previous room. Here, defeat the two Mr. Kippers, and then collect the four Frog Coins scattered on the floor. Now go back to the other room. Back here, just cross over to the door. This room is another stairway. This stairway is infested with Mr. Kippers and Zeostars. Time to get to work! Make your way down the staircase, defeating them all. Here you have a large Bloober, with several smaller ones following it. That's not our concern just yet. Go to the northwest, where you'll see a stack of barrels. If you look closely enough, you'll see the porthole, which represents a door. Go around the stack of barrels (you have to hug the wall), and then enter this room. In here, you'll get a Safety Ring. Equip this to Princess Toadstool, and then leave. Come out from behind the barrels, and fight the Bloomers. Defeat the large one, as well as the three smaller ones. Now go to the northeastern wall. Here you'll see a stack of barrels. Use these to get to the upper ledge. From there, use the barrels to get back to the surface of the water. Before you head through the door, however, swim southwest, where you will find a stack of barrels with a Frog Coin on top. Grab this Frog Coin, and then swim back to the other stack of barrels. Get out of the water, and go through the door. Here you'll run in to a group of Bandana Reds guarding a treasure box. They'll notice you, and come talk to you. Afterwards, they'll fight you. They're easy; just concentrate on them one at a time. Once they're finished, they'll run off to the upper deck. Don't grab the treasure box just yet, however. Head up the stairs, where they'll run over you. They can't find you at first. When they see you, another group comes in. You're trapped. The group at the top of the stairs throws a barrel. You duck it. They wonder how DARE you dodge the barrel, and then retreat. Go after them to fight them. There are five of them this time, but they're really no trouble. I used Mario's Ultra Jump (he should have it by now), and took them out in one hit. Once you're done, they'll let you through to Johnny's place. Before this, however, go back down the stairs, and open the treasure box to get a Healing Mushroom. Now go back up the stairs, and through the door. You'll see Johnny, drinking a glass of Current Juice, surrounded by his bodyguards, the Bandana Blues, and with the star in the middle of the table. The fight commences.

Boss: Johnny, Bandana Blue x 4

Johnny HP: 820

Bandana HP: 150

Items: None

EXP: 57

Coins: 50

Attacks: Bandana Blue can use an attack where he smacks you with his spear for minimal damage.

Bandana Blue can use Pierce, that can hurt a lot.

Strategy: Start out by concentrating on the Bandana Blues. The goal is to take out all of them but one. If you take them all out, Mario has a one-on-one battle with Johnny. Anyway, just have everyone use regular attacks, and have Toadstool heal. Halfway through the battle, he'll use Valor Up, which turns his color red. He's stronger, and has greater defense. He's hard to hurt at this point. You may be better served to have Mario use Super Jump (NOT Ultra Jump). But keep this up, and Johnny goes down quickly.

Now for you people who DID defeat all four Bandana Blues, this battle takes a step up at the one-on-one part. Just have Mario keep to regular attacks, and using Mid/Max Mushrooms to heal him when necessary. You could even use Super Jump or Super Flame.

- * -

Johnny will now give you the star, as well as his respect. Now move to the right side of the room, and then go straight through the door. There is a spring here. Use it to leave. Now it's time to give the star to the Elder for his own purposes, so go to Seaside Town.

0=====0

| 3.13: Unmasked...uh...Things and the Fifth Star Piece...Again! |

0=====0

===== -Seaside Town-

Items: Flower Box

Surprise Boxes: N/A

Enemies: None

Bosses: Yaridovich

Party: Mario, Mallow, Toadstool

Recommended Level: 14, 14, 13

=====

Upon entering, you are confronted by the Elder. He'll reveal that he is NOT AN ORDINARY PERSON! SHOCK OF THE GAME!! He'll say that he's with Smithy, and he will ask you hand over the star piece. Refuse, and he'll have a minion go torture the REAL Elder. With no other choice, you should give him the star. They'll scurry off. Be sure that Mallow is equipped with Bowser's Amulet. It's important that, if no one else, Toadstool is at her recommended level. This is because she now knows the move Come Back, which will revive an ally. Now the only reason you'll need Pick Me Ups is in case she dies! Anyway, it is time to go after Yaridovich! Save in the inn, and then go east along the path. When you reach stairs, go up them. Continue up as far as you can, and then go to the next area. Blade, their ship, is late. You come up, and they're trapped. With no better alternative, they decide to swim. Yaridovich runs for the water, when suddenly Johnny comes out! He stops them. So they are really trapped now. They do a transformation. The four of them, in one combine, to form the...

Boss: Yaridovich

HP: 1500

Items: None

EXP: 40

Coins: 50

Attacks: He can use Water Blast, taking about 50 HP from each ally!

He can use Static E., which does minimal damage to everyone.

He's got Willy Wisp, which does about 40 HP worth of damage.

He can do Mirage Attack, which splits him in two. Both can attack.

When he's in the mirage, he can take off his mask, and then strike you with his spear, doing around 50-80 HP of damage. Ouch.

Yaridovich can use Flame Stone, which does about 20 HP.

Strategy: This battle's easier than it is usually made out to be. Have Mario use the Masher, have Mallow use Shocker, and have Toadstool do something completely different: HEAL!! 90% of the time, he'll start off with a Water Blast. He'll attack every turn, doing significant damage to at least one character. As such, Toadstool should always heal. If you need more FP, have Mario give it. When his HP is getting low, he'll pull a Mirage Attack. There are two ways to figure out which is the real one. Both involve Mallow. You could have him use Psychopath (the fake one will have less HP, and its thought will be, "I'm not the real McCoy!"), or he can use Thunderbolt (the one that takes more damage is the fake). After that, just continue what you're doing. When he has little HP left, he will go back to being just one Yaridovich. Keep it up, and he will die.

You got the fifth star piece back! Walk south a bit, and you'll see a key. This is the Shed Key. Near this, on the palm trees, is a note from Johnny. Read it, and then head along the path, back to the main part of Seaside Town. Here, go down the stairs until you reach that strange shaped house on the hill, that was previously guarded. Using the Shed Key, get in to it. The townspeople will thank you, and the Elder will give you a Flower Box. You should leave the shed. Now it's time to go shopping. Hit the shopping complex.

| Shop and Inn | | | |
|--------------|-----------|------|----------------------------|
| Item | Type | Coin | |
| Inn | Inn | 15 | -- Inn |
| | | | -- Frogfucius' Student* |
| See Ya | Item | 10 | |
| EarlierTimes | Item | 15 | |
| Exp. Booster | Accessory | 22 | |
| Coin Trick | Accessory | 36 | |
| Scrooge Ring | Accessory | 50 | |
| | | | -- Beetles Are Us |
| Beetle Box | Special | 50 | -- Key Item |
| Initiation | Special | 100 | -- First time only |
| Male | Special | 50 | -- When you bring one back |
| Female | Special | 1 | -- When you bring one back |

| | | | |
|--------------|-----------|---------|----------------------------|
| Golden | Special | 1* | -- When you bring one back |
| <hr/> | | | |
| | | | -- Weapon Shop |
| Troopa Shell | Weapon | 90 | |
| Parasol | Weapon | 84 | |
| Hurly Gloves | Weapon | 92 | |
| Double Punch | Weapon | 88 | |
| Ribbit Stick | Weapon | 86 | |
| NokNok Shell | Weapon | 20 | |
| Punch Glove | Weapon | 36 | |
| Finger Shot | Weapon | 50 | |
| Cymbals | Weapon | 42 | |
| Chomp Shell | Weapon | 60 | |
| Super Hammer | Weapon | 70 | |
| Hand Gun | Weapon | 75 | |
| Whomp Glove | Weapon | 72 | |
| Slap Glove | Weapon | 100 | |
| Hammer | Weapon | 123** | |
| <hr/> | | | |
| | | | -- Armor Shop |
| Sailor Shirt | Armor | 50 | |
| Sailor Pants | Armor | 50 | |
| Sailor Cape | Armor | 50 | |
| NauticaDress | Armor | 50 | |
| Shirt | Armor | 7 | |
| Pants | Armor | 7 | |
| Thick Shirt | Armor | 14 | |
| Thick Pants | Armor | 14 | |
| Mega Shirt | Armor | 22 | |
| Mega Pants | Armor | 22 | |
| Mega Cape | Armor | 22 | |
| Happy Shirt | Armor | 38 | |
| Happy Pants | Armor | 38 | |
| Happy Cape | Armor | 38 | |
| Happy Shell | Armor | 38 | |
| <hr/> | | | |
| | | | -- Health Food Store |
| Mushroom | Item | 4 | |
| Mid Mushroom | Item | 20 | |
| Honey Syrup | Item | 10 | |
| Maple Syrup | Item | 30 | |
| Pick Me Up | Item | 5 | |
| Able Juice | Item | 4 | |
| Freshen Up | Item | 50 | |
| <hr/> | | | |
| | | | -- Mushroom Boy's Shop*** |
| Rock Candy | Item | Rippin' | |
| Maple Syrup | Item | Berry | |
| Flower Tab | Item | Flower | |
| <hr/> | | | |
| | | | -- Accessory Shop |
| Jump Shoes | Accessory | 30 | |
| Antidote Pin | Accessory | 28 | |
| Wake Up Pin | Accessory | 42 | |
| Fearless Pin | Accessory | 130 | |
| Trueform Pin | Accessory | 60 | |
| Zoom Shoes | Accessory | 100 | |

*Prices are in Frog Coins

**This is the "Lucky" Hammer. A kill with this gets you the Lucky Flower that takes you to the Lucky Game (Find Yoshi under the Shell)

***The prices are the types of Mushrooms. You find the various ones in the Forest Maze.

Buy the Parasol, the Double Punch, and the Ribbit Stick. The Masher is just as strong as the Troopa Shell! And that is all from the Weapon Shop. Other than replenishing your stuff at the Health Food Store, you really don't have to get anything. I suppose that the layout deserves a diagram.

Diagram 3.13a |

4
5
3 6

2
7
1

1 - Beetles Are Us |
2 - Weapon Shop |
3 - Armor Shop |
4 - Health Food Store |
5 - Mushroom Boy's Shop |
6 - Accessory Shop |
7 - Inn |

So when you're done, head to the Elder's house in the back corner of the town, to find out where to next. He'll tell you that the only way left is up. As such, our next destination is Land's End!

0=====0
| 3.14: Belome is Still Hungry |
0=====0

===== -Land's End-

Items: Nothing

Surprise Boxes: #24, #25, #26, #27

Enemies: Chow, Octovader, Shogun, Shy Away, Chewy, Stinger, Fink Flower, Ribbite, Kriffid

Bosses: None

Party: Mario, Bowser, Toadstool

Recommended Level: 14, 13, 13

Oye. I hate this level. You may as well start off by using the save block to your left. Now jump in to the cannon straight in front of you. It will point towards the yellow platform, floating up and down in front of you. Don't jump out just yet. Instead, wait for it to go backwards, and then forwards again. Now you should jump out. You'll actually clear the platform, and land on the other side! But you do want to get on to the platform. Get on the upper corner, and then jump towards the blue area. With any luck, you'll hit

Surprise Box #24, which is a Red Eseence. To help you a bit more, I've taken this screenshot:

http://www.meowthnum1.com/faqs/pics/smrgp_lands_end_sb_24.png

Now that you have that under your belt, head northeast, to the next area. In this area, go straight, and jump in to the cannon. Let it go back and forth once, and then fire yourself. You'll land in a hole, and three Chows will jump out. Fight them. Now go south, and drop off the cliff, back to where the cannon was. In between the cannon and the cliff ledge, jump in the position shown here:

http://www.meowthnum1.com/faqs/pics/smrgp_lands_end_sb_25_1.png

Now get in to the cannon, and send yourself back up to the hole. Get out, and then jump in the position shown here:

http://www.meowthnum1.com/faqs/pics/smrgp_lands_end_sb_25_2.png

This will reveal a yellow block. Jump back down to the cannon, and use the cannon to shoot yourself up to the second platform. Wait for it to move under the floating treasure box to get a Frog Coin. From here, jump on to the ledge. Go to the left corner and jump to reveal Surprise Box #25, which has a KeroKeroCola. And just in case:

http://www.meowthnum1.com/faqs/pics/smrgp_lands_end_sb_25_3.png

Now drop off, and go east, exiting this area. This next area is very interesting to say the least. Start by going forward, and jumping the first ledge. On the second, you'll encounter an enemy known as the Geckit. In battle with these guys, I recommend that you defeat all accompanying monsters first, as these guys get confused easily, and they'll sometimes attack their own teammates! As you progress across these ledges, I do recommend that you defeat all of the Geckits. If you fall, go back towards the entrance of this area to find a cannon that is not spinning. Get in this, and it will fire you back up to a ledge, so you can start over. Once you've crossed over all of the ledges, head to the next area.

You'll see a Save Block here. Use it, and then defeat the two Stingers that are floating around. Go right for now. When you get to the path, stop. You should notice a blue flower near you. Get on to it. Now make a running jump to the neighboring blue flower. In the middle, you'll reveal Surprise Box #26, a Frog Coin. Now go west again. Back at the save block, jump on to the red, spinning flower. When it is facing the raised ledge, jump to it. Defeat the Stinger up here, and then get on to this red flower. Jump on to this red flower, and when it is facing the next ledge, jump to it. Defeat the Stinger here, and then get on yet another spinning flower. Aim for the next ledge. Defeat this last Stinger, and then go through the path. Up here, we have the Sky Bridge. More on that later, though. Jump off, and go northwest. In the next large rock, you'll see a hole. Jump in to it.

You now find yourself in a large cave. Follow it west, and defeat the first Geckit that you see. Move on, and you'll see a stack of crates. Get on top of these, and jump towards the treasure box. When you open it, you'll receive a Frog Coin. Now defeat the Geckit right next to you. Continue on, and defeat the next Geckit. Now go east. Defeat the Chow at the far end. After he is defeated, look north, to the path-like thing. Go to it. When you cannot go farther, jump to reveal Surprise Box #27, a Frog Coin. Now go south down the steps, and east to the next room. Follow this cave north, until you encounter a Shy Away. Defeat him. Continue along until you reach a box. Jump over it,

and then go east. You'll see a stack of barrels. Jump over them. You will, however, hit the top barrel. This will fall down to the area below, thus allowing you to come back this way. You won't, but still. Drop down here, and defeat the Shy Away. When it's dead, grab the Healing Mushroom from the treasure box, and then hop on to the spring.

-Kero Sewers-

Items: Cricket Pie

Surprise Boxes: N/A

Enemies: The Big Boo, Shadow, Goby, Rat Funk, Hobgoblin

Bosses: None

Party: Mario, Bowser, Toadstool

Recommended Level: 16, 15, 14

Well, well! Look where we ended up! Here, go southwest, and jump over the small gaps. If you fall, you'll have to come all the way back! At the far end of these gaps, you'll get a Cricket Pie. Drop off, and then go east. Go down this pipe to be back at...

-Midas River-

Items: None

Surprise Boxes: N/A

Enemies: None

Bosses: None

Party: Mario, Bowser, Toadstool

Recommended Level: 16, 15, 14

Nothing's changed here. See this as your opportunity to grab some more coins. At the bottom, save, and head to Tadpole Pond.

-Tadpole Pond-

Items: None

Surprise Boxes: N/A

Enemies: None

Bosses: None

Party: Mario, Bowser, Toadstool

Recommended Level: 16, 15, 14

Here, go straight up the path, and jump on to the stone that summons the tadpoles. Jump across them to get to Frogfucius' sanctuary. Talk to him, and he'll take the Cricket Pie. He'll give you ten Frog Coins in return for this! Jump back across the tadpoles. There's nothing new to do in Melody Bay, so just go south along the path, and leave. Time to return to Land's End!

-Land's End-

Items: Nothing

Surprise Boxes: N/A

Enemies: Chow, Octovader, Shogun, Shy Away, Chewy, Stinger, Fink Flower, Ribbite, Kriffid

Bosses: None

Party: Mario, Bowser, Toadstool

Recommended Level: 16, 15, 14

Starting here, follow the path back to the Sky Bridge. You choose a course. The tougher the course, the better the reward. You can also choose to do a "Double-or-nothing" of sorts, and try again. Once you're done, leave through the path by the cannon. You are now at the desert. Talk to the blue mouse to find out how to get to Monstro Town. Now go east to the whirlpools. Go through either of the first two whirlpools. In the next area, look for the whirlpool where the Shogun is. Approach this. Fight the Shogun. These are evil little things. Concentrate on them one at a time. Have Bowser attack one, and then Mario finish it with Super Flame. They can Carni-Kiss, which can actually kill the Princess! Once it is defeated, go through the whirlpool that it was previously in. Be warned -- they'll shuffle. Additionally, if you can jump on to the Shogun's head, you can get coins! As you progress, they can actually change whirlpools on you. The last screen actually has a path on it. That's for later. For now, defeat the last Shogun, and follow that whirlpool.

You are now in a cave. Use the Save Block, and then hop off. The treasure box contains a Starman. Use it, and charge through the Geckits and Chows in the following rooms. In the third room, there is a hole, marked, "In." Go down it. This room too has a lot of Geckits. Chances are, by now, your Starman has run out. What you do is carefully make your way around the Geckits, to the northwest corner. There is a stack of crates here. Jump behind them, and talk to the Shaman back here. He'll offer to sell you a star (actually a Starman). Buy it, and then charge through these Geckits. When they have been taken care of, head out the northeast exit.

-Belome Temple-

Items: Yoshi Cookie

Surprise Boxes: #28, #29

Enemies: Chow, Shy Away

Bosses: Belome

Party: Mario, Mallow, Toadstool

Recommended Level: 17, 17, 15

Wow. Anyway, go east, and then south, down the stairs. Down here, you will see a Shaman on a spring. He'll offer you a chance to use the spring to get back to the surface for 100 coins. There is no reason to, so just keep going. In this room, you see three statues, and a Shaman. Talk to him, and give him 50 coins. You can now get your fortune told. To do this, hit the "tongues" of the three statues in any order. What you get depends on which order you hit them in. Basically:

Left -> Middle -> Right = A 50% chance of getting a Healing Mushroom, or a Yoshi Cookie.

Left -> Right -> Middle = The room has a Yoshi Cookie.

Middle -> Left -> Right = There will be three Chows for you to defeat.

Middle -> Right -> Left = There is a 50% chance that you'll fight either three Chows or one Shy Away.

Right -> Left -> Middle = 33.3% of the time, you'll receive a Frog Coin. The other 66.6%, you'll get 100 coins.

Right -> Middle -> Left = 100 Coins

Choose your poison. After you do, go back to the west part of the room. The

treasure box here has 50 coins to replace the ones you blew on the fortune. Anyway, after you hit the three faces, a block will come down, with a scroll attached. This scroll has your fortune. Jump on to this block, and from here to the yellow block next to you. Jump up to the upper ledge, and continue to the next room. Proceed east through here, and down the pipe. Here, you will receive/fight the results of your fortune. After this, the large door will open. Proceed through it. This room has both of the Surprise Boxes of the Temple. You'll see a treasure box at the entrance of the room. It has 100 coins in it. Start to go down the stairs, but wait. Get on the ledge next to the stairs. From here, jump on to the next block on the ledge, and from there to the top of the ledge. Go all the way to the western end of the ledge. From here, jump on top of the treasure box that had 100 coins. Jump again to reveal Surprise Box #28, which has a Frog Coin. Now hop off, and go south, down the stairs. Proceed east. Now, you'll notice a point where the ledge starts to stick out. Right before this (the last part of the little alcove), jump to reveal Surprise Box #29, which is yet another Frog Coin. For a better image, try:

<http://www.meowthnum1.com/faqs/pics/smrpgebelome temple sb 29.png>

Grab the treasure box, which has a Frog Coin, and then leave this room. Now you are faced with another one of those fortune-heads. Hit it to get your fortune. If the fortune is, "Sorry, I'm not accepting visitors past my bedtime," then leave the room, and re-enter. If it's, "Mmm, I'm so hungry! I wish I had something to eat!," then hop on the yellow block in the southeast corner of the room, and ride it down to the bottom. Leave this room, and go down the pipe in the next room. You are now faced with our favorite firehose-for-a-tongue monster, Belome! Talk to him to fight him.

Boss: Belome

Belome HP: 1200

Mario Clone HP: 200

Mallow Clone HP: 150

Geno Clone HP: 250

Bowser Clone HP: 300

Toadstool 2 HP: 120

Items: None

EXP: Varies on how many clones you defeat.

Coins: Varies

Attacks: His most notable attack is that he can clone a member of your party!

The clones all have varying attacks.

He can use Aura Beam, that can put your characters to sleep!

He can use lullaby, which can put an ally to sleep.

Strategy: He's still weak as ever to thunder. Have Mario use the Masher, have

Mallow use Shocker, and have Toadstool use the Parasol or heal.

Soon, he'll clone someone. Have Mario and Toadstool concentrate on

these, while Mallow keeps at his Shocker. He can only have two

clones at a time. If you keep this up, he goes down very quickly.

Now that Belome's gone, step on the ! switch that he left behind. This time, however, water will NOT come gushing out! Go back in to that room. Talk to the rat, and he'll tell you that Monstro town is straight ahead. So go through the pipe!

-Monstro Town-

Items: Nothing
Surprise Boxes: #30
Enemies: None
Bosses: None
Party: Mario, Bowser, Toadstool
Recommended Level: 17, 16, 16

| Shop and Inn | | | |
|--------------|--------|-------|-----------------------------|
| Item | Type | Coins | |
| Inn | Inn | 0 | -- Three Musty Fears' House |
| | | | -- Item Shop: Goomba |
| Spiked Link | Weapon | 94 | |
| CourageShell | Armor | 60 | |
| Mid Mushroom | Item | 20 | |
| Maple Syrup | Item | 30 | |
| Pick Me Up | Item | 5 | |
| Able Juice | Item | 4 | |
| Freshen Up | Item | 50 | |
| | | | -- Item Shop: Triplets |
| Mushroom* | Item | 4 | |

*This is not a regular Mushroom. It heals 30 HP, and then turns you in to a Mushroom!

You come down on a spring. We'll start at the far end of this area. Note that there is more to do here, but we won't do it just yet. It would help to be stronger. So go to the far end, and enter the door. This is where the exit is located. It's also where Surprise Box #30 is. Go behind the bush on your left. Back here, jump to reveal the Surprise Box. It has a Frog Coin. Now leave this room. Go straight ahead, and in to the hole. There's a Save Block down here. Use it. Now go left. We won't go up the stairs just yet. The next room is the Three Musty Fears' room. Go in to the back corner, and talk to the Amanita to go to bed. While you sleep, Greaper, The Big Boo, and Dry Bones will talk to you. They will explain the game. When you wake up, it is your job to find the three flags. So let's go find them, shall we? Leave the room, and then go east, back to the exit. Leave.

-Mario's Pad-

Items: Dry Bones Flag
Surprise Boxes: N/A
Enemies: None
Bosses: None
Party: Mario, Bowser, Toadstool
Recommended Level: 17, 16, 16

Here, go north, and then east in to the Pipe House. Check the bed to find the Dry Bones' Flag. Now you can leave the house, and this area altogether.

-Rose Town-

Items: Greaper Flag

Surprise Boxes: N/A

Enemies: None

Bosses: None

Party: Mario, Bowser, Toadstool

Recommended Level: 17, 16, 16

=====

| Shop and Inn | | | |
|--------------|-----------|-------|---------------------|
| Item | Type | Coins | |
| Inn | Inn | 0 | -- Inn |
| | | | -- Item Shop: Man |
| Mushroom | Item | 4 | |
| Honey Syrup | Item | 10 | |
| Pick Me Up | Item | 5 | |
| Able Juice | Item | 4 | |
| | | | -- Item Shop: Woman |
| Thick Shirt | Armor | 14 | |
| Thick Pants | Armor | 14 | |
| Jump Shoes | Accessory | 30 | |
| Antidote Pin | Accessory | 28 | |
| Wake Up Pin | Accessory | 42 | |
| Trueform Pin | Accessory | 60 | |
| Fearless Pin | Accessory | 130 | |

Here, go straight to where you'll see the flower saying, "Welcome." Check behind this for the Greaper Flag. Now leave.

=====

-Yo'ster Isle-

Items: Big Boo Flag

Surprise Boxes: N/A

Enemies: None

Bosses: None

Party: Mario, Bowser, Toadstool

Recommended Level: 17, 16, 16

=====

Here, go straight ahead, following the race track. When you reach the "G O A L," check in between the "O" and the "A" to find the Big Boo Flag. Now you can leave, and head back to Monstro Town.

=====

-Monstro Town-

Items: Ghost Medal, Temple Key

Surprise Boxes: N/A

Enemies: None

Bosses: None

Party: Mario, Bowser, Toadstool

Recommended Level: 17, 16, 16

=====

| Shop and Inn | |
|--------------|--|
| | |

| Item | Type | Coin | |
|--------------|--------|------|-----------------------------|
| Inn | Inn | 0 | -- Three Musty Fears' House |
| | | | |
| | | | -- Item Shop: Goomba |
| Spiked Link | Weapon | 94 | |
| CourageShell | Armor | 60 | |
| Mid Mushroom | Item | 20 | |
| Maple Syrup | Item | 30 | |
| Pick Me Up | Item | 5 | |
| Able Juice | Item | 4 | |
| Freshen Up | Item | 50 | |
| | | | |
| | | | -- Item Shop: Triplets |
| Mushroom* | Item | 4 | |

*This is not a regular Mushroom. It heals 30 HP, and then turns you in to a Mushroom!

Go straight through this door, and then west, back to the first door. Go to sleep again, and the Three Musty Fears will speak to you again. They'll thank you, and then give you something. When you wake up, Mario will have the Ghost Medal pinned to his shirt. I recommend that you take this off of Mario (replacing it with the Safety Badge), and give the Ghost Medal to Bowser. Now leave the Three Musty Fears' house. Continue left to the shop. You'll see a somewhat touching scene between Bowser and Goomba. Buy the Spiked Link, and replenish your supply of Maple Syrups. Now leave the shop. You can't enter the next door just yet, so go to the one after that. Note the key on the roof, and then enter the door. In here, talk to the Chow to find out what your record is for Super Jumps. Now talk to the Thwomp. He'll jump up, and then come crashing down. You want to talk to him seven times. Now you can leave. Outside, the Temple Key fell off the roof! This is from the Thwomp's stomps! Anyway, continue left to the next door. Speak to the lady. She will introduce herself as the Monstermama of Monstro Town. She'll tell you about the star, and how it's upstairs. So go upstairs. First off, talk to the mouse. He'll tell you about a crazy gardener in Rose Town. We'll go visit him later. Now talk to the Pandorite. He'll tell you about Surprise Boxes, and how many that you have found. If you've been following the walkthrough, he'll tell you that there are nine left to find. Now what about the star? It's right behind the Pandorite. It's the Starslap on the table. Talk to it to hear its song. Now go back downstairs, and talk to Monstermama again. She'll tell you that the only place left to look is up, and then summon the Sky Troopas. They'll help you scale the cliff at Land's End to reach Bean Valley. Before you leave, talk to the Pinwheel in the corner. Make sure that it is set for "Breeze," and then leave Monstermama's house. Now, we could go all the way through Land's End again, but why? Go left, and go back to Belome Temple. There's something else we can get here.

0=====0
| 3.15: Going Up! |
0=====0

===== -Belome Temple-

Items: Fire Bomb, Royal Syrup, Max Mushroom
Surprise Boxes: N/A
Enemies: None
Bosses: None
Party: Mario, Bowser, Toadstool

Recommended Level: 17, 16, 16

Here, go south, and then enter the room where you fought Belome. Continue through this room, and then jump on to the spring. Go through west through this room. In the following room, go straight, and then board the elevator. At the top, get your fortune again. Exit, re-enter, and try again if it is not, "Sorry, I'm not accepting visitors past my bedtime." When it does turn out to be that, get on the elevator, and go down again. Go out the door to run straight in to a statue of Belome. Feed him the key, and he'll move, allowing you access in to his treasure room! In here, grab the eight Frog Coins, the four flowers, the Fire Bomb, the Royal Syrup, and the Max Mushroom! Wow, what a load! Now leave this room. Go back up the elevator, and leave this room. Proceed west, up the stairs, and west again through the following area. Now simply hop on to the spring. Go west through this room, and back out in to the room where you originally got your fortune told. Go southwest through this room, and in to the next. Talk to the Shaman on the spring. He will, once again, offer it to you for 100 coins. This time, however, take his offer. Jump on to the spring, and you'll find yourself outside of the last whirlpool that led you to Belome Temple.

-Land's End-

Items: Nothing

Surprise Boxes: N/A

Enemies: Shogun

Bosses: None

Party: Mario, Bowser, Toadstool

Recommended Level: 17, 16, 16

This time, head out the path leading north. The Sky Troopas will assemble along the mountain. For now, your concern should be just getting up the cliff. We'll come back later to get a good time. For now, however, at the top of it, leave Land's End.

-Bean Valley-

Items: Seed

Surprise Boxes: #31, #32, #33

Enemies: Stinger, Fink Flower, Octovader, Shy Away, Chewy, Geckit, Kriffid, Chomp Chomp, Spinthra, Box Boy

Bosses: Smilax and Megasmilax

Party: Mario, Mallow, Toadstool

Recommended Level: 17, 17, 16

In the first area, defeat both Stingers, and then head down the pipe on the right. Here, defeat both Stingers, and then go as far west as you can, to where the path is suddenly cut off by a mountain. Jump here to reveal Surprise Box #31, a Frog Coin. Now go down the next pipe. Defeat the three Stingers in the area, as you progress south. Enter the pipe down here. Grab the treasure box here to get a flower. Now go back through the pipe. Here, go north, and use the path to get to the next area. There are five pipes here.

1

5

2

4 3

1-5 - Pipe Numbers |

To access a pipe, wait until the Shy Away waters the Pirahna Plant above the pipe. Fight it, and then go down the pipe.

- 1.) Here you have three Geckits and a Chomp Chomp. Defeat them all, and then hop on to the spring.
- 2.) When you come down here, go to the right wall. Hug it, and then jump when you reach a ledge. Right before the last tile on the floor here, jump to reveal Surprise Box #32, which is a Red Essence. For a clearer explanation:

http://www.meowthnum1.com/faqs/pics/smrgp_bean_valley_sb_32.png

Now go to the western side of the room. Open the treasure box over here to fight a Box Boy! Have Mario concentrate on him with Ultra Jump. When he summons a Fautso, have Toadstool and Mallow work on him, while Mario just keeps doing what he's doing. You get a lot of experience from this battle. Now go east again, and up the stairs. Here, face the two Geckits that have made their home here, and then use the spring at the far end of this ledge. Out here, grab the Frog Coin, and then go back down the pipe. Drop off the ledge, and then go south towards the spring. Before this, however, Adam Thomas notes that if you walk under the corner under the bend of the stairs, you can jump and receive another Frog Coin. Jump on the spring to leave this area.

- 3.) There's a slot machine down here. Southwest of the slot machine is Surprise Box #33. It's in the second-to-last row of tiles, in the center. Or, for a better explanation:

http://www.meowthnum1.com/faqs/pics/smrgp_bean_valley_sb_33.png

Now hop up the spring.

- 4.) There is another slot machine down here. Use it, and then hop up the spring.
- 5.) There's yet another slot machine. Use it, and then leave.

So for now, head north to the Save Block. Make sure that everyone is at full health, and that Mallow is equipped with the Safety Ring (give Toadstool the Amulet). Now go north. Here, you will see another pipe. It too is guarded by a Pirhana Plant. Wait for it to grow, and then attack it. This is no ordinary Pirhana Plant. This is the Smilax.

- * - * - * - * - * - * - * - * - * - * - * - * - * - * - * - * - * - * - * -

Boss: Smilax, Megasmilax

Smilax HP: 200

Megasmilax: 1000

Items: None

EXP: 40

Coins: 0

Attacks: Smilax can bite for about 14 HP.

Smilax can use Pollen Nap, which puts a character to sleep.

Smilax can, ironically enough, use Flame, which does a HECK OF A LOT OF DAMAGE. I mean, it took a whole ZERO HP out of Mallow!

Smilax can use Drain, for minimal damage.

Megasmilax can use Petal Dance, which can do about 40 HP, AND turn everyone in to mushrooms!

Megasmilax can bite for about 40 HP.

Strategy: You start out just fighting one Smilax. Just have everyone use regular attacks until it is defeated. Then Shy Away comes back, and waters them. This time, there are TWO Smilaxes. Defeat them in the same way. After they're defeated, Shy Away returns, and grows three Smilaxes. This is getting old. Defeat them. This time, Shy Away grows two Smilaxes. Oh, and a very large Megasmilax. Now the battle begins. Have Mario and Toadstool attack the Smilaxes with regular attacks. Meanwhile, Mallow should use Snowy. Understand that Toadstool, having no anti-status ailment equipment, will be the butt of many attacks. Anyway, once the Smilaxes are gone, just have Mario and Toadstool use regular attacks against the Megasmilax. He will go down in no time.

Shy Away will not like this. At all. He'll mention Queen Valentina, as well as Nimbus Land. He'll run away, and in his haste, drop a note. Take the Seed, as it is quite important. Now jump down the pipe that the Smilax was previously guarding. Here, you'll see a block that looks like the block from Super Mario Bros.! Hit it, and a beanstalk will grow! Hit it again to climb it.

-Beanstalk-

Items: Rare Scarf

Surprise Boxes: N/A

Enemies: Birdy, Heavy Troopa

Bosses: None

Party: Mario, Bowser, Toadstool

Recommended Level: 18, 17, 17

| SUGGESTED EQUIPMENT | | | | |
|---------------------|--------------|--------------|--------------|--------|
| Character | Weapon | Armor | Accessory | |
| Mario | Masher | Sailor Shirt | Safety Badge | |
| Mallow | Ribbit Stick | Sailor Pants | | Amulet |
| Geno | Double Punch | Sailor Cape | Zoom Shoes | |
| Bowser | Spiked Link | Work Pants | Ghost Badge | |
| Toadstool | Parasol | NauticaDress | Safety Ring | |

You know. In case you missed something. Anyway, when you're up here, defeat the Birdy. Climb the vine here, and from there, jump to the next, yellow vine. Jump off of this vine towards the first vine, collecting the three coins in the

process. Now jump back over to the yellow vine, and climb it. Jump over to the next vine, defeating the Birdy if you like. Near the top of the vine, you will see a Frog Coin. Jump off of the vine, and grab it on your way down. Now climb back up the vines. When you get to the blue vine, go as high as you can, to the next screen. Here, climb the red vine, and open the treasure box at the top to reveal a flower. Hop off, and move to the yellow vine. Climb it, and then fight the Birdy. When he is dead, a yellow platform appears in his place. This comes in handy. From here, jump to the next vine. At this point, there are two vines that you can jump to. It seems impossible to line up, but jump to the yellow one. Fight the Birdy, and then climb up it. This is easier said than done, as I said, because it is hard to line up. Sadly, there is little help that I can offer here. Just don't jump off to get the Frog Coin just yet! Up here, climb the vines, defeating the Birdies as you go. From the small, yellow vine to the green vine is a freakin' tough jump. The best advice that I can give is to make a running jump, and to not jump until the very end.

Kevin Viau notes:

"Hey. I was playing SMRPG and I could not get passed one part in Nimbus land.

I thought "if it's there, it can be reached", and I tried for nearly 30 minutes trying to jump from yellow to green beanstalk(the impossible one!). In your guide you say to just do a running jump, and jump at the last minute.

Well, it only half works... usually end up at the VERY bottom of the green beanstalk, and no matter what you press(up, down, left, right, diagonally) you end up falling off.

So I went to gamefaqs and got a guide, your guide. Anyways, I'll get to the point. It's EASY to jump! While busting my ass on this one part, I accidentally discovered... a yellow platform! I was able to climb further up the red beanstalk, jump onto the platform, then onto the green beanstalk in one try! It was so easy. So, I have included a screenshot in PNG format so that you can see where this platform is.

Just thought I would let you know.

-Valahan"

The aforementioned screenshot can be found here:

http://www.meowthnum1.com/faqs/pics/smrpg_nimbusstalk.PNG

Now climb up this vine. There are two treasure chests up here. The first is the Rare Scarf. Equip this on Mario. The other is a Frog Coin. Now drop down the hole next to the Rare Scarf. Here, you have two more treasure boxes, both of which are flowers. Drop down the next two holes. You have just skipped a great deal of the beanstalk section. Not that you should complain. It's one of the most annoying sections in the game. Jump on to the spring right next to you.

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0=====0  
| 3.16: Reunion part Two |  
0=====0
```

-Nimbus Land-

Items: Red Essence x 2, Feather, Flower Jar x 2, Castle Key 1, Castle Key 2,

Signal Ring, Fertilizer

Surprise Boxes: #34, #35, #36, #37, #38

Enemies: Bluebird, Birdy, Pinwheel, Muckle, Sling Shy, Orbison, Heavy Troopa, Jawful, Shaman

Bosses: Dodo, Shelly and Birdo, Dodo, Valentina and Dodo

Party: Mario, Bowser, Toadstool

Recommended Level: 18, 17, 17

=====

| Shop and Inn | | | |
|---------------|--------|------|--------|
| Item | Type | Coin | |
| Inn | Inn | 30 | -- Inn |
| Dream Cushion | Inn | 60 | |
| -- Item Shop | | | |
| Mid Mushroom | Item | 20 | |
| Maple Syrup | Item | 30 | |
| Pick Me Up | Item | 5 | |
| Able Juice | Item | 4 | |
| Freshen Up | Item | 50 | |
| Mega Glove | Weapon | 102 | |
| War Fan | Weapon | 100 | |
| Hand Cannon | Weapon | 105 | |
| Sticky Glove | Weapon | 98 | |
| Fuzzy Shirt | Armor | 70 | |
| Fuzzy Pants | Armor | 70 | |
| Fuzzy Cape | Armor | 70 | |
| Fuzzy Dress | Armor | 70 | |

Welcome to Nimbus Land! Here, take the smiley-faced spring up to the next area. When you get up here, you'll hear a lady named Valentina talking about the worsening condition of King Nimbus. As it happens, however, Valentina has found the lost prince of Nimbus Land! Prince Mallow. Awfully familiar name. She will introduce the prince, who actually had trouble fitting through the door. Then, "Prince Mallow" will ask Valentina to marry him. After this performance, they'll head back in to the castle. Let's explore around here a bit, shall we? Ask around to find out just how gullible these Nimbus people are. And...hey, do they look a tad familiar? Anyway, from where you come up, go west in to the shop. Buy the Mega Glove, War Fan, Hand Cannon (if anyone remembers the old Donkey Kong Country cartoons...), Sticky Glove, Fuzzy Shirt, Fuzzy Pants, Fuzzy Cape, Fuzzy Dress, and some Maple Syrups. Get some Mid Mushrooms as well (you'll see why much, much later on). Sell your old stuff, but don't leave. First, go behind the clerk, and get on top of the boxes in the back of the room. Jump on the lowest one, and then jump to the highest one. Stand as close to the edge (near to the clerk) as you can, and then jump. If that doesn't work, you may have to jump off the boxes, towards the clerk. This will reveal Surprise Box #34, which is a Frog Coin! Now leave. Go around the building (clockwise) to the inn. Rest. You can use the Dream Cushion if you want. Here are the dreams that I've gotten:

-The Chancellor of the Mushroom Kingdom will say that he's counting on you.

-You'll float on to a floating cloud, and then float away.

-Multiple Chef Tortes will be trying to cook you.

-Yoshi will encourage you.

-Toad will be bouncing on the bed, and reveal his true nature: A MONSTER!!

When you wake up the next day, Toad will be beside your bed. He'll give you

two Red Essences.

Now leave. Go around the building clockwise until you reach a house that is right in front of you, and is touching Nimbus Castle. This is the house of Garro. Examine the statue of...MALLOW? Garro will inform you that that is what King Nimbus looked like when he was a lad. Garro will notice the similarity, and then reveal Mallow's true nature -- a prince! Mallow will try to get in to the castle. The guards won't let him in. He'll come back. Make sure that you've taken care of EVERYTHING that you need to, and then talk to Garro again. He'll paint you the color of a statue. He'll take you, as well as a statue of Valentina to the castle. The guards don't like the statue of you. Garro makes up the lie that you are a statue of Valentina's nephew, Mariotta. Valentina will admire her statue, and then notice you. She'll ask what sort of ugly thing you are, and Garro will say that it's his latest masterpiece, "A Plumber's Lament." He'll make fun of you a bit, and then leave. Dodo AKA Prince Mallow will enter the room, and take you to the gallery. Once he is gone, get off the pedestal, and head to the next room. Save, and then leave. You'll hear Valentina tell Dodo to polish the statues. Uh-oh! You'll run back to the gallery, and play the mini-game. The point of this is to not get pecked by Dodo. When he is about to peck you, jump. He will peck in this order (remember that you are #3):

1 2 3 4 3 3 4 3*

*He'll almost peck you. Don't jump. He'll run out of the room, come back around, and then peck at you.

If he pecks you twice or you jump too early, you'll have to face him. Although it is kinda funny. Mario is ticklish.

- * - *

Boss: Dodo

HP: 800

Items: None

EXP: 24

Coins: 0

Attacks: He has a regular attack that can do about 36 HP's worth of damage.

He can use Multistrike, which does about 30 HP in damage.

Dodo has Flutter Hush, which silences a character.

Strategy: Just use regular attacks. Don't even worry about healing. He's that easy.

- * - * - * - * - * - * - * - * - * - * - * - * - * - * - * - * - * - * - * - *

Either way, leave the room. In the next room, if you avoided all of Dodo's pecks, you'll get a Feather. I recommend that you equip this to Bowser. Save, and then proceed in to the next room. Here, you'll witness a conversation between two Birdies. They'll start hitting you with their spears, and then you'll jump. They'll wonder about this. Wouldn't you? Freaked out, they leave. Follow them. Defeat the Pinwheel, Sling Shy, and Birdy here, and then drop down. Defeat the Birdy, take the Flower from the treasure box, and then leave the room, by going south. Defeat the two Sling Shys in here (you cannot defeat the Pinwheel), and then leave the room. You are now in the main hallway of the Nimbus Palace. Go through the north door to be back at the crossroads, outside of the gallery. This time, head through the north set of doors. Here, defeat the Sling Shys and Pinwheels as you progress through the room, and then exit the room. There is a statue of a Birdy in the next room. It comes alive! WHAT THE HECK!? IT PULLED YOUR TRICK! Defeat it, take the Healing Mushroom from the treasure box, and leave through the double doors at

the north end of the room. When you enter the room, the Birdy statue comes alive and fights you. You can fight the other one if you like (by jumping in to it). Now we meet our old friend, the Shaman. 'Cept this time, he's out to get you. Fight these guys. There are two in the room. Go west. Go ahead and fight the Heavy Troopa. You can't get in to the door behind it just yet. In the treasure box at the far end, you will find a flower. Grab it, and head in to the nearby door.

Defeat the two Shamen and the Birdy here. I'd ignore the other one if I were you, and then head through the door at the far end. As you've come to expect, defeat the Shaman who is directly in front of you. Go down the stairs, and defeat the Birdy and Jawful. There are several Nimbus people held prisoner in here. Talk to the man with the blue robes to get a Flower Jar. Talk to the guard near the door to get Castle Key 1. Also known as the master key that only unlocks one door. Now leave the room. As soon as you step outside, jump in the place where the Jawful was to reveal Surprise Box #35, a Frog Coin. There is another one in here. Go east until you reach this point:

http://www.meowthnum1.com/faqs/pics/smrpg_nimbus_land_sb_36_1.png

Now go east a bit more, and you're in a secret passage! Go as far as you can, which is this point:

http://www.meowthnum1.com/faqs/pics/smrpg_nimbus_land_sb_36_2.png

From here, go up, and then jump to reveal Surprise Box #36, a Frog Coin:

http://www.meowthnum1.com/faqs/pics/smrpq_nimbus_land_sb_36_3.png

Now go back to the main area. Head up the stairs, and then southwest. In the room with the large plant, the enemies are gone, so just yet south through it. Back in the hallway with three doors. We CAN unlock the middle one, but let's not do that just yet. Go southeast, and through this door (right from the middle one, assuming you're facing it). You are now in another room with a large plant. Defeat the Shamen and Birdies in here, and head to the next room. Defeat the Bluebird in here, and grab the flower from the treasure box. Now you can leave this room. Once again, go through the room with the large plant to be back out in the hallway. Now go through the middle door. Once again, we'll come face-to-face with Shy Away. He'll try to run away, only to discover that the door is locked. Of course, we can't open it! Our "Master Key" only worked for that door! Talk to the egg to fight it. *sigh* Only in an RPG.

Boss: Shelly, Birdo

Shelly HP: 500

Birdo HP: 777

Eggbert HP: 10

Items: Nothing

EXP: 20

Coins: 30

Attacks: Shelly? Nothing.

Birdo can fire three eggs, doing about 40 HP of damage.

Birdo can fire one egg that takes about 70 HP!

Strategy: You start out fighting the eggshell, called Shelly. Just use regular attacks, as it can't retaliate. After its 500 HP is gone, Birdo makes her return! Have everyone use regular attacks. They don't do much damage. She'll soon say, "Tee hee! Ouch, you're hurting me! Okay, it's my turn! Get 'em while they're hot!" She'll then fire

an egg at you. From here on, have Bowser attack, while Mario and Toadstool defend. If Birdo fires an egg at Mario or Toadstool, it will rebound upon her! This forms the enemy known as Eggbert. Have Bowser attack it for a bit of damage (75-80) on Birdo. She will go down shortly.

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She'll thank you for playing, and give you the Castle Key 2. Use this to unlock the far door, and enter this room. Defeat the Pinwheel when its face is blue, and then go a bit farther in to the room. Defeat the Jawful, but do not leave this room yet. Instead, go right a bit, to where an empty treasure box is (you opened it earlier). Jump on top of it. Jump again to reveal Surprise Box #37, which is a Frog Coin. Now jump back to the platform, and then enter the next room. Here, go forward, and examine the door. It's locked. Mallow will suggest that you read the note. Read it to find out that King Nimbus is in there! Bowser will come out, and begin to break down the door. Mallow will stop him, however, just in case his dad really IS resting. Bowser will yell at you a bit for this, and then the Shy Away will enter the room calling, "Queen Valentina!" Chase after him. In the next room -- the antechamber of the throne room -- defeat the Heavy Troopa, and then proceed in to the throne room. After a somewhat funny conversation, Valentina, Dodo, and Shy Away will retreat. Time to chase 'em! In the next room, use the Save Block, and defeat all of the Bluebirds in here. Yup. All two of them. Before we carry on, make sure that Bowser is listed as second in your party. Now continue through the next door. Here, defeat the first two Bluebirds that you see. Stand under the treasure box, and then jump. This will reveal a yellow platform. Use this to get to the treasure box, which has a Starman! Grab this, and then run through the Bluebirds, and in to the next room. Run through the three Bluebirds here -- as well as Dodo! Of course, if your Starman ran out...

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Boss: Dodo

HP: 500

Items: None

EXP: 24

Coins: 0

Attacks: He has a regular attack that can do about 36 HP's worth of damage.

He can use Multistrike, which does about 30 HP in damage.

Dodo has Flutter Hush, which silences a character.

Strategy: Just use regular attacks. Don't even worry about healing. He's that easy. It's no different from last time.

- * - * - * - * - * - * - * - * - * - * - * - * - * - * - * - * - * -

Now continue through the door. There is nothing here. Literally. Like, including the floor. You'll fall a good distance, and then land outside the Royal Springs, which is where you landed when you first came to Nimbus Land. So jump on to the smiley-faced spring to get up to the next cloud. Now, before we continue, make sure that EVERYONE is healed, and that Bowser is in the middle. I've already said this, but you know some people... Once you are ready, jump up on to the smiley-faced spring. You'll see a scene between Valentina and the townspeople. Mario will come up, make an awesome pose, and then start the battle.

- * - * - * - * - * - * - * - * - * - * - * - * - * - * - * - * - * -

Boss: Valentina and Dodo

Valentina HP: 2000

Dodo HP: 800

Items: None

EXP: 40

Coins: 200

Attacks: Dodo has a regular attack that can do about 36 HP's worth of damage.

Dodo can use Multistrike, which does about 30 HP in damage.

Dodo has Flutter Hush, which silences a character.

Valentina can use a regular attack for minimal damage.

Valentina can use Crystal, which does 20 HP.

Valentina can use Diamond Saw, which cuts about 50 HP!

Valentina can put everyone to sleep.

Strategy: There are two parts to this battle. For the first part, just have Bowser use regular attacks on Dodo, and use a Mid Mushroom if he needs healing. This should not take long at all. Now we flash over to the battle between Valentina, Toadstool, and Mario. Have Mario use Ultra Jump while Toadstool heals and replenishes FP. Soon, Bowser and Dodo join the fray. Have Bowser and Toadstool work on Dodo while Mario keeps Valentina busy with the Ultra Jump. Dodo will freeze when he's defeated. Have everyone concentrate on Valentina now. She'll go down shortly.

- * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - *

After a funny scene and figuring out that calling Star Road by other names runs in the family, you'll be told that a star fell in to Barrel Volcano. Now go south until you reach the room where King Nimbus was held. Talk to the guard in here to receive a Flower Jar. Continue south until you reach the room with the three doors (before Birdo). Go to the northwest end of the room. Something's missing. The treasure box is gone. Stand by the bird cage where the treasure box used to be and then jump to reveal Surprise Box #38, a Frog Coin. Now you can continue south, and out of the castle. Outside, go east, to the edge of Nimbus Land. From here, go north, and in to this house. Plundering the shelf of this house is our old pal, Croco. Talk to him. He'll run away -- right in to the wall. When he hits the wall, he'll drop something. This is the Signal Ring. Grab it and then leave. There's something else, though. Stand at the position shown here:

http://www.meowthnum1.com/faqs/pics/smrpq_nimbus_land_fertilizer.png

From here, go southeast (in the sky; it's a secret passage) to find Shy Away. He'll give you the fertilizer, and then run away. Now you should return to the clouds. Now, we have to access Barrel Volcano from here, but there is something else that would be nice to have first. So drop down the hole, and then use the spring that has a sort of explosion on it to leave Nimbus Land. From here, head to...

=====
-Rose Town-

Items: Lazy Shell, Lazy Shell

Surprise Boxes: N/A

Enemies: None

Bosses: None

Party: Mario, Bowser, Toadstool

Recommended Level: 20, 19, 19

=====

| Shop and Inn |
|-----|-----|

| Item | Type | Coin | |
|--------------|-----------|------|---------------------|
| Inn | Inn | 0 | -- Inn |
| | | | -- Item Shop: Man |
| Mushroom | Item | 4 | |
| Honey Syrup | Item | 10 | |
| Pick Me Up | Item | 5 | |
| Able Juice | Item | 4 | |
| | | | -- Item Shop: Woman |
| Thick Shirt | Armor | 14 | |
| Thick Pants | Armor | 14 | |
| Jump Shoes | Accessory | 30 | |
| Antidote Pin | Accessory | 28 | |
| Wake Up Pin | Accessory | 42 | |
| Trueform Pin | Accessory | 60 | |
| Fearless Pin | Accessory | 130 | |

Here, go north. You'll reach a house. Go to the right of the house, and then continue north. A new path has been...uh...uncovered. Use it to find a house. Enter this house, and talk to the man here. Give him the Seed and the Fertilizer. He'll plant it, and then a beanstalk will grow! Climb it. At the top, you can get two Lazy Shells. One is a weapon. Equip it on Mario. The other is an armor. Give it to Toadstool. Now go back down the beanstalk. Leave this area, as well as the town altogether. Head back to Nimbus Land, where we start our next chapter...

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| 3.17: THE FEARSOME DRAGON thing and the Sixth Star Piece |
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===== -Nimbus Land-

Items: Nothing
Surprise Boxes: N/A
Enemies: None
Bosses: None
Party: Mario, Bowser, Toadstool
Recommended Level: 20, 19, 19

| Shop and Inn | | | |
|---------------|--------|------|--------------|
| Item | Type | Coin | |
| Inn | Inn | 30 | -- Inn |
| Dream Cushion | Inn | 60 | |
| | | | -- Item Shop |
| Mid Mushroom | Item | 20 | |
| Maple Syrup | Item | 30 | |
| Pick Me Up | Item | 5 | |
| Able Juice | Item | 4 | |
| Freshen Up | Item | 50 | |
| Mega Glove | Weapon | 102 | |
| War Fan | Weapon | 100 | |
| Hand Cannon | Weapon | 105 | |

| | | | |
|--------------|--------|----|--|
| Sticky Glove | Weapon | 98 | |
| Fuzzy Shirt | Armor | 70 | |
| Fuzzy Pants | Armor | 70 | |
| Fuzzy Cape | Armor | 70 | |
| Fuzzy Dress | Armor | 70 | |

You'll come back on the spring. Drop down the upper of the two holes. This is where you've landed on several occasions. Talk to the guards and they'll let you through to the Royal Springs. They'll warn you not to fall in to the volcano. Tee hee! Go to the springs. Jump in to the pool to heal. Stay in too long, and Mario's face will turn red. He'll quickly jump out. Go to the eastern part of this area, and take the path. Upon walking over it, Mario will realize that there is actually nowhere else to go. Nowhere else except down.

-Barrel Volcano-

Items: Nothing

Surprise Boxes: N/A

Enemies: Magmus, Corkpedite (Head), Corkpedite (Body), Vomer, Chained Kong, Oerlikon, Pyrosphere, Stumpet, Armored Ant

Bosses: Czar Dragon and Zombone, Axem Red, Axem Green, Axem Black, Axem Pink, Axem Yellow, and Axem Rangers

Party: Mario, Bowser, Toadstool

Recommended Level: 20, 19, 19

| Shop and Inn | | | |
|--------------|-------|------|--------------------------|
| Item | Type | Coin | |
| --- | --- | --- | |
| Inn | Inn | 30 | -- Hino Mart: Inn |
| | | | -- Hino Mart: Item Shop |
| Mid Mushroom | Item | 20 | |
| Maple Syrup | Item | 30 | |
| Pick Me Up | Item | 5 | |
| Able Juice | Item | 4 | |
| Freshen Up | Item | 50 | |
| | | | -- Hino Mart: Armor Shop |
| Fire Shirt | Armor | 90 | |
| Fire Pants | Armor | 90 | |
| Fire Cape | Armor | 90 | |
| Fire Shell | Armor | 90 | |
| Fire Dress | Armor | 90 | |

Mario falls in to the volcano. In the first room, go straight down the path. Here, face the Magmus. After he's dead, go left, and up the stairs. The stairs are kinda hard to make out, but they're there. At the top, defeat yet another Magmus, and continue right. When you see the sign pointing left, go that way to find a door. In the next room, as you climb the stairs, you'll meet a Vomer. Like his cousin, Dry Bones, he can only be defeated by a special attack. So use a weak one, and continue up the stairs. Farther up, you'll face another Magmus. Defeat him, and get to the top of the stairs. At the top, go right, and in to the next area. Open the treasure box here to get a flower. Defeat the Magmus on your right, and continue on. Go up, and do what you would normally do to a Magmus. Take that as you will. For

example, if you were Tom Hayes, you'd see if you could make tea out of it. For our purposes, though, defeat it. Near it is a treasure box with 100 coins. Take them, and go right. The next room has a Starman in its treasure box. Charge right, through the Magmus, and to a crossroads. Go south. In the next room, make your way up the stairs, and get rid of the Corkpedite (preferably with the Starman). When it's gone, head through the "door" marked with a sign.

The next room has stairs. On these stairs are two Vomers and a Magmus. Defeat them as you head up the stairs, and in to the next room. You are introduced to a new enemy here: the Pyrosphere. Defeat the one in here, and go north. As you have probably come to expect, by heading north, you'll have to fight some more Magmuses. Two, in fact. By now, you'll have noticed a Frog Coin over the lava. To get it, go to the upper part of the first lava pool. Make a running jump out in to the lava to try and get it. It's hard, and takes a bit of guess work, but you'll get it. You'll end up at the first part of the room again. Go north and east again. At the second lava pool, defeat the surprise enemy of this level -- the Magmus! Now go in to the next room. This next room is a lot like one in Pipe Vault. There are several platforms over the lava, with Pyrospheres. As usual, as you hop from stone to stone, I recommend defeating the Pyrospheres. At the other end, go through the arch to get to the next room. Now go back in to the previous room, and jump in to the lava. This will rocket you to the top of the arch, where you can get a Frog Coin. Now jump back down, and go to the next room. When you enter this room, hop on to the Donut Block, and from there to the next Donut Block. Jump to grab a Frog Coin. Now allow yourself to fall in to the lava. You'll be back at the start of this room. Go around the lava pool, and defeat the two Vomers here as well. At the other end of the room, take the path. Now re-enter the previous room. Jump to the Donut Block to grab the Frog Coin. Now jump back to the non-lava area, and continue in to the next room. If you're wondering why I had you enter the next room, and then come back, it was to make it easier on you, in case you missed (you'd have to start back at the entrance of the room). In the next room, defeat any Oerlikons that get in your way, as you go west. In the following room, grab the flower from the first treasure box, and then climb up the stairs. At the top, grab the Frog Coin from the second treasure box, and then use the Save Block. Proceed to the next room.

In here (geez, I need to come up with better phrases for introducing a room), fight that large...thing. It's a Stumpet. After he is defeated, go east. You will see an arrow, indicating a doorway. Enter it. As you progress up the stairs, defeat the Oerlikons, as well as the Vomer. At the top, go southwest, and through this passageway. This room has a Corkpedite, who is spitting out several Oerlikons. I recommend that you try to defeat the Corkpedite first, and the Oerlikons later. Proceed through the door. This room has a Stumpet, spewing out the least common enemy in the whole mountain: Magmuses! Defeat him, and continue east. This room has two Oerlikons and a Vomer. Defeat them all as you go up the platforms. At the top, you'll see a funky-looking person. There is a treasure box here with coins. Take it, and then talk to the man. He will introduce himself as Hinopio. He'll take you in to his Hino Mart. The first table is an item shop. Replenish your stock of Maple Syrup. The second is an inn. Stay the night on the most comfortable bed you've ever slept on: a bunch of crates! The third is an armor shop. Get all new armor (except for the Fire Dress), and then leave the Hino Mart. Drop off the platform, and use the Save Block. Make sure that you replace Bowser with Mallow, and then enter the next room. For once, I suggest that you do NOT fight these Pyrospheres. You'll want full HP for the upcoming battle. So be careful when you cross these Donut Blocks. When you get to the other end of the room, take the pathway in front of you. The next room has a lot of Pyrospheres. Those Pyrospheres in one combine to form...

Boss: Czar Dragon and Zombone

Czar Dragon HP: 1400

Zombone HP: 1800

Helio HP: 20

Items: Nothing

EXP: 50

Coins: 0

Attacks: Czar Dragon can summon Helios, who run in to you, taking 40 HP.

Czar Dragon can use Flame Wall, which does around 20 HP.

Czar can bite you, for around 40 HP's worth of damage.

Czar can use Water Blast, for around 50 HP.

Czar can use Iron Maiden, which can make one of your allies afraid.

Zombone can use Boulder, which does around 60 HP's worth of damage to everyone.

Zombone can use Blast, for around 60 HP to an ally.

Zombone can bite you for about 20 HP's worth of damage.

Zombone can use Storm for about 80 HP to an ally!

Strategy: Czar Dragon is quite easy. Have Mario use the Lazy Shell, have Mallow use Snowy, and have Toadstool heal. If Czar summons any Helios, Mallow's Snowy will take care of them. He'll go down in no time. But wait! Czar's skeleton rises from the lava, in the form of Zombone! Continue attacking in the same way. The difference is that you should use Shocker instead of Snowy. He will sink in to the lava again soon. This time, for good.

There is now a bridge across the lava. Cross it, and go in to the next room. In the next room, you'll see the sixth star piece. Right when you're about to grab it...it disappears!

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| 3.18: Way Too Overqualified for the Power Rangers and the Sixth Star Piece |
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[Note: Be sure to replace Mallow with Geno in your party, and give him the Amulet. You could also just leave Mallow; I have strategies for both.]

Redux. A group calling themselves the "Axem Rangers" stole the star! They brag for a minute, and then disappear. It's time to chase 'em. They'll insult you some more, and then say that they have to get to Blade. That means that they're working for Smithy! Jump up the platforms, and follow them in to the next room. Jump up the first platform, to discover that they dropped the star. Axem Yellow comes back down to grab it. Follow them up through the next few rooms. There's no time limit. And is it just me, or does the star change hands a few times? You come out to a spring in the end. Jump on to this spring to be back at the top of the volcano. It would seem that Blade is late. Again. After a bit of conversation, Blade comes up. Blade, the flying ax that Johnny told you about. The Axems jump on to the Blade. You do too. Now it's time for the coolest boss fight in the whole game.

Boss: Axem Red, Axem Pink, Axem Green, Axem Black, Axem Yellow, Axem Rangers

Axem Red HP: 400

Axem Pink HP: 400

Axem Green HP: 450

Axem Black HP: 550

Axem Yellow HP: 600

Axem Rangers HP: 999

Items: Nothing

EXP: 17

Coins: 0

Attacks: Waaaaaaay too many to list.

Strategy: This is fun! Start out by having Mario use Super Flame on Axem Pink.

{Toadstool should heal, and Geno should, throughout the battle, use {Geno Flash. We go for Pink first, because she can heal. A lot. I personally go for Green now. Use regular attacks (Geno still using {Geno Flash). This is because he is good with magic. After Green {goes down, you should try for Black. Fight Black in the same way. {Black has very strong bomb attacks, and needs to be eliminated. Once {he is gone, Yellow is your next target. Have Mario Super Jump her, {while the others just keep doing what they're doing. Once Yellow Geno {is down, Geno should stop with the Flashes, and just use regular {attacks. Our final target is Axem Red. He's weak from the flashes. {He won't take long to defeat. By the way, you know when each one is {defeated when they tell Axem Red something. After they'll all {defeated, it's time for the formation! They'll retreat to the big, {purple thing that is supposed to be Blade's cannon. It's only {attack is the Breaker Beam. This really hurts. I mean, REALLY {hurts. This is labelled as "Axem Rangers." Just have everyone use {regular attacks, and have Toadstool heal when it fires the Breaker. {They'll get three shots in tops. And now Blade is destroyed, as are {the Axem Rangers.

{As with Geno, start out by having Mario use Super Flame on Axem Pink. {Mallow should go ahead and start using Snowy, as this will damage {both Axem Green and Axem Red. Snowy will hurt everyone ('cept Axem {Pink). Toadstool, as usual, should heal. If no one is hurt very {badly, it might actually be prudent to use Psych Bomb. If Pink goes {down ("Yo Red! My makeup's running!") first, then have Mario use the {Lazy Shell on Green. If Green goes down first ("Yo Red! I've got a {headache!"), then have Mallow use regular attacks on Pink. Once they {are both down, our next target is Axem Black. Have Mallow use {Shocker on him. Another Shocker is that Toadstool should just keep {on healing. Mario should resort to the Lazy Shell. Granted, by the Mallow {time Green was down, Black went down too, but still. It shouldn't {be long before Black goes down regardless ("Yo Red! My shades are {broke!"). Next we're up against Axem Yellow. Have Toadstool and {Mallow using regular attacks (Red's and Yellow's attacks to very {little damage). I'll leave it up to you as to deciding between using {Ultra Jump and Super Jump. Yellow goes down faster than the rest, it {seems ("Yo Red! I'm hungry!"). This just leaves the leader, Axem {Red. We don't want to waste FP, so just have everyone using regular {attacks. Soon, they'll retreat to formation 2, and fire up the {Breaker Beam. Have Mario using the Lazy Shell, Mallow using Shocker, {and Toadstool healing. They shouldn't get any more than three shots {on ya. With the cannon destroyed, the Blade starts a dive for the {edge of the mountain.

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And Mario receives the sixth star at the summit of the volcano. Now let us head back to Nimbus Land.

=====

-Nimbus Land-

Items: None

Surprise Boxes: N/A

Enemies: None

Bosses: None

Party: Mario, Bowser, Toadstool

Recommended Level: 21, 20, 20

=====

As you've done before, when you enter this area, jump on to the smiley-faced spring to get back up to the main part of Nimbus Land. Go straight, and enter the castle. Take the normal route to the throne room, noting that in the room where Birdo used to be, there is a statue collection of your party! In the throne room, talk to Queen and King Nimbus. They'll decide to let you use the Royal Bus to get over to Bowser's Keep! To get to the bus, leave the castle. From the castle, go west, to Garro's house. A bit beyond his house is a stairway. Go up this stairway. Here, talk to the guard to summon the Royal Bus. Now it's time to bring this baby home!

0=====0
| 3.19: The Puzzles of the Keep |
0=====0

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-Bowser's Keep-

Items: KeroKeroCola x 2, Rock Candy, Sonic Cymbals, Star Gun, Drill Claw, Super Slap, Pick Me Up x 2, Royal Syrup, Rock Candy, Max Mushroom, Fire Bomb

Surprise Boxes: N/A

Enemies: Terra Cotta*, Forkies, Gu Goomba*, Star Cruster, Malakoopa*, Tub-O-Troopa, The Big Boo, Orbison, Sling Shy, Chewy, Shy Away, Muckle, Amanita, Glum Reaper, Greaper, Pyrosphere, Lakitu, Zeostar, Shaman, Oerlikon, Sackit, Big Bertha, Chow, Armored, Ant, Alley Rat, Bloober, Stinger, Geckit, Chained Kong, Rob-Omb, Vomer, Magmus, Pulsar, Chester (with Bahamutt)

Bosses: Magikoopa, Boomer, Exor

Party: Mario, Bowser, Toadstool

Recommended Level: 21, 20, 20

=====

*These enemies will run away with Bowser in your party.

| Shop and Inn | | | |
|--------------|-------|------|------------------------|
| Item | Type | Coin | |
| Inn | Inn | N/A | |
| | | | -- Croco's First Shop |
| Mid Mushroom | Item | 20 | |
| Maple Syrup | Item | 30 | |
| Pick Me Up | Item | 5 | |
| Freshen Up | Item | 50 | |
| Fire Shirt | Armor | 90 | |
| Fire Pants | Armor | 90 | |
| Fire Cape | Armor | 90 | |
| Fire Shell | Armor | 90 | |
| Fire Dress | Armor | 90 | |
| | | | -- Croco's Second Shop |
| Mid Mushroom | Item | 20 | |

| | | | |
|--------------|-------|-----|--|
| Maple Syrup | Item | 30 | |
| Pick Me Up | Item | 5 | |
| Freshen Up | Item | 50 | |
| Hero Shirt | Armor | 100 | |
| Prince Pants | Armor | 100 | |
| Star Cape | Armor | 100 | |
| Heal Shell | Armor | 100 | |
| Royal Dress | Armor | 100 | |

Familiar territory! Bowser will make a comment on the smell of boiling lava, and then you should head straight. Note that a large portion of the monsters here will be scared away by Bowser. Pretty nice. In the next room, defeat any Terra Cottas that you wish to fight. After they're disposed of, head in to the next room. Here, go straight across the bridge. As you go, defeat the Gu Goombas that are patrolling the bridge. At the far end, you will come to the area where the bridge collapsed on your last visit. There are Donut Blocks here now. Jump across them, and enter the next room. This is the room where you faced Bowser earlier. There's nothing in here but Gu Goombas and Malakoopas. Defeat whichever ones you wish to defeat as you go across the room. At the far end, there is a door that looks like Bowser. Enter it. This is a dark room. Go straight, and defeat the Gu Goomba who is coming at you. Now go right, and then up. Defeat the Gu Goomba looking at the statue if you wish. At the top part of this path, you will have the option of going one of two ways. Go left, defeat the Gu Goomba, and open the treasure box at the far end to get a Healing Mushroom. Now go southeast. When you reach the end of this path, go up. A Gu Goomba will jump out from behind the first statue at you. Defeat it. You can see another Gu Goomba hiding behind the second one. Inch up a bit. When you get close to the statue, he'll jump, and overshoot the floor. That is, he'll jump straight down the hole. Smart guys, these Gu Goombas. Continue straight, and then enter the large, red door. There is a Save Block here. Use it. Continuing straight, we run in to Croco, who seems to be trying to earn an honest buck. He's selling stuff. At normal prices. Wow. Replenish your stock as usual, and then head through the next door. You now come to the great Six Door Super Happy Fun Time Game. There are six doors. You have to pass four of them. Two of them are action courses. Two of them are battle courses. Two of them are puzzle courses. They're completely random. The best I can do is give ya advice for all six.

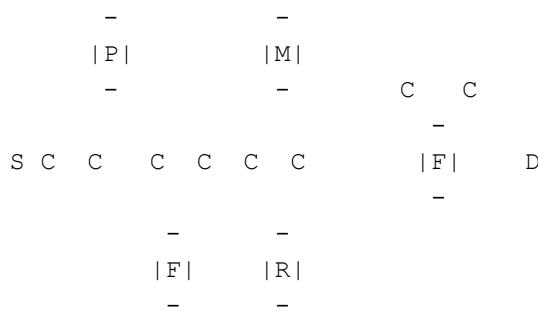
-Action Courses-

In these courses, you try to navigate through a series of obstacles. You have ten tries. Normally, if you lose a try, you also lose ten coins.

- 1.) Action Course 1 starts out over a pool of boiling lava. When the first platform comes up to the pedestal that you are on, jump on to it. Wait for it to move to the bottom, and then go towards the next platform, and then jump to the next one. Continue this pattern until you get to the final block. Jump on to this one, and let it go ALL the way up. Jump off, and on to the high ledge. Run towards the start of the room to find a treasure box with a KeroKeroCola in it! Go back to where you got on to this ledge, and wait for the platform to come up. Jump on to it, and from there, jump to the platform with the door on it. Enter the door.

This room has a cannonball that you have to jump on. The controls are reversed (i.e., use down to go forward). The object is to get to the other end, but there is plenty of stuff that we can get in this room. These things are located on the platforms throughout the room. Yes, you have to use the cannonball to reach them.

Diagram 3.18a |

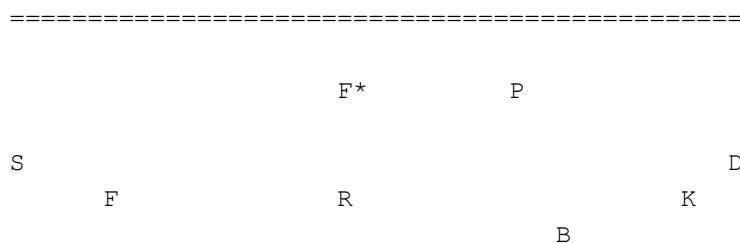


S - Start |
C - Big Coin |
P - Pick Me Up |
F - Flower |
M - Max Mushroom |
R - Rock Candy |
D - Finish |
| - Platform |
- - Platform |

Also, be sure to avoid the Bob-Ombs.

The final room is another pit of boiling lava. This time, you have two blocks to use. When you step on one, the other will revolve around it. I highly recommend that, if this is your first time through, you only go straight across. However, if you want to collect other items...

Diagram 3.18b |



S - Start |
= - Wall |
F - Flower |
R - Royal Syrup |
P - Pick Me Up |
B - Fire Bomb |
K - KeroKeroCola |
D - Finish |

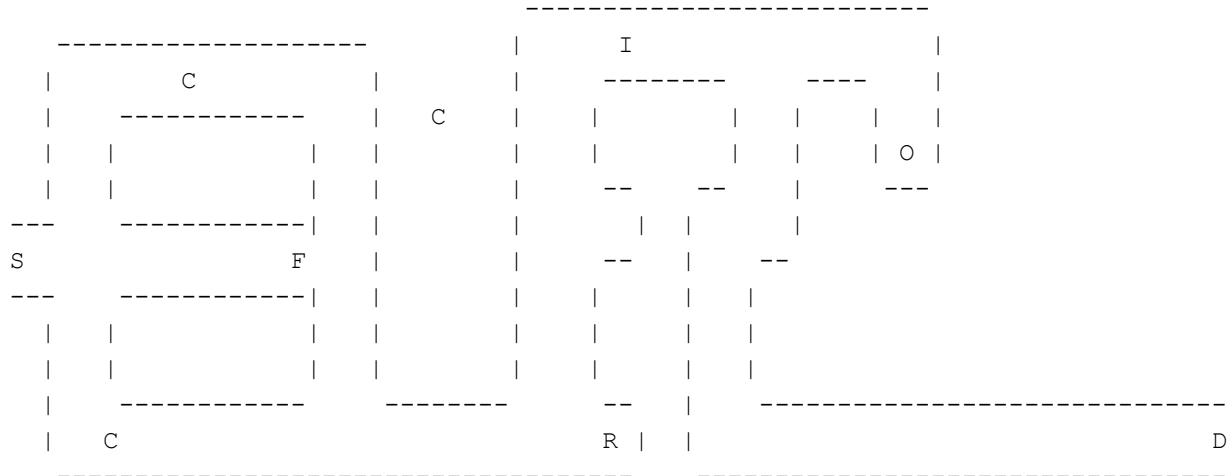
*This one wasn't low enough for me to reach until I got the Royal Syrup.

Anyway, just keep switching platforms until you reach the end.

The final room contains your reward for your work -- Mallow's Sonic Cymbals.

- 2.) The first room here is yet another boiling lake of lava, with no apparent way across. The way is actually an invisible bridge, that you can only see when the Terrapins jump. Or, if you want it to be easier:

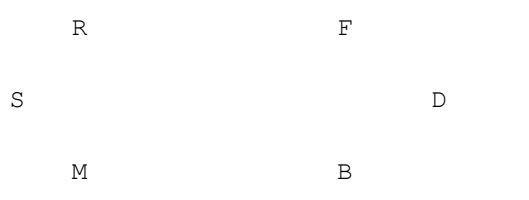
Diagram 3.18c |



S - Start |
C - Big Coin |
F - Fright Bomb |
R - Royal Syrup |
I - Ice Bomb |
O - Rock Candy |
D - Finish |

The next room has a lot of platforms. As usual, there are also a lot of items here. It's simple if you're not going after the items. Just wait for the platforms to be next to each other, and then head to the next one. If you're going for items, however, to quote Strong Bad, "I'm gonna have to jump...!!"

Diagram 3.18d |



S - Start |
R - Red Essence |
M - Max Mushroom | F - Flower |

B - Fire Bomb |
D - Finish |

The final room on the action course is a lot like the old Donkey Kong arcade game! The difference is that instead of having to jump over barrels, there are ledges to use. So what you do is run to a ledge. Wait for there to be a break in the barrage of barrels, and then make your way up to the next ledge. Note that you will want to be running against the ledge. At the top, jump at the Chained Kong to get him to leave. Go out the door.

Here, take your reward -- Toadstool's Super Slap.

-Battle Courses-

I'll list the fights that you have to go through in order to clear this. Note that every time I skip a line, that indicates a room change.

1.) Gu Goomba x 5
Malakoopa x 2, Tub-O-Troopa
The Big Boo x 2, Orbison x 2
Sling Shy x 5

Chewy x 2, Shy Away x 2
Mr. Kipper, Muckle x 2
Amanita x 2, Orbison
Greaper x 2, Glum Reaper

Pyrosphere x 3
Lakitu x 3
Zeostar x 2, Shaman x 2
Shaman x 6

After you defeat the Shamen, you'll receive the Star Gun.

2.) Terra Cotta x 4
Oerlikon x 2, Star Cruster x 1
Sackit, Big Bertha x 2
Chow x 2, Forkies

Armored Ant x 2, Alley Rat
Star Cruster, Bloober x 2
Stinger x 4
Geckit x 2, Chained Kong

Rob-Omb, Big Bertha x 2
Vomer x 4
Magmus x 2, Pulsar x 2
Chester (with Bahamutt inside)

After getting through this course, you get Bowser's Drill Claw.

-Puzzle Courses-

1.) You are introduced to the quiz master himself, Dr. Topper. In this game, there are 21 coins in the treasure box. You can take anywhere from 1 to 4 from the chest, and pressing "A" lets you stop withdrawing coins. The idea here is to not end up with the 21st coin. Best advice here is to count the coins as you and Topper grab them, and make sure that you don't

end up with the 16-19th coin, as he can take an amount of coins to make you have to take the 21st (meaning, he can bring the total up to 20). Once you are done with this warm-up, we'll proceed in to the next room.

This room is full of "!" buttons. The way it works is that every time you press a button, the buttons left, right, above, and below the button pushed will go down or up, depending upon what they already were. The trick here is to make Tetris pieces. I'll show you how to do it in four easy steps!

Diagram 3.18e |

! ! ! !
! ! ! !
! ! ! !
! X ! !

! - Button (up) |
X - Button you should press |

Diagram 3.18f |

! ! ! !
X ! ! !
! O ! !
O O O !

! - Button (up) |
O - Button (down) |
X - Button you should press |

Diagram 3.18g |

O ! X !
O O ! !
O O ! !
O O O !

! - Button (up) |
O - Button (down) |
X - Button you should press |

Diagram 3.18g |

O O O O

O O O !
O O ! X
O O O !

! - Button (up) |
O - Button (down) |
X - Button you should press |

And with that, they're all pressed down. Time for the last room!

This is like those games that you play with pegs in restaurants. You try to skip over a cannonball, knocking out the skipped cannonball in the process. So Topper will knock out one of the cannonballs, and the game begins! Just follow these visual instructions:

Diagram 3.18h |

O O O
O O O O
O O O O
O O O O

O - Cannonball |

Diagram 3.18i |

M S N O
O O O O
O O O O
O O O O

O - Cannonball |
M - Cannonball you're moving |
S - Skipped cannonball |
N - New space for cannonball |

Diagram 3.18j |

N S M
O O O O
O O O O
O O O O

O - Cannonball |

M - Cannonball you're moving |
S - Skipped cannonball |
N - New space for cannonball |

Diagram 3.18k |

 O N
 O O S O
 O O M O
 O O O O

O - Cannonball |
M - Cannonball you're moving |
S - Skipped cannonball |
N - New space for cannonball |

Diagram 3.18l |

 O O
 M S N O
 O O O
 O O O O

O - Cannonball |
M - Cannonball you're moving |
S - Skipped cannonball |
N - New space for cannonball |

Diagram 3.18m |

 O O
 N S M
 O O O
 O O O O

O - Cannonball |
M - Cannonball you're moving |
S - Skipped cannonball |
N - New space for cannonball |

Diagram 3.18m |

O O
O
M S N O
O O O O

O - Cannonball |
M - Cannonball you're moving |
S - Skipped cannonball |
N - New space for cannonball |

Diagram 3.18n |

O O
O N
S O
O O M O

O - Cannonball |
M - Cannonball you're moving |
S - Skipped cannonball |
N - New space for cannonball |

Diagram 3.18o |

O M
O S
N O
O O O

O - Cannonball |
M - Cannonball you're moving |
S - Skipped cannonball |
N - New space for cannonball |

Diagram 3.18p |

M
S
N O O
O O O

O - Cannonball |
M - Cannonball you're moving |

S - Skipped cannonball |
N - New space for cannonball |

Diagram 3.18q |

N
O O S
O O M

O - Cannonball |
M - Cannonball you're moving |
S - Skipped cannonball |
N - New space for cannonball |

Diagram 3.18r |

O
M S N
O O

O - Cannonball |
M - Cannonball you're moving |
S - Skipped cannonball |
N - New space for cannonball |

Diagram 3.18s |

M
S
O O N

O - Cannonball |
M - Cannonball you're moving |
S - Skipped cannonball |
N - New space for cannonball |

Diagram 3.18t |

M S N O

O - Cannonball |
M - Cannonball you're moving |
S - Skipped cannonball |
N - New space for cannonball |

Diagram 3.18t |

N S M

O - Cannonball |
M - Cannonball you're moving |
S - Skipped cannonball |
N - New space for cannonball |

And with that, you're done!

The treasure box here is a Rock Candy.

2.) The first room involves Topper asking you questions. Here are the ones that he's asked me:

-What does Belome really like to turn people in to?-
=Scarecrows=

-Johnny loves WHICH beverage?...-
=Currant juice=

-The boy getting his picture taken at Marrymore can't wait 'til which season?-
=Skiing=

-What does the Red Essence do?-
=Gives you strength=

-Who is the leader of the Axem Rangers?-
=Red=

-What's the name of Jagger's "sensei"?-
=Jinx=

-The boy at the inn in the Mushroom Kingdom was playing with...what?-
=Game Boy=

-What technique does Bowser learn at level 15?-
=Crusher=

-Who helped you up the cliff at Land's End?-
=Sky Troopas=

-What's the password in the Sunken Ship?-
=Pearls=

-What did Carroboscis turn in to?-
=A carrot=

-Johnny loves WHICH beverage?...-
=Currant juice=

-What's the first monster you see in the Pipe Vault?-
=Sparky=

-What is Hinopio in charge of at the middle counter?-
=The inn=

-What's the full name of the boss at the Sunken Ship?-
=Jonathan Jones=

-What is the 4th selection on the Menu screen?-
=Equip=

-What is the name of the boss at the Sunken Ship?-
=Johnny=

-What color are the curtains in Mario's house?-
=Blue=

-How many legs does Wiggler have?-
=6=

-Which monster does not appear in Booster Tower?-
=Terrapin=

-Where was the 1st Star Piece found?-
=Mushroom Kingdom=

-What was Toadstool doing when she was kidnapped by Bowser?-
=She was looking at flowers=

-Who is the famous composter at Tadpole Pond?-
=Toadofsky=

-Booster is what generation?-
=7th=

-The man getting his picture taken at Marrymore hates what?-
=Getting his picture taken=

-How many underlings does Croco have?-
=3=

-Who is the ultimate enemy in this adventure?-
=Smithy=

-Yaridovich is a what?-
=A boss= (Since "Freak of nature" isn't listed there)

-Who is the famous sculptor in Nimbus Land?-

=Garro=

-In the Moleville Blues, it's said that the moles are covered in what?-

=Soil=

-What color is the end of Dod's beak?-

=Red=

-Where was the 3rd Star Piece found?-

=Moleville=

-What words does Shy Away use when he sings?-

=La dee dah~=

-What does Birdo come out of?-

=An eggshell=

-How long have the couple inside the chapel been waiting for their wedding?-

=30 minutes=

-What's the chef's name at Marrymore?-

=Torte=

-What do Culex, Goomba, and Jinx all have in common?-

=They live in Monstro Town=

-Mite is Dyna's...WHAT?-

=Little brother=

-How much...does a female beetle cost?-

=1 coin=

-What was Mallow asked to get for Frogfucius?-

=Cricket Pie=

Now on to the next room.

This room involves a lot of counting in very little time. Or so I thought. According to AstroBlue, there are default amounts of barrels in each room. The first time you count, there are twelve barrels, and the second, there are 43. So what you do is count the lighter-looking barrels, and then add them to the default amount to get the total amount of barrels! On to the third and final room!

This room involves four monsters who competed in a triathlon. Talk to them. Remember what they say, and then talk to Dr. Topper. Now, talk to the four creatures based on what they said. In order:

- 1.) "I outrode [insert name] on my bike, and [insert name] was never able to pass me."
- 2.) "I fell in to 4th place during the bike race, but finally ended up in the same place as I did in the swimming event."
- 3.) "I placed in the same place in the swimming and cycling events, but 2 others beat me in the marathon."
- 4.) "I came in 3rd for swimming."

That is the order in which the race was won. Now you can go in to the final room to claim your Rock Candy.

After you've done four out of the six doors, there is a pathway leading east. Use it. This new room is lacking something, though. What is it...? Oh, that's right. A high floor for the high door. You fall right by a Save Block. Use it, and then proceed in to the next room. Time for a boss fight -- You vs. one of Bowser's old troops!

- * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - *

Boss: Magikoopa

Magikoopa HP: 1600

Bahamutt HP: 500

Jinx Clone HP: 320

King Bomb HP: 500

Items: Nothing

EXP: 10

Coins: 10

Attacks: He can use Flame Wall, which does a surprising amount of damage.

Magikoopa can use Water Blast, which does about 60 HP to everyone.

Magikoopa can summon a Jinx clone or King Bomb. Jinx does his usual attacks, and King Bomb uses Big Bang. Bahamutt does the same.

Strategy: Just stick to regular attacks. Magikoopa's a joke. His attacks do not do THAT much damage. If need be, Toadstool can heal. The only dangerous things are the monsters that he summons. Eliminate them quickly, and then get back to pounding Magikoopa. He'll go down before you can say, "Alakazam."

- * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - *

Now the Magikoopa will turn blue and realize where he is. Evidently he was brainwashed. If you talk to him, he will restore your HP and MP. Additionally, he creates a magic treasure box that never runs out of coins! Go in to the door on the left to find Croco. This time, he has better items to sell you. So replenish your stock of items, and buy the Hero Shirt, Prince Pants, Star Cape, and Heal Shell. Equip them, sell your old stuff, and leave. Replenish your coin supply out here, and then head through the right door. The following room has a lot of Thwomps, as well as a mysterious source of Bullet Bills. You'll probably want to jump over the Bullet Bills. And while it should be obvious, don't let the Thwomps hit you on the way down. At the far end, enter the door. You enter a room that looks very much like the room that you fought Bowser in the last time. Chandeliers and all. Up on the chandeliers, you see Boomer, who taunts you a bit. Time for two boss fights!

- * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - *

Boss: Boomer

HP: 2000

Items: None

EXP: 19

Coins: 9

Attacks: He can use Blizzard, for little damage.

He can smack you with his sword.

He can use Shaker, which kills an ally in one hit!

Strategy: For the first part of this battle, Boomer is red. Have Bowser use the Drill Claw if you have it, have Toadstool heal, and have Mario

use Ultra Flame, which does a surprising amount of damage to a red guy. Be sure to revive any allies that die right away. Halfway through the battle, he'll turn blue. This raises his magic defense, but lowers his physical defense. So now have everyone using regular attacks. He may turn back to red a few times. If so, just switch strategies. He won't take long.

- * - * - * - * - * - * - * - * - * - * - * - * - * - * - * - * - * - * - * - *

Boomer dies an honorable death. The first time I saw this (when I was, like, 11), I cried. Once he's dead, the Chandeli-ho (a Shy Guy, cruelly attached to a chandelier) will take you up. Up to face the giant sword that seemed to cause this whole problem. Up to face Exor.

- * - * - * - * - * - * - * - * - * - * - * - * - * - * - * - * - * - * - * - *

Boss: Exor, Left Eye, Right Eye, Neosquid

Exor HP: 1800

Left Eye: 300

Right Eye: 500

Neosquid: 800

Items: None

EXP: 34

Coins: 0

Attacks: He can use Aurora Flash, which can put everyone to sleep.

He can use Blast, which can hurt a bit.

He can use Corona, which can really hurt everyone.

Solidify, which could do about 50 HP to everyone.

He can use Diamon Saw, which does about 40 HP's worth of damage.

Strategy: First off, understand that the goal is to defeat Exor, the skull at the top. However, you cannot damage him much at all until you take out an eye. So have Mario start off using Ultra Flame on either eye. Bowser should use regular attacks, and Toadstool should heal, use a Bracer/Energerizer/Power Blast/Crystalline (if you have them), or even risk a Psych Bomb. Now, once at least one eye is gone, have Mario start to work on Exor. Bowser should work on the Neosquid (what kinda name is Neosquid?), as it can use the most powerful spells. Soon, however, the eyes will revive. The same goes with the Neosquid. When this happens, start the pattern over. Naturally, when the Neosquid goes down, Bowser should start on Exor. It should be noted that even if the eyes do revive, you should continue your assault until you see, "The EYE is protecting Exor!" Soon, the sword will be defeated. But will you live to tell the tail? It sucks you in!

Brian Sulpher adds that, if you have Geno in your party, Geno Whirl does a good bit of damage to Exor's eyes.

Heck, Jordantheraptor adds that, if you have Geno in your party, Geno Whirl works on Exor himself!

- * - * - * - * - * - * - * - * - * - * - * - * - * - * - * - * - * - * - *

Here, Geno will explain about Exor. Bowser will come out, and say that he refuses to go further, as they've regained his castle. Geno will point out that Smithy could easily send more weapons in to his castle, and take it back. Bowser decides to keep with you...for now. First, however, we have other things to do. So jump on the spring to your left. Now it's time that we enter the final chapter in this guide, in which we make a final sweep of

Mario's world, through the Smithy Factory, and ending in the final showdown with Smithy himself. I butchered a quote from Doc Holiday of Tombstone.

0~~~~~0
| 3.20: The Last Hurrah of Super Mario and his Immortals and the Seventh Star |
0~~~~~0

I had to get the Tombstone reference in there.

The first place to head is Tadpole Pond. Note that you can now go from Bowser's Keep to Mario's Pad.

=====

-Tadpole Pond-

Items: Soprano Card

Surprise Boxes: N/A

Enemies: None

Bosses: None

Party: Mario, Mallow, Toadstool

Recommended Level: 22, 21, 21

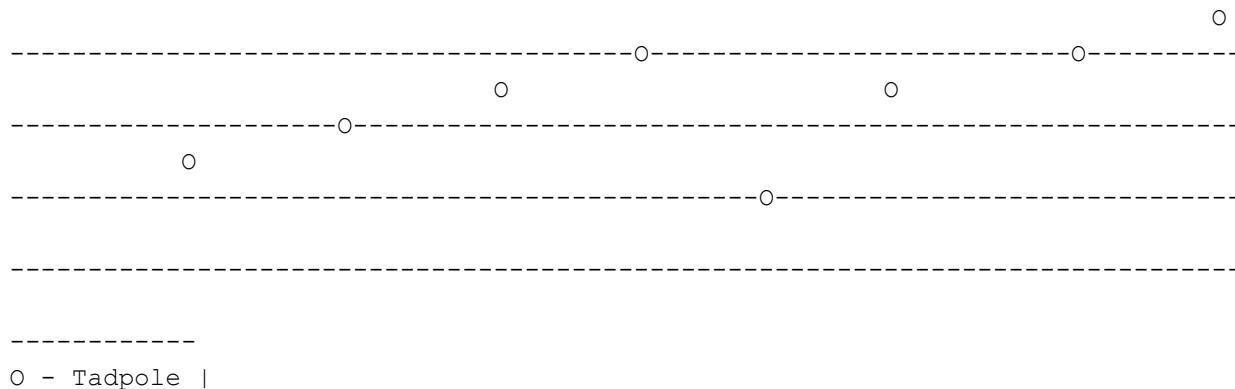
=====

| Shop and Inn | | | |
|--------------|------|------|--------------------------------|
| Item | Type | Coin | |
| Inn | Inn | N/A | -- Inn |
| | | | -- Frog Coin Emporium* |
| Sleepy Bomb | Item | 1 | |
| Bracer | Item | 2 | |
| Energizer | Item | 2 | |
| Crystalline | Item | 5 | |
| Power Blast | Item | 5 | |
| | | | -- Juice Bar |
| FroggieDrink | Item | 16 | |
| | | | -- Juice Bar With Alto Card |
| FroggieDrink | Item | 14 | |
| Elixir | Item | 48 | |
| | | | -- Juice Bar With Tenor Card |
| FroggieDrink | Item | 12 | |
| Elixir | Item | 36 | |
| Megalixir | Item | 90 | |
| | | | -- Juice Bar With Soprano Card |
| FroggieDrink | Item | 8 | |
| Elixir | Item | 24 | |
| Megalixir | Item | 60 | |
| KeroKeroCola | Item | 200 | |

*Prices are in Frog Coins

Go north to the crossroads, and from there east, to Melody Bay. We have a song for Toadofsky:

Diagram 3.20a |



For this, Toadofsky will award you with a Soprano Card. Now the song is nearly done. This time YOU get to compose the melody. Do whatever you like and then you hear the complete song. Now that you're done, head back around the pond, and out to the main area of Tadpole Pond. Go as far west as you can to the Juice Bar and Frog Coin Emporium. At the Juice Bar, by at least one KeroKeroCola and Megalixir. At the Frog Coin Emporium, buy at least one Power Blast and one Crystalline. Now leave Tadpole Pond.

=====

-Moleville-

Items: Metal Plate, Fireworks, Shiny Stone

Surprise Boxes: N/A

Enemies: None

Bosses: None

Party: Mario, Bowser, Toadstool

=====

| Shop and Inn | | |
|--------------|--------|-----------------------------|
| Item | Type | Coins |
| Inn | Inn | 10 |
| | | |
| | | -- Inn |
| | | |
| | | -- Item Shop: Female Mole |
| Punch Glove | Weapon | 36 |
| Finger Shot | Weapon | 50 |
| Cymbals | Weapon | 42 |
| Mega Shirt | Armor | 22 |
| Mega Pants | Armor | 22 |
| Mega Cape | Armor | 22 |
| Work Pants | Armor | 22 |
| Mid Mushroom | Item | 20 |
| Maple Syrup | Item | 30 |
| | | |
| | | -- Miner's Shop (Blue Toad) |
| Lucky Jewel | Item | 100 |
| Mystery Egg | Item | 200 |
| Frying Pan | Weapon | 300 |
| | | -- After Punchinello |
| | | -- After Yaridovich |
| | | -- After Valentina |

When you get here, go west to the item shop. Talk to the blue toad. Refuse his first two offers, and then buy the Metal Plate. This is actually the Frying Pan. Equip it on Toadstool. Now go behind the item shop, and then jump on to the ledge. Go straight, and enter this house. Talk to the mole in the back, and buy Fireworks. Now leave the house, and then go east to the little girl behind crates. She'll offer you a Shiny Stone in exchange for Fireworks. Do this trade, and then leave.

-Booster Pass-

Items: KeroKeroCola
Surprise Boxes: N/A
Enemies: Lakitu, Artichoker, Spikey, Spikester
Bosses: None
Party: Mario, Bowser, Toadstool
Recommended Levels: 21, 20, 20

From the start, go over the ledge, and northwest. You will discover a new passage that wasn't there before. Go through it. Leap over the Spikeys as you go. Halfway through, you'll meet an Apprentice Snifit, who wants to be Snifit #4. You can snuff this guy out easily. Continue on. At the far end, there are three treasure boxes, containing a flower, a Frog Coin, and a KeroKeroCola. Jump off the ledge to be back in the first area. Now it is time to leave, and head for...

-Booster Tower-

Items: Bright Card
Surprise Boxes: N/A
Enemies: Snifit, Spookum, Jester, Orb User, Remo Con, Rob-Omb, Blaster, Fireball, Chomp
Bosses: None
Party: Mario, Bowser, Toadstool
Recommended Level: 22, 21, 21

Make your way up the tower until you reach Knife Guy, juggling some balls. You'll have to guess which hand the yellow ball is in. It's simple. Don't blink, and just watch the yellow blur. When it stops, talk to the hand that it is in. Do this ten times to get a Bright Card. Now head back down, and leave the tower.

-Bean Valley-

Items: None
Surprise Boxes: N/A
Enemies: Stinger, Fink Flower, Octovader, Shy Away, Chewy, Geckit, Kriffid, Chomp Chomp, Spinthra, Box Boy
Bosses: None
Party: Mario, Bowser, Toadstool
Recommended Level: 22, 21, 21

Head to the area with five pipes.

1

5

2

4 3

1-5 - Pipe Numbers |

Go to pipe #1. In here, defeat the Geckits. At the far end, defeat the Chomp Chomp. Jump three times where his base was, to reveal a hidden platform and a hidden path! Jump on to the platform, and then use the path. This opens up the secret area.

-Grate Guy's Casino-

Items: Star Egg

Surprise Boxes: N/A

Enemies: None

Bosses: None

Party: Mario, Bowser, Toadstool

Recommended Level: 21, 21, 20

Enter the house, and then talk to the doormen. They'll tell you to enjoy your stay, and then move. So now it's time to enter the casino. I'll explain the games:

Slot Machines: These are like the ones found in Bean Valley. It costs ten coins to play. If you get three matching icons, then you win a Frog Coin. And that's the only reward you get.

Blackjack: I realize it's the younger audience reading, so this will need explaining. You wager one Frog Coin. If you win, you get two Frog Coins. If you tie or lose, the dealer keeps it. The object is to get 21 points. Each card you draw is worth that many points. If it's a face card (Jack, Queen, King, Ace), it's a ten. If you hit, you draw another card. If you stay, you play that hand. The dealer has to hit until his card total goes over 15. So just use your judgement.

Look the Other Way: Talk to Grate Guy a few times to play this. It's pure luck. He'll say, "Get ready, and look the other..." and then you press a direction (left or right). If you got it, then you get an item. Win this game 100 times (not in a row) to get the Star Egg. This is a weaker version of Rock Candy that never runs out! I HIGHLY recommend that you get this. Once you have it, leave.

-Monstro Town-

Items: Jinx Belt, Quartz Charm

Surprise Boxes: N/A

Enemies: None

Bosses: Jagger, Jinx, Jinx, Jinx, Culex and Wind, Earth, Fire, and Water Crystals

Party: Mario, Bowser, Toadstool

Recommended Level: 22, 22, 21

=====

In Monstro Town, head through the first little room. In the main part of the town, go west, and up the stairs. It would be wise to save first, however. At the top of the stairs, enter the room. You'll see a scene between Bowser and Jagger, a Terrapin. After this, talk to Jagger again to fight him.

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Boss: Jagger

HP: 600

Items: None

EXP: 0

Coins: 0

Attacks: He can do a punch for minimal damage.

He can Terrapunch, which takes away 2 HP.

Strategy: Some people don't even consider this a boss battle. Just stick to regular attacks. Toadstool won't even have to heal.

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Suddenly, Sensei Jinx will appear! He's quite small. Don't underestimate him. He'll compliment Jagger, examine you, and then say that he'll accept a challenge any day. So let's oblige him, shall we?

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Boss: Jinx

HP: 600

Items: None

EXP: 0

Coins: 0

Attacks: He can use Jinxed, which does very little damage.

He can hit you for little damage.

Strategy: For this, the first battle, just stick to regular attacks. Once again, it's doubtful that Toadstool will heal.

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Talk to him again.

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Boss: Jinx

HP: 800

Items: None

EXP: 0

Coins: 0

Attacks: He can use Quicksilver, which does around 40 HP's worth of damage.

He can use Silver Bullet, which can kill an ally in one hit!

He can use Triple Kick for little damage.

He can use Jinxed for minimal damage.

Strategy: Once again, just keep to regular attacks. Toadstool may end up having to heal or use Come Back. Not that hard...yet.

- - * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - * - - *

Talk to him once more.

Boss: Jinx

HP: 1000

Items: None

EXP: 0

Coins: 0

Attacks: He can use Bombs Away, for about 30 HP.

He can use Quicksilver, which does around 40 HP's worth of damage.

He can use Silver Bullet, which can kill an ally in one hit!

He can use Triple Kick for little damage.

He can use Jinxed for minimal damage.

Jinx can use Magnum, for about 50 HP in damage!

Strategy: This time, you'll find that he's no pushover! You will definitely have to heal. Stick to regular attacks otherwise, though. Umm... this was the hardest fight with Jinx, but it's just a warm up for who is up next...

Jinx will finally admit that you are stronger. You are now the sensei of the Dojo. You'll receive the Jinx Belt. Anyway, leave the Dojo. Replace Bowser with Mallow in your party, and then SAVE. We are at the hardest fight of the game. Go left three doors, until you come to the sealed door. Talk to it, and the Shiny Stone will open it. Enter to meet Culex, the Dark Night of Vanda, who is NOT FROM A FINAL FANTASY GAME. Now let's fight him!

Boss: Culex, Wind, Earth, Fire, and Water Crystals

Culex HP: 4096

Wind Crystal: 800

Earth Crystal: 3200

Fire Crystal: 2500

Water Crystal: 1800

Items: None

EXP: 244

Coins: 0

Attacks: Heh, between those five? A lot.

Strategy: The way we're going to do this is one crystal at a time. Culex, by himself, is quite weak. I recommend that you start with the Fire Crystal, as its Corona attack can be very damaging. Have Mario use the Lazy Shell, Mallow use Snowy, and Toadstool, when she is not healing, should use the Star Egg. Rock Candy is your pal in this battle. I also recommend using Power Blast. If you've been using the strategy, there is a good chance that the Wind Crystal will die before the Fire Crystal. I'm not complaining! Your next target should be the Water Crystal. Use Ultra Flame on this, while Mallow uses Star Egg/Rock Candy/Fire Bomb, and Toadstool should heal. Once the Water Crystal has been disposed of, it's time to work on the Earth Crystal. Just use Shocker on it, and have Mario use the Lazy Shell. When the Earth Crystal has been disposed of, use regular attacks on Culex. Heck, you could use Star Egg or Star Rain, or any other funky specials you want to use. Culex will be defeated quite easily now. However, he has a mean regular attack, so be sure to heal. Also, if there's one question more asked than "What Final Fantasy is Culex from?!" it's "What does Shredder do?" Culex uses this wonderful attack quite often, but it's not apparent what it does. I've heard two different stories. One says that it negates all status effects -- even those from accessories. The other says

that it negates effects from stuff like Geno Boost. Jordantheraptor tells me that Shredder targets one of every characters' moves. If the character uses that move within three turns, then that character will take damage.

Another strategy -- a cheap one -- is to have Toadstool just use the Star Egg the whole team, and heal if needed. It works, but it's not as fun as normally fighting him.

For this you get the Quartz Charm, and then you part. Now it's time to take this baby home! Head up to Nimbus Land and from there to Bowser's Keep. Go up to reach our final destination:

-Gate-

Items: Ultra Hammer, Royal Syrup, Max Mushroom

Surprise Boxes: #39

Enemies: Glum Reaper, Hippopo, Ameboid, Machine-Made, Jabit, Mad Mallet, Springer, Li'l Boo, Dopple, Puppox, Ninja

Bosses: Count Down and Ding-a-lings, Cloaker and Domino/Earth Link and Mad Adder

Party: Mario, Bowser, Toadstool

Recommended Level: 23, 22, 22

Before we head in, let's make sure that we're all on the same playing field:

| SUGGESTED EQUIPMENT | | | | |
|---------------------|---------------|--------------|-------------|--|
| Character | Weapon | Armor | Accessory | |
| Mario | Lazy Shell | Hero Shirt | Rare Scarf | |
| Mallow | Sonic Cymbals | Prince Pants | Feather | |
| Geno | Star Gun | Star Cape | Zoom Shoes | |
| Bowser | Drill Claw | Heal Shell | Jinx Belt | |
| Toadstool | Frying Pan | Lazy Shell | Safety Ring | |

Now it's time to go down once more. After everyone falls, go right, and in to the next room. In the following room, so straight, and you will reach a large nut on a screw. To work this, jump on to the nut, and then jump some more in place. This will slide the nut towards the next platform. Jump off the nut, and then use the Save Block. After you use it, continue on. In the next room, get on the nut, and make your way across. Fight the Glum Reaper if you want. On the other side, an Ameboid will pop up. Defeat it. Now you can go right or you can go up. Go right. Defeat the Glum Reaper as you cross. On the other side, defeat the lone Ameboid, and then get on the next nut. Head north this time. At the far end, jump off, and head down this path. The next room has a lot of Ameboids jumping off a ledge. At 17 EXP. points a pop, as well as there being only one Ameboid per fight and an untimed Drill Claw from Bowser can defeat it, this is an excellent place to level up. Make your way to the "!" button in the back-lefthand corner of the room, and jump on it. This opens up a path on the opposite side. There is a Save Block here. Additionally, go to the position shown here:

and jump to reveal Surprise Box #39 (the last one!), a Healing Mushroom. Jump on to the Save Block, save, and then head in to the next room. In the next room, head left, and hit the treasure box to get an Ultra Hammer. This is weaker than the Lazy Shell, so don't bother equipping it. Now go to the other side of the room, and use the smiley-faced spring to get up to the next nut. Jump on this to get across to the next nut. Jump on it, and then make your way to the other side. Jump on this smiley-faced spring. You end up jumping down. Head straight to fight the giant alarm clock known as Count Down.

- * - *

Boss: Count Down and Ding-A-Ling x 2

Count Down HP: 2400

Ding-A-Ling HP: 1200

Items: None

EXP: 67

Coins: 100

Attacks: Ding-A-Ling can use Dark Star, for a lot of damage (110) to one ally.

Ding-A-Ling can use Doom Reverb, which mutes a character.

Ding-A-Ling can hit you with a regular attack for minimal damage.

Ding-A-Ling will use Fear Roulette, which can kill a character!

Count Down can use Ice Block at 1:00, which doesn't hurt much.

At 3:00, Count Down uses Recover.

At 5:00, Count Down uses Aurora Beam.

At 6:00, it'll use Mega Recover.

7:00 mean Water Blast for Count Down.

At 9:00, he'll take a break, and not attack.

At 10:00, he'll use Petal Blast, which can turn everyone in to a Mushroom!

Count Down, at high noon, uses Corona, which hurts.

Strategy: From the Attack list, it looks like he's hard. He's not. Start out by focusing regular attacks on the two Ding-A-Lings, having Toadstool heal or use the Star Egg. At the moment, ignore Count Down. When one Ding-A-Ling is defeated, go after the next one. Once they're both down, go after Count Down. Toadstool should keep healing and using Star Egg, Bowser should keep Drill Clawing/Spiked Linking, and Mario should use Ultra Jump on him. Mega Recover isn't TOO big a factor, as if you're good with Ultra Jump, you can deplete that in one attack. Count Down will break soon.

- * - *

A Save Block appears behind you. Use it if you want, and then go forward, to the spring that Count Down was guarding. Jump on it to go even further down in the Gate. Continue to the next room, where you will meet Machine-Made Axem Rangers. This is an excellent place to level up. Jump up the conveyor belts. On the top one, there is a treasure box with a Healing Mushroom in it. Grab this, and then head to the white platforms. Jump on this, and then jump off, in to the void. Down here, go east, and in to the next room. There are two treasure boxes here. One has a flower, and the other has a Healing Mushroom. Grab it, and then return to the previous room, and use the spring. Back up here, jump on to the white platform again. When you do, another one on the other side of the gap will come towards you. When they meet in the middle, walk over to the next one, and let it take you back to the other side. Jump on to the conveyor belt (you may have to fight an Axem or two), and then jump off. Fight the two Ameboids, and then proceed in to the next room. This room is different. There are several lines of conveyor belts, but you can't cross them. These conveyor belts are sending down weapons. We're getting

close to Smithy's factory. It seems easy enough to get by these lines of enemies, doesn't it? It would be. However, there are Flunkies (Bowyer's arrows) that make you stop. So what you have to do is run around like a chicken with its head cut off until you see a break in the production line. At this time, run through the gap, and hope that a Flunky doesn't hit ya. There are three lines in this room. The first is a line of Jabits. The second is a line of Springers, and the third is a line of Macks. Using the above strategy, get through all three lines (or you could fight).

This room has a lot of conveyor belts in it as well. Go forward, and get on to the first one. Ride this one down to a set of horizontally-arranged belts. Walk diagonally here, so that you won't get too close to the edge. At the far end, run straight up. On this path, you will face two Li'l Boos. Defeat them as you progress up the path. When you get to the end of the path, head right to get a Royal Syrup from the treasure box. Now head southwest, to another set of conveyor belts. Jump on to them, and then run diagonally. At the far end of this set, you'll find a white, stone platform. Jump on to it, and it will take you to the next set of conveyor belts. Walk/run diagonally to the next ledge, where you will have to defeat two Li'l Boos. When they're gone, head north, and across this conveyor belt to reach a treasure box with a Max Mushroom in it. Once you grab this, head south, back across the conveyor belt, and then head northeast. Go east across the conveyor belts, and then defeat the two Li'l Boos. My, there are a lot of them. Go east in to the next room. This room is full of Machine Mades, this time in the form of Bowyer. If you're quick, you can avoid them. Wait for one of them to come down the conveyor belts. As soon as it passes you, make a mad jump/dash for the top of the conveyor belt/stairs. You now come to an "S" shaped path, filled with Axem Rangers. They walk in a fixed pattern. When they're coming back towards you, make a running jump over them. After you pass these guys, go west, and then up the conveyor belt/stairs. Once again, Machine Made Bowyers haunt this region, and again, you can avoid them. At the top, continue in to the next room. The following room has a Save Block. Use it, and then continue to the next room. There are three Ninjas in this room, as well as a stone block with a Machine Made Yaridovich on it. Ignore this for now, and continue in to the room in the top-left corner. Here, grab the flower and Healing Mushroom from the treasure box, and then leave. Back in the previous room, fight a Yaridovich as it lands on the block. After it is defeated, the stone block disintegrates, and you fall down to the next area. A duo named Domino and Cloaker will taunt you, and then you fight.

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Boss: Domino and Cloaker/Earth Link and Mad Adder

Domino HP: 900

Cloaker HP: 1200

Earth Link HP: 2500

Mad Adder HP: 1500

Items: None

EXP: 40

Coins: 0

Attacks: Cloaker can use Endobubble, which scares a character.

Cloaker can use Lightning Orb, for little damage.

Cloaker can use Blizzard, for little damage.

Cloaker can use Flame Stone, for minimal damage.

Cloaker can use Diamond Saw, for quite a bit of damage.

Cloaker can use Solidify, which hurts everyone quite a bit.

Cloaker can use Bolt, which does little damage.

Domino can smack you with his sword.

Domino can fire a needle at you.

Earth Link can use Carni-Kiss.

Earth Link can use Poison, which does a heavy amount of damage.

Earth Link ban bite ya for 75 HP of damage.

Mad Adder can bite you.

Mad Adder can use Sand Storm.

Mad Adder can use Storm, for a bit of damage.

Mad Adder can use Boulder, which hurts everyone a lot.

Strategy: Now, who you defeat first here affects the next battle that you fight. More on that later. At the start, have Mario and Bowser attack Cloaker. Heal/cure status problems if necessary, but ignore Domino. After Cloaker is taken care of, Domino will retreat to the Earth Link. Bowser's Crusher works well, but mainly stick to regular attacks. Aim for Earth Link; not Domino. When Earth Link is out of HP, both he and Domino will die. Of course, if you are crazy enough to fight Mad Adder, it's the same principle. Except for the fact that specials seem to do NOTHING to him, so stick to regular attacks.

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You end up in a room with a smiley-faced spring. Exit this room through the path that is at the northwest part of the room. Now you enter the final area of the game:

=====

-Smithy Factory-

Items: Rock Candy

Surprise Boxes: N/A

Enemies: Mad Mallet, Clerk, Director, Pounder, Manager, Poundette

Bosses: Factory Chief and Gunyolk, Smithy and Smelter (produces Shyper), Smithy head and body

Party: Mario, Bowser, Toadstool

Recommended Level: 24, 24, 24

| Shop and Inn | | |
|--------------------------|------|------|
| Item | Type | Coin |
| Inn | Inn | N/A |
| -- Toad's Last Stop Shop | | |
| Mid Mushroom | Item | 10 |
| Max Mushroom | Item | 39 |
| Maple Syrup | Item | 15 |
| Pick Me Up | Item | 3 |
| Able Juice | Item | 2 |
| Freshen Up | Item | 25 |
| FroggieDrink | Item | 8 |

This area lets you see how these weapons are made. It is also made up of almost entirely fights! Well, almost. Go forward, and you'll hear a conversation between two Mad Mallets and the Clerk. They'll talk about how, despite the failures of Mack, Bowyer, Yaridovich, and the Axem Rangers, Smithy will have a whole new army quite soon. Mallow doesn't like this. Mallow will tell the Clerk to stop production, and he'll send some Mad Mallets after you. Fight them. They're no harder than they were earlier. And now you face the Boba Fett-wannabe, Clerk! Just use regular attacks on the guy. I'd also recommend that you have Mario attack the Mad Mallets. Once they're all taken

care of, Mallow will go forward a bit, and step on the "!" switch. After a kinda humorous scene, proceed to the next room. Before you do, however, Toad will catch up with you! Don't buy anything just yet. As you leave the shop, Toad will give you a Rock Candy. Now go in to the next room to see the Manager talking. Bowser will come out, and remind him that he rules this world. He'll ignore Bowser, and taunt Mario. Now you fight the Manager and his Pounders. Using the same strategy as you did with the Clerk, defeat this guy. Bowser will Haiku. Now head in to the next room. Toadstool will yell at the Director, and then you'll go in to a fight with him. Again, use the same strategy as you've been doing for all the rest of the Fett clan. When you're done, use the Save Block, and then head in to the next room. You will meet the Factory Chief in here. He'll taunt you, and then fight.

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Boss: Factory Chief, Gunyolk

Factory Chief HP: 1000

Gunyolk HP: 1500

Items: None

EXP: 60

Coins: 100

Attacks: Factory Chief can hit you for little damage.

Factory Chief can fire a Shuriken for little damage.

Gunyolk can use Electroshock, which does about 90 HP of damage.

Gunyolk can use the Breaker Beam, which does around 100 HP to all!

Gunyolk can use Mega Drain, for about 30 HP of damage to one ally.

Strategy: The Factory Chief should be your first target. He does enough damage to be annoying. I actually recommend that you use Bowser Crush, Ultra Jump, and Psych Bomb. After that gets old, just use regular attacks on the Factory Chief. Now it's time to go after the Gunyolk. Have Mario keep Ultra Jumping, while Bowser uses regular attacks, and Toadstool heals (ESPECIALLY after each Breaker Beam)

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Geno comes out, and talks about where the weapons are coming from. First, though, go back to Toad, and replenish your stock of items. Save, and then return to this room. Jump on the "!" switch to go beyond the point of no return. Down here, you'll meet Santa Claus. I mean, Smithy. There will be a scene between Smithy and your characters, and then you enter part one of the final showdown.

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Boss: Smithy, Smelter, Shyper

Smithy HP: 2000

Smelter HP: 1500

Shyper HP: 400

Items: None

EXP: 0

Coins: 0

Attacks: Smithy can use Sledge, for about 60 HP of damage to everyone.

Smithy can use Mega Drain, for about 40 HP of damage to one ally.

Smithy can use Meteor Swarm, which does about 90 HP in damage to all.

Smithy can smack you with his hammer, for about 20 HP in damage.

Smelter can create Shypers

Shyper can use Sword Rain, for about 60 HP of damage to all.

Shyper can jump on someone for about 20 HP.

Strategy: Here we go! The first half of the final battle is easier than you would think. Your first target should be the Smelter machine. I

personally like using Mario's Ultra Jump on him, Bowser's Drill Claw, and maybe even the Star Egg/Rock Candy. If Smelter produces any Shypers, I'd recommend keeping to multi-target attacks. Toadstool should heal/revive. Once Smelter's down, use regular attacks to take out any Shypers, and then concentrate on Smithy. Just use regular attacks on him. He'll go down quite soon.

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When he is defeated, he'll start banging on the floor with his hammer. Aero, Drill Bit, and Shyper will all come down and scold him. In another fit of rage, he'll hit the floor and the floor will collapse, taking you to the depths of the factory. He'll reveal his true form and start the final showdown...part two!

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FINAL BOSS: SMITHY

Smithy (head) HP: 8000

Smithy (body) HP: 1000

Items: None

EXP: 0

Coins: 0

Attacks: Quite a few...

Strategy: This thing's freaky. Its body can do quite a bit of damage. I recommend that you have Toadstool going for it, when she's not healing. Start the battle out by having Toadstool use Power Blast, Crystalline, and Red Essence (on Mario and Bowser). Under normal circumstances, you will want to use regular attacks (Toadstool using Star Egg/Rock Candy to attack). Be sure to keep your HP high. One thing to keep in mind when using items -- you won't need them after this battle. When Smithy's head turns in to a treasure box, have Mario switch to using Ultra Flame. Note that Smithy is almost dead at this point. The Tank Head has high attack. The Vault Head has high defense and low attack. The Wizard Head has high magic attack, but very low defense. Another note regarding the body. When it is defeated, Smithy will say, "Guoo! Can't move!" When it's revived, he says, "Mwaha! I am burning with power!" After 8000 HP of switching heads around, Smithy is defeated! You just beat Super Mario RPG!

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IV. Appendices

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| 4.01: Bosses |

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Boss: Bowser, Kinklink

Location: Bowser's Keep

Bowser HP: 300

Kinklink HP: 60

Items: None

EXP: 0

Coins: 0

Attacks: Bowser: He'll scratch you for about 1-3 HP.

Kinklink: Nothing.

Strategy: This is an easy battle. Get ready to do your Jump attack, by pressing 'Y' to bring up the Special menu, and 'Y' again to select Jump. Now, instead of aiming at Bowser, press up, and aim at the chain holding his chandelier up (Kinklink). Two jumps will take him down...literally.

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Boss: Hammer Bro. (x2)

Location: Mushroom Way

HP: 50

Items: Flower Jar

EXP: 6

Coins: 20

Attacks: They'll beat you with the hammer for about 3 HP.

Hammer Time, in which they throw a lot of hammers, is about 6 HP.

Strategy: Two of them. And to make matters worse, once you kill one, the other will power up! Start out with a Jump on the first one. This should really hurt him. One more attack will finish him. Now his brother uses Valor Up. Use about two jumps, and then one regular attack. This will defeat the remaining Hammer Bro.

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Boss: Croco

Location: Bandit's Way

HP: 320

Items: Flower Tab

EXP: 8

Coins: 10

Attacks: He'll throw a bomb, which can do considerable damage to Mallow, and quite a bit still to Mario.

He'll run at you, which will do about 4 HP worth of damage.

When he's running low on HP, he'll use a Weird Mushroom, which restores 60 HP.

Strategy: The thief is cornered now. Have Mario start the battle out with a Fire Orb attack. This will make Croco have to douse his tail for a turn. During this time, have Mallow defend. The next turn is when he'll really start to attack. Croco doesn't have any attacks that can damage BOTH of your characters. So what you do is have Mario constantly use Fire Orb, and have Mallow heal the character that is hurt. I recommend that you use a Mushroom to heal, instead of HP Rain, because you want to save the FP for Fire Orb. When you run low on FP, have Mallow use a Honey Syrup. Soon, Croco will use a Weird Mushroom. Fortunately, Fire Orb can do more damage than it can heal, so that just bought him some time. 1-3 turns later, he'll be "belted" by Mallow, and lose the coin. Croco will make him "Pay in spades," and strike him. Then he leaves.

A small note regarding Mallow's healing: Mallow should heal if he's hit or if Mario gets hit three times. Otherwise you'll just be

wasting Mushrooms. So if all else fails, just defend.

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Boss: Mack, Shysters

Location: Mushroom Kingdom

Mack HP: 480

Shyster HP: 30

Items: None

EXP: 12

Coins: 20

Mack Attacks: He can use Flame, which does about 6-8 HP worth of damage.

He can use Flame Wall, which is a Flame attack that hits you both. Same amount of damage.

He can jump on you, which also does about 6-8 HP.

Shyster Attacks: They can jump on you, for about 3 HP of damage.

They can use Drain, which will take about 4 HP. Probably less.

Strategy: This battle is extraordinarily easy, simply because of the level that I have you at. Have Mario start out with a Super Jump on Mack.

Realize that the Super Jump allows you to jump a lot more times than the ordinary Jump does. So you'll be able to inflict a lot of damage upon him. Then, have Mallow follow up with a Thunderbolt. This will eliminate the Shysters. From here on, have Mallow replenish HP and FP. At least, until Mack calls the Shysters back. At that time, just have him do another Thunderbolt. This is quite easy.

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Boss: Belome

Location: Kero Sewers

HP: 500

Items: None

EXP: 15

Coins: 40

Attacks: It'll lick you for about 3 HP.

It'll turn you in to a scarecrow with its S'Crow Funk.

It'll actually swallow Mallow, and thus not allow you to use him for a few turns.

Strategy: This battle starts out simple. Have Mario use his Hammer, and have Mallow use Thunderbolt. At first, Belome will just lick you. A turn or two in to the battle, however, he'll swallow Mallow! So now you can just use Mario's Hammer. A turn or two after this, he'll use S'Crow Funk on Mario. Fortunately for you, however, you equipped a Trueform Pin on Mario (you did, right?), so this will have no effect on him. On the off-chance that you forgot, just have him use Jump when he's a scarecrow. Soon enough, Mallow will come back out, at which time, you can continue your attacks. He'll be finished soon.

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Boss: Bowyer

Location: Forest Maze

HP: 720

Items: Flower Box

EXP: 20

Coins: 50

Attacks: He can smack you with an arrow for about 7 HP.

He can deactivate the use of certain buttons.

He can use Bolt for about 14 HP.

He can use Static E, which hurts everybody (Geno much more than the rest, as he has no armor)

He can use G'night, which will put one of your characters to sleep\.

Strategy: At first, just hit him with regular attacks. Soon enough, he'll summon the buttons. When the A button is locked, have Mario use Jump, have Geno use Geno Beam, and have Mallow use Honey Syrups and Mushrooms. When the Y button is locked, have Geno and Mario use regular attacks, while Mallow supports the party (Mushrooms, Honey Syrups). When X is locked, have everyone use REGULAR ATTACKS. The ONLY time during the X button block in which you should use a special attack is if someone is low on HP. Mallow should use HP Rain. You don't want to squander your FP, so that if someone DOES need healing, there's no FP to do it with! There's not much to this battle. Then again, what do you expect from a guy like that?

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Boss: Croco

Location: Coal Mines

HP: 750

Items: Flower Box

EXP: 10

Coins: 50

Attacks: He'll throw a bomb at you for about 7 HP worth of damage.

He'll use "Chomp," in which he throws an enemy at you, for varying amounts of damage.

He'll try to tackle you, for about 3 HP.

Strategy: Since Mario is at level 10, he knows Super Flame. Super Flame is the key to this battle. At first, have Geno cast Geno Boost on Mario (if he knows it), and then have Mallow and Geno use regular attacks, while Mario uses Super Flame. Be sure that, after about three turns, your FP is as high as it can be, because Croco will steal your items! This puts a serious damper in your plans, as you will soon run out of FP for Mario to use Super Flame. Continue doing what you're doing, though, and he'll soon give them back. This is the end of the battle...but not of Croco!

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Boss: Punchinello

Location: Coal Mines

HP: 1200

Items: Nothing

EXP: 0

Coins: 0

Attacks: He'll throw out Micro Bombs, which do minimal damage.

He'll throw out Bob-Ombs, who also do minimal damage. They just explode; no other attacks.

He'll throw out Mezzo Bombs, who do quite a bit of damage.

He can use Sand Storm, which, while doing minimal damage, make your characters afraid.

Strategy: At first, just attack him with regular attacks. Quite soon, he will throw out Micro Bombs. Have Mario and Geno concentrate their attacks on Punchinello, while Mallow uses Thunderbolt. This is the strategy that you should use throughout the entire battle. I would, however, recommend that you use Mallow's Shocker on the Mezzo Bombs. If he uses Sand Storm, you may want to use some Able Juice. If you need to, have Geno heal some. This guy has more bark than bite. He'll eventually summon the King Bomb. However, it backfires, and smashes him. After some debating, the King Bomb starts to explode!

Boss: Booster and Snifits 1-3 (optional)

Location: Booster Tower

Booster HP: 800

Snifit HP: 200

Items: Flower Box

EXP: 22

Coins: 145

Attacks: Spritz Bomb, which does a great deal of damage to an ally.

Loco Express, which does the same.

Strategy: This battle is simple, as long as you keep your party's HP high.

At first, have everyone use regular attacks to dispose of the Snifits. I recommend that you concentrate on them one at a time.

Now Booster comes out to play. Have Bowser use the Chomp, have Mallow heal, and have Mario use Super Jump. He'll go down quickly.

Boss: Knife Guy and Grate Guy

Location: Booster Tower

Grate Guy HP: 900

Knife Guy HP: 700

Items: None

EXP: 30

Coins: 25

Attacks:

Knife Gun will hit you with a knife, causing about 14 HP of damage.

White Guy will hit you with a knife, causing about 14 m of damage.

Grace Guy will hit a character with this multi color bubble that puts the target to sleep.

Grate Guy can mute a character with Echofinder.

Strategy: The trick here is to get rid of one of them as quickly as you possibly can. Knife Guy has less HP, so we'll start with him. Have Super Mario use Super Flame on him, while Mallow heals, and Bowser uses regular attacks. Once Knife Guy is defeated, have Mallow use Shocker on Grate Guy, while the other two use regular attacks (Mario should heal, if necessary). Sounds easy, doesn't it? Well, if you're good with Super Flame, and have Mario and Mallow at level 11, it is. I mean, this way, they won't have a chance to do the fusion. However, if they do get a chance to do the fusion, continue what you're doing. Realize, though, that Mallow may even want to use Mid Mushrooms for healing, as these attacks are quite potent. Once you've gotten rid

of Knife Guy, though, Grate Guy is a joke.

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Boss: Chef Torte, Bundt, Raspberry

Location: Marrymore

Bundt HP: 900

Raspberry HP: 600

Items: Nothing

EXP: 25

Coins: 0

Attacks: The Chefs will hit you, causing very little damage.

Bundt has a regular attack that does little damage.

Bundt can use Blizzard, which does little damage to all allies.

Bundt can use Mega Drain, which takes about 10 HP from each character.

Bundt can do Sand Storm, which makes all of your characters afraid.

Bundt can use Lullaby, which will put an ally to sleep.

Bundt can do a really weird attack, in which it sends out a little ball of light. It does minimal damage to an ally.

Bundt can use Diamond Saw, hitting an ally with snowflakes, for around 40 HP (!!)

Strategy: The first part of the battle involves both Bundt, and the two Tortes.

Ignore the Tortes, and concentrate on Bundt. Just use regular attacks, and soon the apprentice will tell Torte that he saw the cake moving. After this, they'll get back to fighting. You do the same. Then, after a bit, the apprentice will do this a second time. This time, however, Torte will SEE the cake move. He's quickly sold on the idea of this cake moving, and runs off. Personally, I think it was something from Mario's shoe. Anyway, now the real fight begins. Bundt is a fearsome cake. It is important to keep your HP high. The goal is to blow out each candle, and then hit it again. Once Bundt's gone, you deal with Raspberry, who is just bad, but with less HP. Have Mario Super Jump, have Mallow heal, and have Bowser use regular attacks. The problem is, this cake, while being an inanimate object, has really good speed. As such, it can use up to three attacks in one turn! Anyway, once the cake is disposed of, the comic relief comes in. The Snifits and Booster come in. After another hilarious conversation, Booster will eat Raspberry! Battle over!

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Boss: King Calamari, Tentacles

Location: Sunken Ship

Calamari HP: 800

Tentacles (Left) HP: 200

Tentacles (Right) HP: 160

Items: None

EXP: 34

Coins: 100

Attacks: The Tentacles can grab someone from your party, and take them away for a few rounds. When they come back, they're scared.

The Tentacles can slap a character for 20 HP.

Strategy: For the Tentacles, you should have Mario use regular attacks, have Toadstool heal, and have Geno use Geno Whirl. If you time it

correctly, you can cause 9999 damage to the tentacles! In order to pull this off, press, "A," right as the last few whirls leave the screen. If a character is pulled out, have Toadstool cast Therapy on them. Keep your HP high. You could also have Mario going after one Tentacle, while Geno takes care of the other two. Also, if you don't like using dirty tricks, have Mario use Super Flame on the Tentacles. After you defeat the first set of Tentacles, you're faced with a second. Defeat them in the same way. Now you come to the King Calamari, the one who sunk this ship in the first place! First you'll want to deal with the two Tentacles that are guarding him. After this, have Mario cast Super Flame on King Calamari, while Geno uses the Geno Boost on Super Mario, and then uses the Hand Gun and Toadstool heals. Soon enough, you'll have fried Calamari!

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Boss: Johnny, Bandana Blue x 4

Location: Sunken Ship

Johnny HP: 820

Bandana HP: 150

Items: None

EXP: 57

Coins: 50

Attacks: Bandana Blue can use an attack where he smacks you with his spear for minimal damage.

Bandana Blue can use Pierce, that can hurt a lot.

Strategy: Start out by concentrating on the Bandana Blues. The goal is to take out all of them but one. If you take them all out, Mario has a one-on-one battle with Johnny. Anyway, just have everyone use regular attacks, and have Toadstool heal. Halfway through the battle, he'll use Valor Up, which turns his color red. He's stronger, and has greater defense. He's hard to hurt at this point. You may be better served to have Mario use Super Jump (NOT Ultra Jump). But keep this up, and Johnny goes down quickly.

Now for you people who DID defeat all four Bandana Blues, this battle takes a step up at the one-on-one part. Just have Mario keep to regular attacks, and using Mid/Max Mushrooms to heal him when necessary. You could even use Super Jump or Super Flame.

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Boss: Yaridovich

Location: Seaside Town

HP: 1500

Items: None

EXP: 40

Coins: 50

Attacks: He can use Water Blast, taking about 50 HP from each ally!

He can use Static E., which does minimal damage to everyone.

He's got Willy Wisp, which does about 40 HP worth of damage.

He can do Mirage Attack, which splits him in two. Both can attack.

When he's in the mirage, he can take off his mask, and then strike you with his spear, doing around 50-80 HP of damage. Ouch.

Yaridovich can use Flame Stone, which does about 20 HP.

Strategy: This battle's easier than it is usually made out to be. Have Mario use the Masher, have Mallow use Shocker, and have Toadstool do something completely different: HEAL!! 90% of the time, he'll start off with a Water Blast. He'll attack every turn, doing significant damage to at least one character. As such, Toadstool should always heal. If you need more FP, have Mario give it. When his HP is getting low, he'll pull a Mirage Attack. There are two ways to figure out which is the real one. Both involve Mallow. You could have him use Psychopath (the fake one will have less HP, and its thought will be, "I'm not the real McCoy!"), or he can use Thunderbolt (the one that takes more damage is the fake). After that, just continue what you're doing. When he has little HP left, he will go back to being just one Yaridovich. Keep it up, and he will die.

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Boss: Belome

Location: Belome Temple

Belome HP: 1200

Mario Clone HP: 200

Mallow Clone HP: 150

Geno Clone HP: 250

Bowser Clone HP: 300

Toadstool 2 HP: 120

Items: None

EXP: Varies on how many clones you defeat.

Coins: Varies

Attacks: His most notable attack is that he can clone a member of your party!

The clones all have varying attacks.

He can use Aura Beam, that can put your characters to sleep!

He can use lullaby, which can put an ally to sleep.

Strategy: He's still weak as ever to thunder. Have Mario use the Masher, have

Mallow use Shocker, and have Toadstool use the Parasol or heal.

Soon, he'll clone someone. Have Mario and Toadstool concentrate on these, while Mallow keeps at his Shocker. He can only have two clones at a time. If you keep this up, he goes down very quickly.

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Boss: Smilax, Megasmilax

Location: Bean Valley

Smilax HP: 200

Megasmilax: 1000

Items: None

EXP: 40

Coins: 0

Attacks: Smilax can bite for about 14 HP.

Smilax can use Pollen Nap, which puts a character to sleep.

Smilax can, ironically enough, use Flame, which does a HECK OF A LOT OF DAMAGE. I mean, it took a whole ZERO HP out of Mallow!

Smilax can use Drain, for minimal damage.

Megasmilax can use Petal Dance, which can do about 40 HP, AND turn everyone in to mushrooms!

Megasmilax can bite for about 40 HP.

Strategy: You start out just fighting one Smilax. Just have everyone use

regular attacks until it is defeated. Then Shy Away comes back, and waters them. This time, there are TWO Smilaxes. Defeat them in the same way. After they're defeated, Shy Away returns, and grows three Smilaxes. This is getting old. Defeat them. This time, Shy Away grows two Smilaxes. Oh, and a very large Megasmilax. Now the battle begins. Have Mario and Toadstool attack the Smilaxes with regular attacks. Meanwhile, Mallow should use Snowy. Understand that Toadstool, having no anti-status ailment equipment, will be the butt of many attacks. Anyway, once the Smilaxes are gone, just have Mario and Toadstool use regular attacks against the Megasmilax. He will go down in no time.

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Boss: Dodo (optional)

Location: Nimbus Palace

HP: 800

Items: None

EXP: 24

Coins: 0

Attacks: He has a regular attack that can do about 36 HP's worth of damage.

He can use Multistrike, which does about 30 HP in damage.

Dodo has Flutter Hush, which silences a character.

Strategy: Just use regular attacks. Don't even worry about healing. He's that easy.

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Boss: Shelly, Birdo

Location: Nimbus Palace

Shelly HP: 500

Birdo HP: 777

Eggbert HP: 10

Items: Nothing

EXP: 20

Coins: 30

Attacks: Shelly? Nothing.

Birdo can fire three eggs, doing about 40 HP of damage.

Birdo can fire one egg that takes about 70 HP!

Strategy: You start out fighting the eggshell, called Shelly. Just use regular attacks, as it can't retaliate. After its 500 HP is gone, Birdo makes her return! Have everyone use regular attacks. They don't do much damage. She'll soon say, "Tee hee! Ouch, you're hurting me! Okay, it's my turn! Get 'em while they're hot!" She'll then fire an egg at you. From here on, have Bowser attack, while Mario and Toadstool defend. If Birdo fires an egg at Mario or Toadstool, it will rebound upon her! This forms the enemy known as Eggbert. Have Bowser attack it for a bit of damage (75-80) on Birdo. She will go down shortly.

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Boss: Dodo (optional)

Location: Nimbus Palace

HP: 500

Items: None

EXP: 24

Coins: 0

Attacks: He has a regular attack that can do about 36 HP's worth of damage.

He can use Multistrike, which does about 30 HP in damage.

Dodo has Flutter Hush, which silences a character.

Strategy: Just use regular attacks. Don't even worry about healing. He's that easy. It's no different from last time.

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Boss: Valentina and Dodo

Location: Nimbus Land

Valentina HP: 2000

Dodo HP: 800

Items: None

EXP: 40

Coins: 200

Attacks: Dodo has a regular attack that can do about 36 HP's worth of damage.

Dodo can use Multistrike, which does about 30 HP in damage.

Dodo has Flutter Hush, which silences a character.

Valentina can use a regular attack for minimal damage.

Valentina can use Crystal, which does 20 HP.

Valentina can use Diamond Saw, which cuts about 50 HP!

Valentina can put everyone to sleep.

Strategy: There are two parts to this battle. For the first part, just have Bowser use regular attacks on Dodo, and use a Mid Mushroom if he needs healing. This should not take long at all. Now we flash over to the battle between Valentina, Toadstool, and Mario. Have Mario use Ultra Jump while Toadstool heals and replenishes FP. Soon, Bowser and Dodo join the fray. Have Bowser and Toadstool work on Dodo while Mario keeps Valentina busy with the Ultra Jump. Dodo will freeze when he's defeated. Have everyone concentrate on Valentina now. She'll go down shortly.

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Boss: Czar Dragon and Zombone

Location: Barrel Volcano

Czar Dragon HP: 1400

Zombone HP: 1800

Helio HP: 20

Items: Nothing

EXP: 50

Coins: 0

Attacks: Czar Dragon can summon Helios, who run in to you, taking 40 HP.

Czar Dragon can use Flame Wall, which does around 20 HP.

Czar can bite you, for around 40 HP's worth of damage.

Czar can use Water Blast, for around 50 HP.

Czar can use Iron Maiden, which can make one of your allies afraid.

Zombone can use Boulder, which does around 60 HP's worth of damage to everyone.

Zombone can use Blast, for around 60 HP to an ally.

Zombone can bite you for about 20 HP's worth of damage.

Zombone can use Storm for about 80 HP to an ally!

Strategy: Czar Dragon is quite easy. Have Mario use the Lazy Shell, have Mallow use Snowy, and have Toadstool heal. If Czar summons any Helios, Mallow's Snowy will take care of them. He'll go down in no time. But wait! Czar's skeleton rises from the lava, in the form of Zombone! Continue attacking in the same way. The difference is that you should use Shocker instead of Snowy. He will sink in to the lava again soon. This time, for good.

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Boss: Axem Red, Axem Pink, Axem Green, Axem Black, Axem Yellow, Axem Rangers

Location: Blade (Barrel Volcano)

Axem Red HP: 400

Axem Pink HP: 400

Axem Green HP: 450

Axem Black HP: 550

Axem Yellow HP: 600

Axem Rangers HP: 999

Items: Nothing

EXP: 17

Coins: 0

Attacks: Waaaaaaay too many to list.

Strategy: This is fun! Start out by having Mario use Super Flame on Axem Pink.

{Toadstool should heal, and Geno should, throughout the battle, use {Geno Flash. We go for Pink first, because she can heal. A lot. I personally go for Green now. Use regular attacks (Geno still using {Geno Flash). This is because he is good with magic. After Green goes down, you should try for Black. Fight Black in the same way. {Black has very strong bomb attacks, and needs to be eliminated. Once {he is gone, Yellow is your next target. Have Mario Super Jump her, {while the others just keep doing what they're doing. Once Yellow

Geno {is down, Geno should stop with the Flashes, and just use regular {attacks. Our final target is Axem Red. He's weak from the flashes. {He won't take long to defeat. By the way, you know when each one is {defeated when they tell Axem Red something. After they'll all {defeated, it's time for the formation! They'll retreat to the big, {purple thing that is supposed to be Blade's cannon. It's only {attack is the Breaker Beam. This really hurts. I mean, REALLY {hurts. This is labelled as "Axem Rangers." Just have everyone use {regular attacks, and have Toadstool heal when it fires the Breaker. {They'll get three shots in tops. And now Blade is destroyed, as are {the Axem Rangers.

{As with Geno, start out by having Mario use Super Flame on Axem Pink. {Mallow should go ahead and start using Snowy, as this will damage {both Axem Green and Axem Red. Snowy will hurt everyone ('cept Axem {Pink). Toadstool, as usual, should heal. If no one is hurt very {badly, it might actually be prudent to use Psych Bomb. If Pink goes {down ("Yo Red! My makeup's running!") first, then have Mario use the {Lazy Shell on Green. If Green goes down first ("Yo Red! I've got a {headache!"), then have Mallow use regular attacks on Pink. Once they {are both down, our next target is Axem Black. Have Mallow use {Shocker on him. Another Shocker is that Toadstool should just keep {on healing. Mario should resort to the Lazy Shell. Granted, by the

Mallow {time Green was down, Black went down too, but still. It shouldn't {be long before Black goes down regardless ("Yo Red! My shades are {broke!"). Next we're up against Axem Yellow. Have Toadstool and {Mallow using regular attacks (Red's and Yellow's attacks to very

{little damage). I'll leave it up to you as to deciding between using {Ultra Jump and Super Jump. Yellow goes down faster than the rest, it {seems ("Yo Red! I'm hungry!") This just leaves the leader, Axem {Red. We don't want to waste FP, so just have everyone using regular {attacks. Soon, they'll retreat to formation 2, and fire up the {Breaker Beam. Have Mario using the Lazy Shell, Mallow using Shocker, {and Toadstool healing. They shouldn't get any more than three shots {on ya. With the cannon destroyed, the Blade starts a dive for the {edge of the mountain.

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Boss: Magikoopa

Location: Bowser's Keep

Magikoopa HP: 1600

Bahamutt HP: 500

Jinx Clone HP: 320

King Bomb HP: 500

Items: Nothing

EXP: 10

Coins: 10

Attacks: He can use Flame Wall, which does a surprising amount of damage.

Magikoopa can use Water Blast, which does about 60 HP to everyone.

Magikoopa can summon a Jinx clone or King Bomb. Jinx does his usual attacks, and King Bomb uses Big Bang. Bahamutt does the same.

Strategy: Just stick to regular attacks. Magikoopa's a joke. His attacks do not do THAT much damage. If need be, Toadstool can heal. The only dangerous things are the monsters that he summons. Eliminate them quickly, and then get back to pounding Magikoopa. He'll go down before you can say, "Alakazam."

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Boss: Boomer

Location: Bowser's Keep

HP: 2000

Items: None

EXP: 19

Coins: 9

Attacks: He can use Blizzard, for little damage.

He can smack you with his sword.

He can use Shaker, which kills an ally in one hit!

Strategy: For the first part of this battle, Boomer is red. Have Bowser use the Drill Claw if you have it, have Toadstool heal, and have Mario use Ultra Flame, which does a surprising amount of damage to a red guy. Be sure to revive any allies that die right away. Halfway through the battle, he'll turn blue. This raises his magic defense, but lowers his physical defense. So now have everyone using regular attacks. He may turn back to red a few times. If so, just switch strategies. He won't take long.

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Boss: Exor, Left Eye, Right Eye, Neosquid

Location: Bowser's Keep

Exor HP: 1800

Left Eye: 300

Right Eye: 500

Neosquid: 800

Items: None

EXP: 34

Coins: 0

Attacks: He can use Aurora Flash, which can put everyone to sleep.

He can use Blast, which can hurt a bit.

He can use Corona, which can really hurt everyone.

Solidify, which could do about 50 HP to everyone.

He can use Diamon Saw, which does about 40 HP's worth of damage.

Strategy: First off, understand that the goal is to defeat Exor, the skull at the top. However, you cannot damage him much at all until you take out an eye. So have Mario start off using Ultra Flame on either eye. Bowser should use regular attacks, and Toadstool should heal, use a Bracer/Energerizer/Power Blast/Crystalline (if you have them), or even risk a Psych Bomb. Now, once at least one eye is gone, have Mario start to work on Exor. Bowser should work on the Neosquid (what kinda name is Neosquid?), as it can use the most powerful spells. Soon, however, the eyes will revive. The same goes with the Neosquid. When this happens, start the pattern over. Naturally, when the Neosquid goes down, Bowser should start on Exor. It should be noted that even if the eyes do revive, you should continue your assault until you see, "The EYE is protecting Exor!" Soon, the sword will be defeated. But will you live to tell the tail? It sucks you in!

Brian Sulpher adds that, if you have Geno in your party, Geno Whirl does a good bit of damage to Exor's eyes.

Heck, Jordantheraptor adds that, if you have Geno in your party, Geno Whirl works on Exor himself!

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Boss: Jagger (optional)

Location: Monstro Town

HP: 600

Items: None

EXP: 0

Coins: 0

Attacks: He can do a punch for minimal damage.

He can Terrapunch, which takes away 2 HP.

Strategy: Some people don't even consider this a boss battle. Just stick to regular attacks. Toadstool won't even have to heal.

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Boss: Jinx (optional)

Location: Monstro Town

HP: 600

Items: None

EXP: 0

Coins: 0

Attacks: He can use Jinxed, which does very little damage.

He can hit you for little damage.

Strategy: For this, the first battle, just stick to regular attacks. Once again, it's doubtful that Toadstool will heal.

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Boss: Jinx (optional)

Location: Monstro Town

HP: 800

Items: None

EXP: 0

Coins: 0

Attacks: He can use Quicksilver, which does around 40 HP's worth of damage.

He can use Silver Bullet, which can kill an ally in one hit!

He can use Triple Kick for little damage.

He can use Jinxed for minimal damage.

Strategy: Once again, just keep to regular attacks. Toadstool may end up having to heal or use Come Back. Not that hard...yet.

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Boss: Jinx (optional)

Location: Monstro Town

HP: 1000

Items: None

EXP: 0

Coins: 0

Attacks: He can use Bombs Away, for about 30 HP.

He can use Quicksilver, which does around 40 HP's worth of damage.

He can use Silver Bullet, which can kill an ally in one hit!

He can use Triple Kick for little damage.

He can use Jinxed for minimal damage.

Jinx can use Magnum, for about 50 HP in damage!

Strategy: This time, you'll find that he's no pushover! You will definitely have to heal. Stick to regular attacks otherwise, though. Umm... this was the hardest fight with Jinx, but it's just a warm up for who is up next...

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Boss: Culex, Wind, Earth, Fire, and Water Crystals

Culex HP: 4096

Wind Crystal: 800

Earth Crystal: 3200

Fire Crystal: 2500

Water Crystal: 1800

Items: None

EXP: 244

Coins: 0

Attacks: Heh, between those five? A lot.

Strategy: The way we're going to do this is one crystal at a time. Culex, by himself, is quite weak. I recommend that you start with the Fire

Crystal, as its Corona attack can be very damaging. Have Mario use the Lazy Shell, Mallow use Snowy, and Toadstool, when she is not healing, should use the Star Egg. Rock Candy is your pal in this battle. I also recommend using Power Blast. If you've been using the strategy, there is a good chance that the Wind Crystal will die before the Fire Crystal. I'm not complaining! Your next target should be the Water Crystal. Use Ultra Flame on this, while Mallow uses Star Egg/Rock Candy/Fire Bomb, and Toadstool should heal. Once the Water Crystal has been disposed of, it's time to work on the Earth Crystal. Just use Shocker on it, and have Mario use the Lazy Shell. When the Earth Crystal has been disposed of, use regular attacks on Culex. Heck, you could use Star Egg or Star Rain, or any other funky specials you want to use. Culex will be defeated quite easily now. However, he has a mean regular attack, so be sure to heal. Also, if there's one question more asked than "What Final Fantasy is Culex from?!" it's "What does Shredder do?" Culex uses this wonderful attack quite often, but it's not apparent what it does. I've heard two different stories. One says that it negates all status effects -- even those from accessories. The other says that it negates effects from stuff like Geno Boost. Jordantheraptor tells me that Shredder targets one of every characters' moves. If the character uses that move within three turns, then that character will take damage.

Another strategy -- a cheap one -- is to have Toadstool just use the Star Egg the whole team, and heal if needed. It works, but it's not as fun as normally fighting him.

Boss: Count Down and Ding-A-Ling x 2

Location: Gate

Count Down HP: 2400

Ding-A-Ling HP: 1200

Items: None

EXP: 67

Coins: 100

Attacks: Ding-A-Ling can use Dark Star, for a lot of damage (110) to one ally.

Ding-A-Ling can use Doom Reverb, which mutes a character.

Ding-A-Ling can hit you with a regular attack for minimal damage.

Ding-A-Ling will use Fear Roulette, which can kill a character!

Count Down can use Ice Block at 1:00, which doesn't hurt much.

At 3:00, Count Down uses Recover.

At 5:00, Count Down uses Aurora E

At 6:00, it'll use Mega Recover.

7:00 mean Water Blast for Count

At 9:00, he'll take a break, and not

At 10:00, he'll use Petal Blast, which can t

Mushroom!
Count Down, at high noon, uses Corona, which hurts.

: From the Attack list, it looks like he's hard. He

by focusing regular attacks on the two Ding-A-Lings, having Toadstool heal or use the Star Egg. At the moment, ignore Count Down. When one Ding-A-Ling is defeated, go after the next one. Once they're both down, go after Count Down. Toadstool should keep healing and using Star Egg, Bowser should keep Drill Clawing/Spiked Linking, and Mario should use Ultra Jump on him. Mega Recover isn't TOO big a factor, as if you're good with Ultra Jump, you can deplete that in one attack. Count Down will break soon.

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Boss: Domino and Cloaker/Earth Link and Mad Adder

Location: Gate

Domino HP: 900

Cloaker HP: 1200

Earth Link HP: 2500

Mad Adder HP: 1500

Items: None

EXP: 40

Coins: 0

Attacks: Cloaker can use Endobubble, which scares a character.

Cloaker can use Lightning Orb, for little damage.

Cloaker can use Blizzard, for little damage.

Cloaker can use Flame Stone, for minimal damage.

Cloaker can use Diamond Saw, for quite a bit of damage.

Cloaker can use Solidify, which hurts everyone quite a bit.

Cloaker can use Bolt, which does little damage.

Domino can smack you with his sword.

Domino can fire a needle at you.

Earth Link can use Carni-Kiss.

Earth Link can use Poison, which does a heavy amount of damage.

Earth Link can bite ya for 75 HP of damage.

Mad Adder can bite you.

Mad Adder can use Sand Storm.

Mad Adder can use Storm, for a bit of damage.

Mad Adder can use Boulder, which hurts everyone a lot.

Strategy: Now, who you defeat first here affects the next battle that you fight. More on that later. At the start, have Mario and Bowser attack Cloaker. Heal/cure status problems if necessary, but ignore Domino. After Cloaker is taken care of, Domino will retreat to the Earth Link. Bowser's Crusher works well, but mainly stick to regular attacks. Aim for Earth Link; not Domino. When Earth Link is out of HP, both he and Domino will die. Of course, if you are crazy enough to fight Mad Adder, it's the same principle. Except for the fact that specials seem to do NOTHING to him, so stick to regular attacks.

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Boss: Factory Chief, Gunyolk

Location: Smithy Factory

Factory Chief HP: 1000

Gunyolk HP: 1500

Items: None

EXP: 60

Coins: 100

Attacks: Factory Chief can hit you for little damage.

Factory Chief can fire a Shuriken for little damage.

Gunyolk can use Electroshock, which does about 90 HP of damage.

Gunyolk can use the Breaker Beam, which does around 100 HP to all!

Gunyolk can use Mega Drain, for about 30 HP of damage to one ally.

Strategy: The Factory Chief should be your first target. He does enough damage to be annoying. I actually recommend that you use Bowser Crush, Ultra Jump, and Psych Bomb. After that gets old, just use

regular attacks on the Factory Chief. Now it's time to go after the Gunyolk. Have Mario keep Ultra Jumping, while Bowser uses regular attacks, and Toadstool heals (ESPECIALLY after each Breaker Beam)

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Boss: Smithy, Smelter, Shyper

Location: Smithy Factory

Smithy HP: 2000

Smelter HP: 1500

Shyper HP: 400

Items: None

EXP: 0

Coins: 0

Attacks: Smithy can use Sledge, for about 60 HP of damage to everyone.

Smithy can use Mega Drain, for about 40 HP of damage to one ally.

Smithy can use Meteor Swarm, which does about 90 HP in damage to all.

Smithy can smack you with his hammer, for about 20 HP in damage.

Smelter can create Shypers

Shyper can use Sword Rain, for about 60 HP of damage to all.

Shyper can jump on someone for about 20 HP.

Strategy: Here we go! The first half of the final battle is easier than you would think. Your first target should be the Smelter machine. I personally like using Mario's Ultra Jump on him, Bowser's Drill Claw, and maybe even the Star Egg/Rock Candy. If Smelter produces any Shypers, I'd recommend keeping to multi-target attacks. Toadstool should heal/revive. Once Smelter's down, use regular attacks to take out any Shypers, and then concentrate on Smithy. Just use regular attacks on him. He'll go down quite soon.

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FINAL BOSS: SMITHY

Location: Smithy Factory

Smithy (head) HP: 8000

Smithy (body) HP: 1000

Items: None

EXP: 0

Coins: 0

Attacks: Quite a few...

Strategy: This thing's freaky. Its body can do quite a bit of damage. I recommend that you have Toadstool going for it, when she's not healing. Start the battle out by having Toadstool use Power Blast, Crystalline, and Red Essence (on Mario and Bowser). Under normal circumstances, you will want to use regular attacks (Toadstool using Star Egg/Rock Candy to attack). Be sure to keep your HP high. One thing to keep in mind when using items -- you won't need them after this battle. When Smithy's head turns in to a treasure box, have Mario switch to using Ultra Flame. Note that Smithy is almost dead at this point. The Tank Head has high attack. The Vault Head has high defense and low attack. The Wizard Head has high magic attack, but very low defense. Another note regarding the body. When it is defeated, Smithy will say, "Guoo! Can't move!" When it's revived, he says, "Mwaha! I am burning with power!" After 8000 HP of switching heads around, Smithy is defeated! You just beat Super Mario RPG!

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| 4.02: Bestiary |

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For the record...

World 1: The Mushroom Kingdom

World 2: Tadpole Pond/Rose Town/Yo'ster Isle

World 3: Moleville/Booster Tower

World 4: Star Hill/Seaside Town/Sea

World 5: Land's End/Monstro Town

World 6: Nimbus Land/Barrel Volcano

World 7: Bowser's Keep/Smithy Factory

Also, if there are two items listed for any given enemy, you've got a better chance at nabbing the first one than the second.

Remember that for the ghosty-types, Pure Water can kill them (again!) in one hit.

-<Alley Rat>-

| | | |
|---------------|---|----------|
| World | : | 4 |
| HP | : | 105 |
| Attack | : | 70 |
| Defense | : | 55 |
| Magic Attack | : | 13 |
| Magic Defense | : | 12 |
| EXP | : | 9 |
| Coins | : | 3 |
| Item(s) | : | Mushroom |
| Strength | : | None |
| Weakness | : | None |

-<Amanita>-

| | | |
|---------------|---|----------|
| World | : | 2 |
| HP | : | 25 |
| Attack | : | 35 |
| Defense | : | 30 |
| Magic Attack | : | 31 |
| Magic Defense | : | 18 |
| EXP | : | 3 |
| Coins | : | 0 |
| Item(s) | : | Mushroom |
| Strength | : | None |
| Weakness | : | Thunder |

-<Ameboid>-

| | | |
|---------------|---|-----|
| World | : | 7 |
| HP | : | 220 |
| Attack | : | 130 |
| Defense | : | 1 |
| Magic Attack | : | 30 |
| Magic Defense | : | 120 |
| EXP | : | 10 |

Coins : 0
Item(s) : Royal Syrup
Strength : Jump
Weakness : Fire

-<Apprentice>-

World : 3
HP : 120
Attack : 50
Defense : 50
Magic Attack : 20
Magic Defense : 20
EXP : 1
Coins : 4
Item(s) : Mid Mushroom
Strength : None
Weakness : Fire

-<Arachne>-

World : 2
HP : 82
Attack : 65
Defense : 65
Magic Attack : 6
Magic Defense : 0
EXP : 6
Coins : 6
Item(s) : Able Juice
Strength : None
Weakness : Ice

-<Armored Ant>-

World : 6
HP : 230
Attack : 130
Defense : 120
Magic Attack : 24
Magic Defense : 80
EXP : 30
Coins : 5
Item(s) : Nothing
Strength : Fire
Weakness : Ice

-<Artichoker>-

World : 3
HP : 200
Attack : 50
Defense : 54
Magic Attack : 27
Magic Defense : 26
EXP : 12
Coins : 10
Item(s) : Fear Bomb
Strength : Thunder
Weakness : Jump, Fire

-<Axem Black>-

World : 6
HP : 550
Attack : 140
Defense : 120
Magic Attack : 4
Magic Defense : 40
EXP : 40
Coins : 0
Item(s) : None
Strength : Fear, Sleep
Weakness : Thunder

-<Axem Green>-

World : 6
HP : 450
Attack : 110
Defense : 60
Magic Attack : 90
Magic Defense : 120
EXP : 20
Coins : 0
Item(s) : None
Strength : Sleep, Silence
Weakness : Ice

-<Axem Pink>-

World : 6
HP : 400
Attack : 120
Defense : 80
Magic Attack : 80
Magic Defense : 100
EXP : 10
Coins : 0
Item(s) : None
Strength : Ice, Sleep, Silence
Weakness : Fire

-<Axem Rangers>-

World : 6
HP : 999
Attack : 0
Defense : 100
Magic Attack : 120
Magic Defense : 1200
EXP : 50
Coins : 0
Item(s) : Sixth Star
Strength : Fear, Poison, Sleep, Silence
Weakness : Thunder

-<Axem Red>-

World : 6

HP : 800
Attack : 150
Defense : 100
Magic Attack : 24
Magic Defense : 80
EXP : 40
Coins : 0
Item(s) : None
Strength : Fire, Fear, Sleep
Weakness : Ice

-<Axem Yellow>-

World : 6
HP : 600
Attack : 170
Defense : 130
Magic Attack : 6
Magic Defense : 60
EXP : 30
Coins : 0
Item(s) : None
Strength : Thunder, Sleep, Poison
Weakness : Jump

-<Bahamutt>-

World : 7
HP : 1200
Attack : 220
Defense : 120
Magic Attack : 120
Magic Defense : 80
EXP : 50
Coins : 200
Item(s) : None
Strength : Fire, Fear, Sleep
Weakness : Ice

-<Bandana Blue>-

World : 4
HP : 150
Attack : 80
Defense : 60
Magic Attack : 20
Magic Defense : 30
EXP : 20
Coins : 0
Item(s) : None
Strength : None
Weakness : Fire, Thunder

-<Bandana Red>-

World : 4
HP : 120
Attack : 78
Defense : 60
Magic Attack : 25

Magic Defense : 25
EXP : 18
Coins : 10
Item(s) : Mushroom
Strength : None
Weakness : Fire, Thunder

-<Belome>-

World : 2
HP : 500
Attack : 30
Defense : 25
Magic Attack : 15
Magic Defense : 20
EXP : 30
Coins : 40
Item(s) : None
Strength : Sleep
Weakness : Thunder

-<Belome mk. 2>-

World : 5
HP : 1200
Attack : 120
Defense : 80
Magic Attack : 20
Magic Defense : 40
EXP : 90
Coins : 20
Item(s) : None
Strength : Sleep
Weakness : Thunder

-<Big Bertha>-

World : 7
HP : 350
Attack : 170
Defense : 130
Magic Attack : 0
Magic Defense : 0
EXP : 35
Coins : 7
Item(s) : None
Strength : None
Weakness : Thunder

-<Birdo>-

World : 6
HP : 777
Attack : 160
Defense : 130
Magic Attack : 6
Magic Defense : 100
EXP : 60
Coins : 30
Item(s) : Castle Key 2

Strength : Fire, Fear, Poison, Sleep, Silence
Weakness : None

-<Birdy>-

World : 6
HP : 150
Attack : 110
Defense : 75
Magic Attack : 55
Magic Defense : 13
EXP : 16
Coins : 3
Item(s) : Energizer
Strength : Fire, Sleep
Weakness : Ice

-<Blaster>-

World : 3
HP : 120
Attack : 70
Defense : 70
Magic Attack : 0
Magic Defense : 10
EXP : 12
Coins : 0
Item(s) : Pick Me Up
Strength : None
Weakness : Thunder

-<Bloober>-

World : 4
HP : 130
Attack : 80
Defense : 36
Magic Attack : 21
Magic Defense : 16
EXP : 12
Coins : 0
Item(s) : None
Strength : None
Weakness : Fire, Thunder

-<Bluebird>-

World : 6
HP : 200
Attack : 95
Defense : 50
Magic Attack : 80
Magic Defense : 94
EXP : 14
Coins : 6
Item(s) : Bracer
Strength : Ice, Sleep
Weakness : Fire

-<Bob-Omb>-

World : 3
HP : 90
Attack : 50
Defense : 38
Magic Attack : 1
Magic Defense : 10
EXP : 4
Coins : 1
Item(s) : Pick Me Up
Strength : None
Weakness : Fire, Jump

-<Boomer>-

World : 7
HP : 2000
Attack : 200
Defense : 140
Magic Attack : 35
Magic Defense : 26
EXP : 0
Coins : 0
Item(s) : None
Strength : Fear, Poison, Sleep, Silence
Weakness : None

-<Booster>-

World : 3
HP : 800
Attack : 75
Defense : 55
Magic Attack : 1
Magic Defense : 40
EXP : 60
Coins : 100
Item(s) : Flower
Strength : Sleep
Weakness : Jump

-<Bowser Clone>-

World : 5
HP : 300
Attack : 130
Defense : 100
Magic Attack : 12
Magic Defense : 0
EXP : 0
Coins : 0
Item(s) : None
Strength : Jump, Fire, Fear, Poison, Sleep, Silence
Weakness : Ice

-<Bowyer>-

World : 2
HP : 720
Attack : 50

Defense : 40
Magic Attack : 30
Magic Defense : 35
EXP : 60
Coins : 50
Item(s) : Flower
Strength : Fear, Poison, Sleep, Silence
Weakness : None

-<Box Boy>-

World : 5
HP : 900
Attack : 180
Defense : 110
Magic Attack : 80
Magic Defense : 40
EXP : 100
Coins : 150
Item(s) : None
Strength : Fire, Thunder, Ice, Fear, Poison, Sleep, Silence
Weakness : Jump

-<Bundt>-

World : 3
HP : 900
Attack : 65
Defense : 10
Magic Attack : 25
Magic Defense : 50
EXP : 25
Coins : 0
Item(s) : None
Strength : Fire, Thunder, Ice, Fear, Poison, Sleep
Weakness : Jump

-<Buzzer>-

World : 2
HP : 43
Attack : 37
Defense : 15
Magic Attack : 4
Magic Defense : 1
EXP : 4
Coins : 1
Item(s) : None
Strength : None
Weakness : Fire, Ice

-<Candle>-

World : 3
HP : 10
Attack : 0
Defense : 0
Magic Attack : 0
Magic Defense : 0
EXP : 0

Coins : 0
Item(s) : None
Strength : Fear, Poison, Sleep, Silence
Weakness : None

-<Carrobosces>-

World : 3
HP : 90
Attack : 55
Defense : 44
Magic Attack : 28
Magic Defense : 22
EXP : 10
Coins : 4
Item(s) : Able Juice
Strength : None
Weakness : Jump, Fire

-<Chained Kong>-

World : 6
HP : 355
Attack : 150
Defense : 80
Magic Attack : 22
Magic Defense : 50
EXP : 35
Coins : 8
Item(s) : Max Mushroom
Strength : Fire
Weakness : Ice

-<Chester>-

World : 7
HP : 500
Attack : 170
Defense : 100
Magic Attack : 80
Magic Defense : 20
EXP : 0
Coins : 0
Item(s) : None
Strength : Fire, Thunder, Ice, Fear, Poison, Sleep, Silence
Weakness : Jump

-<Chewy>-

World : 5
HP : 90
Attack : 110
Defense : 82
Magic Attack : 70
Magic Defense : 52
EXP : 14
Coins : 0
Item(s) : Sleepy Bomb
Strength : Jump, Fear, Poison, Sleep, Silence
Weakness : None

-<Chomp>-

World : 3
HP : 100
Attack : 60
Defense : 65
Magic Attack : 5
Magic Defense : 31
EXP : 10
Coins : 0
Item(s) : Mushroom
Strength : None
Weakness : Thunder

-<Chomp-Chomp>-

World : 5
HP : 150
Attack : 100
Defense : 92
Magic Attack : 14
Magic Defense : 30
EXP : 12
Coins : 5
Item(s) : None
Strength : None
Weakness : Thunder

-<Chow>-

World : 3 and 5
HP : 80
Attack : 82
Defense : 77
Magic Attack : 8
Magic Defense : 28
EXP : 15
Coins : 3
Item(s) : None
Strength : Fear, Sleep
Weakness : None

-<Clerk>-

World : 7
HP : 500
Attack : 160
Defense : 100
Magic Attack : 47
Magic Defense : 0
EXP : 0
Coins : 0
Item(s) : None
Strength : None
Weakness : None

-<Cloaker>-

Note: The only difference between regular Cloaker and Earth Link Cloaker is ten

in the Attack stat. Earth Link Cloaker has an Attack stat of 180. The other stats are the same as regular Cloaker, which are listed here.

```
World      : 7
HP         : 1200
Attack     : 170
Defense    : 130
Magic Attack : 12
Magic Defense : 20
EXP        : 60
Coins      : 0
Item(s)    : None
Strength   : Fire, Poison, Sleep, Silence
Weakness   : None
```

-<Cluster>-

```
World      : 3
HP         : 60
Attack     : 50
Defense    : 50
Magic Attack : 21
Magic Defense : 10
EXP        : 8
Coins      : 8
Item(s)    : Pick Me Up
Strength   : Jump
Weakness   : None
```

-<Corkpedite: Head>-

```
World      : 6
HP         : 200
Attack     : 130
Defense    : 110
Magic Attack : 80
Magic Defense : 20
EXP        : 50
Coins      : 10
Item(s)    : Fear Bomb
Strength   : Fire, Fear, Poison, Sleep, Silence
Weakness   : Ice
```

-<Corkpedite: Body>-

```
World      : 6
HP         : 300
Attack     : 100
Defense    : 99
Magic Attack : 6
Magic Defense : 1
EXP        : 30
Coins      : 0
Item(s)    : Honey Syrup, Royal Syrup
Strength   : Fire, Fear, Poison, Sleep, Silence
Weakness   : Ice
```

-<Count Down>-

```
World      : 7
```

HP : 2400
Attack : 0
Defense : 80
Magic Attack : 120
Magic Defense : 80
EXP : 140
Coins : 100
Item(s) : None
Strength : Fear, Poison, Sleep, Silence
Weakness : Jump, Thunder

-<Croco>-

World : 1
HP : 320
Attack : 25
Defense : 25
Magic Attack : 30
Magic Defense : 18
EXP : 16
Coins : 10
Item(s) : Waller
Strength : Sleep
Weakness : Fire

-<Croco II>-

World : 3
HP : 750
Attack : 52
Defense : 50
Magic Attack : 27
Magic Defense : 50
EXP : 30
Coins : 5
Item(s) : Flower Jar
Strength : Sleep
Weakness : Fire

-<Crook>-

World : 2
HP : 38
Attack : 35
Defense : 32
Magic Attack : 12
Magic Defense : 25
EXP : 10
Coins : 10
Item(s) : Honey Syrup
Strength : None
Weakness : None

-<Crusty>-

World : 4
HP : 80
Attack : 100
Defense : 100
Magic Attack : 12

Magic Defense : 35
EXP : 25
Coins : 7
Item(s) : Honey Syrup, Royal Syrup
Strength :
Weakness :

-<Culex>-

World : 5
HP : 4096
Attack : 250
Defense : 100
Magic Attack : 100
Magic Defense : 80
EXP : 60
Coins : 0
Item(s) : Quartz Charm
Strength : Ice, Fear, Poison, Sleep, Silence
Weakness : None

-<Czar Dragon>-

World : 6
HP : 1400
Attack : 160
Defense : 100
Magic Attack : 120
Magic Defense : 70
EXP : 100
Coins : 0
Item(s) : None
Strength : Fire, Sleep
Weakness : Ice

-<Ding-A-Ling>-

World : 7
HP : 1200
Attack : 180
Defense : 120
Magic Attack : 20
Magic Defense : 50
EXP : 30
Coins : 0
Item(s) : None
Strength : Fear, Poison, Silence
Weakness : Ice

-<Director>-

World : 7
HP : 1000
Attack : 190
Defense : 120
Magic Attack : 57
Magic Defense : 80
EXP : 0
Coins : 0
Item(s) : None

Strength : Fear, Poison, Sleep, Silence
Weakness : Thunder

-<Dodo>-

World : 6
HP : 1000
Attack : 140
Defense : 100
Magic Attack : 9
Magic Defense : 60
EXP : 40
Coins : 0
Item(s) : None
Strength : None
Weakness : None

-<Dodo a la Valentina>-

World : 6
HP : 800
Attack : 140
Defense : 100
Magic Attack : 9
Magic Defense : 60
EXP : 70
Coins : 0
Item(s) : None
Strength : Sleep, Silence
Weakness : Fire

-<Domino>-

World : 7
HP : 900
Attack : 65
Defense : 140
Magic Attack : 120
Magic Defense : 150
EXP : 60
Coins : 0
Item(s) : None
Strength : Fear, Poison, Sleep, Silence
Weakness : Fire

-<Death Adder Domino>-

World : 7
HP : 900
Attack : 65
Defense : 80
Magic Attack : 120
Magic Defense : 150
EXP : 60
Coins : 0
Item(s) : None
Strength : Fear, Poison, Sleep, Silence
Weakness : None

-<Doppel>-

World : 7
HP : 333
Attack : 140
Defense : 60
Magic Attack : 44
Magic Defense : 50
EXP : 40
Coins : 12
Item(s) : Pure Water
Strength : Jump
Weakness : None

-<Drill Bit>-

World : 5
HP : 80
Attack : 85
Defense : 70
Magic Attack : 40
Magic Defense : 56
EXP : 0
Coins : 0
Item(s) : None
Strength : Fear, Poison, Sleep, Silence
Weakness : None

-<Dry Bones>-

World : 4
HP : 0
Attack : 74
Defense : 0
Magic Attack : 7
Magic Defense : 0
EXP : 12
Coins : 5
Item(s) : Pure Water, Max Mushroom
Strength : None
Weakness : Thunder

-<Earth Crystal>-

World : 5
HP : 3200
Attack : 0
Defense : 70
Magic Attack : 80
Magic Defense : 33
EXP : 0
Coins : 0
Item(s) : None
Strength : Jump, Fear, Poison, Sleep, Silence
Weakness : Thunder

-<Earth Link>-

World : 7
HP : 2500
Attack : 220

Defense : 120
Magic Attack : 5
Magic Defense : 10
EXP : 200
Coins : 0
Item(s) : None
Strength : Fear, Poison, Sleep, Silence
Weakness : None

-<Eggbert>-

World : 6
HP : 10
Attack : 210
Defense : 0
Magic Attack : 0
Magic Defense : 0
EXP : 0
Coins : 0
Item(s) : None
Strength : Fear, Poison, Sleep, Silence
Weakness : None

-<Enigma>-

World : 3
HP : 150
Attack : 55
Defense : 40
Magic Attack : 30
Magic Defense : 35
EXP : 10
Coins : 5
Item(s) : Maple Syrup
Strength : None
Weakness : Jump

-<Exor>-

World : 7
HP : 1800
Attack : 0
Defense : 120
Magic Attack : 0
Magic Defense : 80
EXP : 100
Coins : 0
Item(s) : None
Strength : Thunder, Fear, Poison, Sleep, Silence
Weakness : None

-<Factory Chief>-

World : 7
HP : 1000
Attack : 200
Defense : 120
Magic Attack : 70
Magic Defense : 90
EXP : 0

Coins : 0
Item(s) : None
Strength : Thunder
Weakness : Ice

-<Fautso>-

World : 7
HP : 420
Attack : 130
Defense : 100
Magic Attack : 60
Magic Defense : 60
EXP : 5
Coins : 0
Item(s) : None
Strength : Fire, Thunder, Fear, Poison, Silence
Weakness : Jump, Ice

-<Fink Flower>-

World : 3 and 5
HP : 200
Attack : 95
Defense : 32
Magic Attack : 63
Magic Defense : 90
EXP : 20
Coins : 2
Item(s) : Mid Mushroom
Strength : Fear, Poison, Sleep, Silence
Weakness : Fire

-<Fire Crystal>-

World : 5
HP : 2500
Attack : 0
Defense : 100
Magic Attack : 130
Magic Defense : 60
EXP : 0
Coins : 0
Item(s) : None
Strength : Fire, Fear, Poison, Sleep, Silence
Weakness : Ice

-<Fireball>-

World : 3
HP : 10
Attack : 55
Defense : 16
Magic Attack : 30
Magic Defense : 16
EXP : 8
Coins : 0
Item(s) : Pick Me Up
Strength : Fire
Weakness : Jump, Ice

-<Frogog>-

World : 2
HP : 80
Attack : 15
Defense : 8
Magic Attack : 0
Magic Defense : 8
EXP : 3
Coins : 4
Item(s) : Mushroom
Strength : None
Weakness : Fire, Thunder

-<Geckit>-

World : 5
HP : 100
Attack : 84
Defense : 63
Magic Attack : 20
Magic Defense : 8
EXP : 18
Coins : 0
Item(s) : Able Juice
Strength : Fire
Weakness : Ice

-<Geno Clone>-

World : 5
HP : 250
Attack : 120
Defense : 80
Magic Attack : 60
Magic Defense : 30
EXP : 0
Coins : 0
Item(s) : None
Strength : Ice, Fear, Poison, Sleep, Silence
Weakness : None

-<Glum Reaper>-

World : 7
HP : 190
Attack : 120
Defense : 55
Magic Attack : 60
Magic Defense : 80
EXP : 35
Coins : 3
Item(s) : Pure Water
Strength : Jump
Weakness : Thunder

-<Goby>-

World : 2

HP : 40
Attack : 22
Defense : 14
Magic Attack : 2
Magic Defense : 10
EXP : 3
Coins : 2
Item(s) : Mushroom
Strength : None
Weakness : Thunder

-<Goomba>-

World : 1
HP : 16
Attack : 3
Defense : 3
Magic Attack : 1
Magic Defense : 1
EXP : 1
Coins : 0
Item(s) : None
Strength : None
Weakness : Fire

-<Goombette>-

World : 4
HP : 100
Attack : 90
Defense : 10
Magic Attack : 30
Magic Defense : 30
EXP : 0
Coins : 0
Item(s) : None
Strength : None
Weakness : Jump, Fire, Thunder

-<Gorgon>-

World : 4
HP : 140
Attack : 86
Defense : 73
Magic Attack : 24
Magic Defense : 52
EXP : 20
Coins : 0
Item(s) : Mid Mushroom
Strength : None
Weakness : Thunder

-<Grate Guy>-

World : 3
HP : 900
Attack : 60
Defense : 40
Magic Attack : 25

Magic Defense : 40
EXP : 40
Coins : 15
Item(s) : None
Strength : Fire, Sleep
Weakness : Thunder

-<Gu Goomba>-

World : 7
HP : 132
Attack : 115
Defense : 66
Magic Attack : 13
Magic Defense : 66
EXP : 15
Coins : 1
Item(s) : Max Mushroom
Strength : None
Weakness : None

-<Guerrilla>-

World : 2
HP : 135
Attack : 42
Defense : 32
Magic Attack : 1
Magic Defense : 5
EXP : 8
Coins : 8
Item(s) : Able Juice
Strength : None
Weakness : None

-<Gun Yolk>-

World : 7
HP : 1200
Attack : 200
Defense : 130
Magic Attack : 120
Magic Defense : 80
EXP : 0
Coins : 0
Item(s) : None
Strength : Fire
Weakness : Thunder

-<Hammer Bro>-

World : 1
HP : 50
Attack : 6
Defense : 13
Magic Attack : 6
Magic Defense : 8
EXP : 3
Coins : 10
Item(s) : Flower Jar

Strength : None
Weakness : Jump

-<Heavy Troopa>-

World : 6
HP : 250
Attack : 160
Defense : 100
Magic Attack : 1
Magic Defense : 50
EXP : 32
Coins : 4
Item(s) : Able Juice
Strength : None
Weakness : Fire

-<Hidon>-

World : 4
HP : 600
Attack : 100
Defense : 90
Magic Attack : 60
Magic Defense : 30
EXP : 50
Coins : 100
Item(s) : None
Strength : Fire, Thunder, Ice, Fear, Poison, Sleep, Silence
Weakness : Jump

-<Hippopo>-

World : 7
HP : 400
Attack : 150
Defense : 110
Magic Attack : 85
Magic Defense : 53
EXP : 80
Coins : 50
Item(s) : None
Strength : Fear, Poison, Sleep, Silence
Weakness : Thunder

-<Hobgoblin>-

World : 2
HP : 50
Attack : 22
Defense : 22
Magic Attack : 8
Magic Defense : 12
EXP : 4
Coins : 3
Item(s) : Pure Water
Strength : None
Weakness : Jump

-<Jabit>-

World : 7
HP : 150
Attack : 120
Defense : 95
Magic Attack : 27
Magic Defense : 34
EXP : 0
Coins : 0
Item(s) : None
Strength : None
Weakness : Thunder

-<Jagger>-

World : 5
HP : 600
Attack : 120
Defense : 80
Magic Attack : 0
Magic Defense : 50
EXP : 0
Coins : 0
Item(s) : None
Strength : Jump, Fire, Poison
Weakness : None

-<Jawful>-

World : 6
HP : 278
Attack : 130
Defense : 110
Magic Attack : 8
Magic Defense : 12
EXP : 27
Coins : 0
Item(s) : Sleep Bomb
Strength : Fear
Weakness : None

-<Jester>-

World : 3
HP : 151
Attack : 48
Defense : 35
Magic Attack : 22
Magic Defense : 35
EXP : 10
Coins : 10
Item(s) : None
Strength : Thunder, Ice
Weakness : Fire

-<Jinx (first form)>-

World : 5
HP : 600
Attack : 140

Defense : 100
Magic Attack : 0
Magic Defense : 80
EXP : 0
Coins : 0
Item(s) : None
Strength : Fire, Thunder, Ice, Fear, Poison, Sleep, Silence
Weakness : None

-<Jinx (second form)>-

World : 5
HP : 800
Attack : 160
Defense : 120
Magic Attack : 0
Magic Defense : 90
EXP : 0
Coins : 0
Item(s) : None
Strength : Fire, Thunder, Ice, Fear, Poison, Silence, Sleep
Weakness : None

-<Jinx (super duper ultra third form!)>-

World : 5
HP : 1000
Attack : 180
Defense : 140
Magic Attack : 0
Magic Defense : 100
EXP : 0
Coins : 0
Item(s) : Jinx Belt
Strength : Fire, Thunder, Ice, Fear, Poison, Sleep, Silence
Weakness : None

-<Jonathan Jones>-

World : 4
HP : 820
Attack : 85
Defense : 80
Magic Attack : 25
Magic Defense : 60
EXP : 90
Coins : 50
Item(s) : None
Strength : Sleep
Weakness : None

-<K-9>-

World : 1
HP : 30
Attack : 13
Defense : 13
Magic Attack : 1
Magic Defense : 10
EXP : 2

Coins : 0
Item(s) : None
Strength : None
Weakness : None

-<King Bomb>-

World : 3
HP : 500
Attack : 0
Defense : 130
Magic Attack : 80
Magic Defense : 0
EXP : 0
Coins : 0
Item(s) : None
Strength : Fear, Poison, Sleep, Silence
Weakness : Jump, Fire

-<King Calamari>-

World : 4
HP : 800
Attack : 100
Defense : 80
Magic Attack : 30
Magic Defense : 40
EXP : 100
Coins : 100
Item(s) : None
Strength : Fear, Poison, Sleep, Silence
Weakness : Fire

-<Kinklink>-

World : 7
HP : N/A
Attack : 0
Defense : 0
Magic Attack : 0
Magic Defense : 0
EXP : 0
Coins : 0
Item(s) : None
Strength : None
Weakness : None

-<Knife Guy>-

World : 3
HP : 700
Attack : 70
Defense : 55
Magic Attack : 20
Magic Defense : 10
EXP : 50
Coins : 10
Item(s) : Flower Jar
Strength : Thunder, Sleep
Weakness : Fire

-<Kriffid>-

World : 5
HP : 320
Attack : 95
Defense : 100
Magic Attack : 50
Magic Defense : 40
EXP : 35
Coins : 6
Item(s) : None
Strength : Fire, Poison
Weakness : Ice

-<Lakitu>-

World : 3
HP : 124
Attack : 450
Defense : 43
Magic Attack : 35
Magic Defense : 40
EXP : 10
Coins : 3
Item(s) : None
Strength : None
Weakness : Fire, Thunder

-<Left Eye>-

World : 7
HP : 300
Attack : 153
Defense : 130
Magic Attack : 47
Magic Defense : 80
EXP : 30
Coins : 0
Item(s) : None
Strength : Thunder, Sleep
Weakness : Jump, Fire

-<Leuko>-

World : 4
HP : 150
Attack : 80
Defense : 60
Magic Attack : 20
Magic Defense : 30
EXP : 20
Coins : 0
Item(s) : Mid Mushroom, Maple Syrup
Strength : Thunder
Weakness : None

-<Li'l Boo>-

World : 7

HP : 66
Attack : 120
Defense : 20
Magic Attack : 74
Magic Defense : 120
EXP : 28
Coins : 0
Item(s) : Mid Mushroom, Honey Syrup
Strength : Jump
Weakness : Fire

-<Machine Made Axem Black>-

World : 7
HP : 120
Attack : 120
Defense : 110
Magic Attack : 4
Magic Defense : 40
EXP : 20
Coins : 0
Item(s) : Max Mushroom
Strength : Fear, Sleep
Weakness : Thunder

-<Machine Made Axem Green>-

World : 7
HP : 80
Attack : 105
Defense : 80
Magic Attack : 80
Magic Defense : 120
EXP : 10
Coins : 0
Item(s) : Royal Syrup
Strength : Sleep, Silence
Weakness : Ice

-<Machine Made Axem Pink>-

World : 7
HP : 100
Attack : 98
Defense : 90
Magic Attack : 40
Magic Defense : 100
EXP : 30
Coins : 0
Item(s) : Maple Syrup
Strength : Sleep, Silence
Weakness : Fire, Iece

-<Machine Made Axem Red>-

World : 7
HP : 180
Attack : 135
Defense : 95
Magic Attack : 24

Magic Defense : 80
EXP : 50
Coins : 0
Item(s) : Royal Syrup
Strength : Fire, Fear, Sleep
Weakness : Ice

-<Machine Mad Axem Yellow>-

World : 7
HP : 200
Attack : 140
Defense : 130
Magic Attack : 16
Magic Defense : 20
EXP : 25
Coins : 0
Item(s) : Max Mushroom
Strength : Thunder, Poison, Sleep
Weakness : Jump

-<Machine Made Bowyer>-

World : 7
HP : 1000
Attack : 150
Defense : 120
Magic Attack : 90
Magic Defense : 80
EXP : 150
Coins : 40
Item(s) : Ice Bomb
Strength : Fear, Poison, Sleep, Silence
Weakness : None

-<Machine Made Drill Bit>-

World : 7
HP : 180
Attack : 130
Defense : 82
Magic Attack : 31
Magic Defense : 69
EXP : 0
Coins : 0
Item(s) : None
Strength : None
Weakness : None

-<Machine Made Mack>-

World : 7
HP : 300
Attack : 160
Defense : 120
Magic Attack : 95
Magic Defense : 40
EXP : 120
Coins : 30
Item(s) : Fire Bomb

Strength : Fear, Poison, Sleep, Silence
Weakness : Thunder

-<Machine Made Shyster>-

World : 7
HP : 100
Attack : 135
Defense : 95
Magic Attack : 90
Magic Defense : 65
EXP : 0
Coins : 0
Item(s) : None
Strength : None
Weakness : None

-<Machine Made Yaridovich>-

World : 7
HP : 800
Attack : 180
Defense : 130
Magic Attack : 90
Magic Defense : 50
EXP : 180
Coins : 50
Item(s) : None
Strength : Fear, Poison, Sleep, Silence
Weakness : None

-<Mack>-

World : 1
HP : 480
Attack : 22
Defense : 25
Magic Attack : 15
Magic Defense : 20
EXP : 24
Coins : 20
Item(s) : First Star
Strength : Fear, Poison, Sleep, Silence
Weakness : Thunder

-<Mad Adder>-

World : 7
HP : 1500
Attack : 150
Defense : 70
Magic Attack : 90
Magic Defense : 180
EXP : 200
Coins : 0
Item(s) : None
Strength : Fear, Poison, Sleep, Silence
Weakness : Thunder

-<Magikoopa>-

World : 7
HP : 1600
Attack : 100
Defense : 60
Magic Attack : 120
Magic Defense : 100
EXP : 0
Coins : 0
Item(s) : None
Strength : Poison, Sleep, Silence
Weakness : None

-<Magmite>-

World : 3
HP : 26
Attack : 45
Defense : 70
Magic Attack : 3
Magic Defense : 1
EXP : 5
Coins : 1
Item(s) : None
Strength : Jump
Weakness : Ice

-<Magmus>-

World : 6
HP : 50
Attack : 110
Defense : 140
Magic Attack : 3
Magic Defense : 25
EXP : 18
Coins : 3
Item(s) : Bracer
Strength : Jump, Fire, Fear, Poison, Sleep, Silence
Weakness : Ice

-<Malakoopa>-

World : 7
HP : 95
Attack : 130
Defense : 120
Magic Attack : 47
Magic Defense : 98
EXP : 23
Coins : 3
Item(s) : Honey Syrup
Strength : None
Weakness : Thunder

-<Mallow Clone>-

World : 5
HP : 150
Attack : 80

Defense : 65
Magic Attack : 70
Magic Defense : 80
EXP : 0
Coins : 0
Item(s) : None
Strength : Thunder, Ice, Fear, Poison, Sleep, Silence
Weakness : None

-<Manager>-

World : 7
HP : 800
Attack : 170
Defense : 110
Magic Attack : 60
Magic Defense : 70
EXP : 0
Coins : 0
Item(s) : None
Strength : None
Weakness : None

-<Mario Clone>-

World : 5
HP : 200
Attack : 100
Defense : 90
Magic Attack : 33
Magic Defense : 55
EXP : 0
Coins : 0
Item(s) : None
Strength : Jump, Fire, Fear, Poison, Sleep, Silence
Weakness : None

-<Mastadoom>-

World : 4
HP : 180
Attack : 90
Defense : 65
Magic Attack : 30
Magic Defense : 50
EXP : 20
Coins : 0
Item(s) : Mid Mushroom
Strength : Thunder
Weakness : Fire

-<Megasmilax>-

World : 5
HP : 1000
Attack : 140
Defense : 80
Magic Attack : 70
Magic Defense : 80
EXP : 120

Coins : 0
Item(s) : Seed
Strength : Fear, Poison, Sleep, Silence
Weakness : Ice

-<Mezzo Bomb>-

World : 3
HP : 150
Attack : 70
Defense : 40
Magic Attack : 0
Magic Defense : 10
EXP : 0
Coins : 0
Item(s) : None
Strength : Sleep
Weakness : Jump, Fire

-<Micro Bomb>-

World : 3
HP : 30
Attack : 42
Defense : 30
Magic Attack : 6
Magic Defense : 10
EXP : 0
Coins : 0
Item(s) : None
Strength : Sleep
Weakness : Jump, Fire

-<Mokura>-

World : 5
HP : 620
Attack : 0
Defense : 0
Magic Attack : 50
Magic Defense : 60
EXP : 30
Coins : 0
Item(s) : None
Strength : Jump, Thunder, Fear, Sleep, Silence
Weakness : None

-<Mr. Kipper>-

World : 4
HP : 133
Attack : 75
Defense : 45
Magic Attack : 14
Magic Defense : 10
EXP : 8
Coins : 2
Item(s) : Able Juice
Strength : Ice, Fear, Poison, Sleep, Silence
Weakness : Fire

-<Muckle>-

World : 6
HP : 320
Attack : 90
Defense : 44
Magic Attack : 90
Magic Defense : 44
EXP : 6
Coins : 3
Item(s) : Ice Bomb
Strength : None
Weakness : Fire, Thunder

-<Mukumuku>-

World : 4
HP : 108
Attack : 60
Defense : 47
Magic Attack : 22
Magic Defense : 30
EXP : 8
Coins : 1
Item(s) : Maple Syrup
Strength : Thunder
Weakness : Fire

-<Neosquid>-

World : 7
HP : 800
Attack : 180
Defense : 80
Magic Attack : 86
Magic Defense : 50
EXP : 40
Coins : 0
Item(s) : None
Strength : Sleep
Weakness : None

-<Ninja>-

World : 7
HP : 235
Attack : 130
Defense : 76
Magic Attack : 51
Magic Defense : 67
EXP : 32
Coins : 6
Item(s) : Maple Syrup
Strength : Fire, Thunder, Ice, Fear, Poison, Sleep, Silence
Weakness : None

-<Octolot>-

World : 2

HP : 99
Attack : 38
Defense : 27
Magic Attack : 25
Magic Defense : 30
EXP : 6
Coins : 4
Item(s) : Honey Syrup
Strength : None
Weakness : Fire, Thunder

-<Octovader>-

World : 5
HP : 250
Attack : 90
Defense : 50
Magic Attack : 36
Magic Defense : 50
EXP : 30
Coins : 8
Item(s) : None
Strength : Thunder
Weakness : Fire

-<Oerlikon>-

World : 6
HP : 85
Attack : 120
Defense : 125
Magic Attack : 17
Magic Defense : 50
EXP : 22
Coins : 0
Item(s) : Energizer
Strength : Jump, Fire, Fear, Poison, Sleep, Silence
Weakness : Ice

-<Orb User>-

World : 3
HP : 8
Attack : 42
Defense : 80
Magic Attack : 28
Magic Defense : 40
EXP : 5
Coins : 2
Item(s) : Honey Syrup
Strength : Fire, Thunder, Ice
Weakness : Jump

-<Orbison>-

World : 6
HP : 30
Attack : 113
Defense : 140
Magic Attack : 63

Magic Defense : 65
EXP : 18
Coins : 0
Item(s) : Pure Water
Strength : Fire, Thunder, Ice
Weakness : Jump

-<Pandorite>-

World : 2
HP : 300
Attack : 30
Defense : 20
Magic Attack : 20
Magic Defense : 20
EXP : 20
Coins : 30
Item(s) : Flower Jar
Strength : Fire, Thunder, Ice, Fear, Poison, Silence, Sleep
Weakness : Jump

-<Pinwheel>-

World : 6
HP : 99
Attack : 120
Defense : 90
Magic Attack : 70
Magic Defense : 66
EXP : 23
Coins : 0
Item(s) : Pick Me Up
Strength : Thunder, Fear, Poison, Sleep, Silence
Weakness : None

-<Piranha Plant>-

World : 2
HP : 168
Attack : 45
Defense : 14
Magic Attack : 20
Magic Defense : 22
EXP : 5
Coins : 5
Item(s) : Sleepy Bomb
Strength : Jump
Weakness : None

-<Pounder>-

World : 7
HP : 180
Attack : 130
Defense : 70
Magic Attack : 45
Magic Defense : 60
EXP : 24
Coins : 2
Item(s) : None

Strength : None
Weakness : Thunder

-<Poundette>-

World : 7
HP : 150
Attack : 140
Defense : 60
Magic Attack : 66
Magic Defense : 45
EXP : 28
Coins : 3
Item(s) : None
Strength : None
Weakness : Thunder

-<Pulsar>-

World : 4
HP : 69
Attack : 75
Defense : 90
Magic Attack : 33
Magic Defense : 35
EXP : 15
Coins : 12
Item(s) : Pick Me Up
Strength : Jump
Weakness : Fire

-<Punchinello>-

World : 3
HP : 1200
Attack : 60
Defense : 42
Magic Attack : 22
Magic Defense : 40
EXP : 0
Coins : 0
Item(s) : Third Star
Strength : Jump, Fear, Poison, Sleep, Silence
Weakness : None

-<Puppox>-

World : 7
HP : 300
Attack : 145
Defense : 110
Magic Attack : 20
Magic Defense : 32
EXP : 30
Coins : 10
Item(s) : None
Strength : Thunder
Weakness : Fire

-<Pyrosphere>-

World : 6
HP : 167
Attack : 105
Defense : 66
Magic Attack : 100
Magic Defense : 48
EXP : 17
Coins : 2
Item(s) : None
Strength : Fire, Poison
Weakness : Ice

-<Raspberry>-

World : 3
HP : 600
Attack : 70
Defense : 20
Magic Attack : 30
Magic Defense : 30
EXP : 0
Coins : 0
Item(s) : None
Strength : Fire, Thunder, Ice, Fear, Poison, Sleep
Weakness : Jump

-<Rat Funk>-

World : 2
HP : 32
Attack : 20
Defense : 14
Magic Attack : 0
Magic Defense : 6
EXP : 2
Coins : 6
Item(s) : Able Juice
Strength : None
Weakness : Fire

-<Reacher>-

World : 4
HP : 18
Attack : 4
Defense : 95
Magic Attack : 75
Magic Defense : 80
EXP : 30
Coins : 8
Item(s) : None
Strength : None
Weakness : Thunder

-<Remo Con>-

World : 3
HP : 88
Attack : 56

Defense : 52
Magic Attack : 25
Magic Defense : 10
EXP : 8
Coins : 7
Item(s) : Honey Syrup
Strength : Thunder, Ice
Weakness : Fire

-<Ribbite>-

World : 5
HP : 250
Attack : 115
Defense : 20
Magic Attack : 61
Magic Defense : 29
EXP : 22
Coins : 8
Item(s) : None
Strength : Fire, Poison
Weakness : Fire

-<Right Eye>-

World : 7
HP : 500
Attack : 128
Defense : 100
Magic Attack : 82
Magic Defense : 36
EXP : 30
Coins : 0
Item(s) : None
Strength : Thunder, Sleep
Weakness : Jump, Fire

-<Rob-Omb>-

World : 3
HP : 42
Attack : 54
Defense : 63
Magic Attack : 1
Magic Defense : 20
EXP : 6
Coins : 1
Item(s) : Pick Me Up
Strength : None
Weakness : Jump, Fire

-<Sackit>-

World : 4
HP : 152
Attack : 70
Defense : 53
Magic Attack : 13
Magic Defense : 20
EXP : 20

Coins : 30
Item(s) : Max Mushroom, Royal Syrup
Strength : None
Weakness : None

-<Shadow>-

World : 2
HP : 85
Attack : 24
Defense : 5
Magic Attack : 20
Magic Defense : 20
EXP : 3
Coins : 2
Item(s) : Pick Me Up
Strength : Jump
Weakness : None

-<Shaman>-

World : 6
HP : 150
Attack : 92
Defense : 50
Magic Attack : 80
Magic Defense : 90
EXP : 17
Coins : 4
Item(s) : Maple Syrup, Honey Syrup
Strength : None
Weakness : None

-<Shelly>-

World : 6
HP : 500
Attack : 0
Defense : 80
Magic Attack : 0
Magic Defense : 0
EXP : 0
Coins : 0
Item(s) : None
Strength : Fear, Poison, Sleep, Silence
Weakness : None

-<Shogun>-

World : 5
HP : 150
Attack : 100
Defense : 80
Magic Attack : 1
Magic Defense : 32
EXP : 24
Coins : 10
Item(s) : Pick Me Up
Strength : Fear, Sleep
Weakness : Ice, Fire

-<Shy Away>-

World : 5
HP : 140
Attack : 90
Defense : 50
Magic Attack : 39
Magic Defense : 73
EXP : 1
Coins : 30
Item(s) : Honey Syrup
Strength : None
Weakness : Ice

-<Shy Guy>-

World : 2
HP : 78
Attack : 29
Defense : 30
Magic Attack : 20
Magic Defense : 6
EXP : 2
Coins : 1
Item(s) : None
Strength : None
Weakness : None

-<Shy Ranger>-

World : 3
HP : 300
Attack : 100
Defense : 80
Magic Attack : 4
Magic Defense : 10
EXP : 60
Coins : 1
Item(s) : None
Strength : Jump, Fire, Thunder, Ice
Weakness : None

-<Shyper>-

World : 7
HP : 400
Attack : 140
Defense : 80
Magic Attack : 70
Magic Defense : 50
EXP : 0
Coins : 0
Item(s) : None
Strength : Fear, Poison, Sleep, Silence
Weakness : None

-<Shyster>-

World : 1

HP : 30
Attack : 20
Defense : 26
Magic Attack : 18
Magic Defense : 10
EXP : 3
Coins : 2
Item(s) : Honey Syrup
Strength : None
Weakness : Thunder

-<Skytroopa>-

World : 1
HP : 10
Attack : 4
Defense : 16
Magic Attack : 6
Magic Defense : 4
EXP : 1
Coins : 1
Item(s) : Mushroom
Strength : None
Weakness : Jump

-<Slingshy>-

World : 6
HP : 120
Attack : 108
Defense : 80
Magic Attack : 42
Magic Defense : 21
EXP : 3
Coins : 20
Item(s) : Honey Syrup
Strength : None
Weakness : None

-<Smelter>-

World : 7
HP : 1500
Attack : 0
Defense : 120
Magic Attack : 0
Magic Defense : 100
EXP : 0
Coins : 0
Item(s) : None
Strength : Fire, Fear, Poison, Sleep, Silence
Weakness : Thunder

-<Smilax>-

World : 5
HP : 200
Attack : 100
Defense : 80
Magic Attack : 70

```
Magic Defense : 50
EXP           : 0
Coins         : 0
Item(s)       : None
Strength      : Fear, Poison, Sleep, Silence
Weakness      : Ice
```

-<Smithy - Santa>-

```
World        : 7
HP           : 2000
Attack       : 230
Defense      : 130
Magic Attack : 100
Magic Defense: 100
EXP          : 0
Coins         : 0
Item(s)       : None
Strength      : Fear, Poison, Sleep, Silence
Weakness      : None
```

-<Smithy - Body>-

```
World        : 7
HP           : 1000
Attack       : 180
Defense      : 80
Magic Attack : 20
Magic Defense: 60
EXP          : 0
Coins         : 0
Item(s)       : Seventh Star
Strength      : Fear, Poison, Sleep, Silence
Weakness      : None
```

-<Smithy - Head>-

```
World        : 7
HP           : 8000
Attack       : 180
Defense      : 80
Magic Attack : 60
Magic Defense: 50
EXP          : 0
Coins         : 0
Item(s)       : Seventh Star
Strength      : Fear, Poison, Sleep, Silence
Weakness      : None
```

-<Smithy - Wizard>-

```
World        : 7
HP           : 8000
Attack       : 135
Defense      : 50
Magic Attack : 130
Magic Defense: 150
EXP          : 0
Coins         : 0
Item(s)       : Seventh Star
```

Strength : Fire, Thunder, Ice, Fear, Poison, Sleep, Silence
Weakness : None

-<Smithy - Big Shield Thingy Head>-

World : 7
HP : 8000
Attack : 40
Defense : 150
Magic Attack : 70
Magic Defense : 100
EXP : 0
Coins : 0
Item(s) : Seventh Star
Strength : Jump, Fire, Thunder, Fear, Sleep, Poison, Silence
Weakness : Ice

-<Smithy - Tank>-

World : 7
HP : 8000
Attack : 250
Defense : 130
Magic Attack : 10
Magic Defense : 50
EXP : 0
Coins : 0
Item(s) : Seventh Star
Strength : Fear, Poison, Sleep, Silence
Weakness : Thunder

-<Smithy - Treasure Chest>-

World : 7
HP : 8000
Attack : 150
Defense : 120
Magic Attack : 78
Magic Defense : 80
EXP : 0
Coins : 0
Item(s) : Seventh Star
Strength : Thunder, Fear, Poison, Sleep, Silence
Weakness : Fire

--Note--

If you're wondering, between both Smithy battles and assuming that Smelter does not create any Shypers, you have to eliminate 44,500 HP. Yeouch!

Not really. In reality, it's only 12,500 (still a huge number) because the heads of Smithy's final form have 8000 HP combined. Of course, the body can regenerate...

-<Snapdragon>-

World : 2
HP : 90
Attack : 28
Defense : 25

Magic Attack : 31
Magic Defense : 25
EXP : 4
Coins : 3
Item(s) : Mushroom
Strength : None
Weakness : Fire. It's a plant.

-<Snifit>-

World : 3
HP : 200
Attack : 60
Defense : 60
Magic Attack : 20
Magic Defense : 20
EXP : 2
Coins : 15
Item(s) : Mushroom
Strength : None
Weakness : Ice

-<Sparky>-

World : 2
HP : 120
Attack : 40
Defense : 1
Magic Attack : 38
Magic Defense : 50
EXP : 4
Coins : 1
Item(s) : None
Strength : Fire
Weakness : Ice

-<Spikester>-

World : 3
HP : 50
Attack : 48
Defense : 60
Magic Attack : 12
Magic Defense : 4
EXP : 6
Coins : 2
Item(s) : None
Strength : Jump
Weakness : Ice

-<Spikey>-

World : 1
HP : 20
Attack : 6
Defense : 11
Magic Attack : 4
Magic Defense : 2
EXP : 1
Coins : 2

Item(s) : Honey Syrup
Strength : Jump
Weakness : None

-<Spinthra>-

World : 5
HP : 230
Attack : 110
Defense : 70
Magic Attack : 4
Magic Defense : 32
EXP : 30
Coins : 4
Item(s) : Bracer
Strength : Poison
Weakness : Ice

-<Spookum>-

World : 3
HP : 98
Attack : 50
Defense : 45
Magic Attack : 32
Magic Defense : 5
EXP : 8
Coins : 4
Item(s) : Mid Mushroom
Strength : None
Weakness : Ice

-<Springer>-

World : 7
HP : 122
Attack : 155
Defense : 110
Magic Attack : 100
Magic Defense : 79
EXP : 29
Coins : 2
Item(s) : Energizer
Strength : None
Weakness : None

-<Starcruster>-

World : 7
HP : 72
Attack : 135
Defense : 145
Magic Attack : 16
Magic Defense : 53
EXP : 36
Coins : 60
Item(s) : None
Strength : Jump
Weakness : Ice

-<StarSlap>-

World : 2
HP : 62
Attack : 25
Defense : 24
Magic Attack : 4
Magic Defense : 10
EXP : 2
Coins : 2
Item(s) : None
Strength : None
Weakness : Fire, Thunder

-<Stinger>-

World : 4
HP : 65
Attack : 78
Defense : 80
Magic Attack : 23
Magic Defense : 10
EXP : 13
Coins : 1
Item(s) : Able Juice
Strength : None
Weakness : None

-<Strawhead>-

World : 4
HP : 131
Attack : 80
Defense : 63
Magic Attack : 18
Magic Defense : 12
EXP : 17
Coins : 12
Item(s) : Pure Water
Strength : None
Weakness : Thunder

-<Stumpet>-

World : 9
HP : 500
Attack : 200
Defense : 120
Magic Attack : 6
Magic Defense : 60
EXP : 70
Coins : 15
Item(s) : Fear Bomb, Fire Bomb
Strength : Fire, Fear, Poison, Sleep, Silence
Weakness : Ice

-<Tentacles (Left)>-

World : 4
HP : 260

Attack : 82
Defense : 50
Magic Attack : 35
Magic Defense : 40
EXP : 0
Coins : 0
Item(s) : None
Strength : Sleep, Silence
Weakness : Fire

-<Tentacles (Right)>-

World : 4
HP : 200
Attack : 87
Defense : 70
Magic Attack : 35
Magic Defense : 23
EXP : 0
Coins : 0
Item(s) : None
Strength : Sleep, Silence
Weakness : Fire

-<Terra Cotta>-

World : 7
HP : 180
Attack : 120
Defense : 85
Magic Attack : 36
Magic Defense : 35
EXP : 35
Coins : 0
Item(s) : Mushroom
Strength : Fire
Weakness : None

-<Terrapin>-

World : 7
HP : 10
Attack : 1
Defense : 8
Magic Attack : 0
Magic Defense : 1
EXP : 0
Coins : 0
Item(s) : None
Strength : None
Weakness : None

-<The Big Boo>-

World : 2
HP : 43
Attack : 18
Defense : 0
Magic Attack : 18

Magic Defense : 24
EXP : 2
Coins : 0
Item(s) : Pure Water, Honey Syrup
Strength : Jump, Fear
Weakness : None

-<Toadstool 2>-

World : 5
HP : 120
Attack : 90
Defense : 60
Magic Attack : 62
Magic Defense : 70
EXP : 0
Coins : 0
Item(s) : None
Strength : Fear, Poison, Sleep, Silence
Weakness : None

-<Torte>-

World : 3
HP : 100
Attack : 60
Defense : 50
Magic Attack : 8
Magic Defense : 27
EXP : 0
Coins : 0
Item(s) : None
Strength : Fear, Poison, Sleep, Silence
Weakness : None

-<Valentina>-

World : 6
HP : 2000
Attack : 120
Defense : 80
Magic Attack : 80
Magic Defense : 60
EXP : 120
Coins : 200
Item(s) : Palace Key
Strength : Ice, Fear, Poison, Sleep, Silene
Weakness : None

-<Vomer>-

World : 6
HP : 0 - You have to kill it with a special attack. Or Pure Water.
One hit knocks him out.
Attack : 110
Defense : 0
Magic Attack : 9
Magic Defense : 0
EXP : 19
Coins : 0

Item(s) : Pure Water
Strength : Fear, Poison, Sleep, Silence
Weakness : Thunder

-<Water Crystal>-

World : 5
HP : 1800
Attack : 0
Defense : 130
Magic Attack : 120
Magic Defense : 50
EXP : 0
Coins : 0
Item(s) : None
Strength : Ice, Fear, Poison, Sleep, Silence
Weakness : Fire

-<Wiggler>-

World : 2
HP : 120
Attack : 40
Defense : 25
Magic Attack : 18
Magic Defense : 20
EXP : 6
Coins : 10
Item(s) : Honey Syrup
Strength : None
Weakness : Thunder

-<Wind Crystal>-

World : 5
HP : 800
Attack : 0
Defense : 200
Magic Attack : 60
Magic Defense : 88
EXP : 0
Coins : 0
Item(s) : None
Strength : Thunder, Fear, Poison, Sleep, Silence
Weakness : Jump

-<Yaridovich - Real>-

World : 4
HP : 1500
Attack : 125
Defense : 85
Magic Attack : 70
Magic Defense : 75
EXP : 120
Coins : 50
Item(s) : Shed Key
Strength : Fear, Poison, Sleep, Silence
Weakness : Thunder

-<Yaridovich - Fake>-

World : 4
HP : 500
Attack : 100
Defense : 40
Magic Attack : 60
Magic Defense : 10
EXP : 0
Coins : 0
Item(s) : None
Strength : Fear, Poison, Sleep, Silence
Weakness : Thunder

-<Zeostar>-

World : 4
HP : 90
Attack : 75
Defense : 60
Magic Attack : 28
Magic Defense : 20
EXP : 10
Coins : 3
Item(s) : Mushroom
Strength : None
Weakness : Fire

-<Zombone>-

World : 6
HP : 1800
Attack : 790
Defense : 60
Magic Attack : 80
Magic Defense : 100
EXP : 50
Coins : 0
Item(s) : None
Strength : Fire, Ice, Fear, Poison, Sleep
Weakness : Jump, Thunder, Geno Beam

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| 4.03: Inns and Shops |

0=====0

| -----
 Shop and Inn | | | |
|---|------|-------|--------------|
| ----- - Mario's Pad | | | |
| Item | Type | Coins | |
| --- | --- | ---- | |
| Inn | Inn | 0 | |
| ----- -- Mushroom Kingdom | | | |
| Inn | Inn | 3 | -- Inn |
| ----- | | | |
| | | | -- Item Shop |
| Mushroom | Item | 4 | |
| Honey Syrup | Item | 10 | |
| Pick Me Up | Item | 5 | |
| Able Juice | Item | 4 | |

| | | | |
|--------------|-----------|-----|--------------------------------|
| Shirt | Armor | 7 | |
| Pants | Armor | 7 | |
| Jump Shoes | Accessory | 30 | |
| Antidote Pin | Accessory | 28 | |
| ----- | | | -- Tadpole Pond |
| Inn | Inn | N/A | -- Inn |
| ----- | | | |
| | | | -- Frog Coin Emporium |
| Sleepy Bomb | Item | 1 | (Prices in Frog Coins) |
| Bracer | Item | 2 | |
| Energizer | Item | 2 | |
| Crystalline | Item | 5 | |
| Power Blast | Item | 5 | |
| ----- | | | |
| | | | -- Juice Bar |
| FroggieDrink | Item | 16 | |
| ----- | | | |
| | | | -- Juice Bar With Alto Card |
| FroggieDrink | Item | 14 | |
| Elixir | Item | 48 | |
| ----- | | | |
| | | | -- Juice Bar With Tenor Card |
| FroggieDrink | Item | 12 | |
| Elixir | Item | 36 | |
| Megalixir | Item | 90 | |
| ----- | | | |
| | | | -- Juice Bar With Soprano Card |
| FroggieDrink | Item | 8 | |
| Elixir | Item | 24 | |
| Megalixir | Item | 60 | |
| KeroKeroCola | Item | 200 | |
| ----- | | | -- Rose Town |
| Inn | Inn | 0 | -- Inn |
| ----- | | | |
| | | | -- Item Shop: Man |
| Mushroom | Item | 4 | |
| Honey Syrup | Item | 10 | |
| Pick Me Up | Item | 5 | |
| Able Juice | Item | 4 | |
| ----- | | | |
| | | | -- Item Shop: Woman |
| Thick Shirt | Armor | 14 | |
| Thick Pants | Armor | 14 | |
| Jump Shoes | Accessory | 30 | |
| Antidote Pin | Accessory | 28 | |
| Wake Up Pin | Accessory | 42 | |
| Trueform Pin | Accessory | 60 | |
| Fearless Pin | Accessory | 130 | |
| ----- | | | -- Moleville |
| Inn | Inn | 10 | -- Inn |
| ----- | | | |
| | | | -- Item Shop: Female Mole |
| Punch Glove | Weapon | 36 | |
| Finger Shot | Weapon | 50 | |
| Cymbals | Weapon | 42 | |
| Mega Shirt | Armor | 22 | |
| Mega Pants | Armor | 22 | |
| Mega Cape | Armor | 22 | |
| Work Pants | Armor | 22 | |
| Mid Mushroom | Item | 20 | |

| | | | |
|--------------|-----------|-----|----------------------------------|
| Maple Syrup | Item | 30 | |
| | | | |
| | | | -- Miner's Shop (Blue Toad) |
| Lucky Jewel | Item | 100 | -- After Punchinello |
| Mystery Egg | Item | 200 | -- After Yaridovich |
| Frying Pan | Weapon | 300 | -- After Valentina |
| | | | |
| Room | Inn | 10 | -- Marrymore |
| Suite | Inn | 200 | -- Inn |
| | | | |
| | | | -- Inn Shop |
| Chomp Shell | Weapon | 60 | |
| Super Hammer | Weapon | 70 | |
| Hand Gun | Weapon | 75 | |
| Whomp Glove | Weapon | 72 | |
| Happy Shirt | Armor | 38 | |
| Happy Pants | Armor | 38 | |
| Happy Cape | Armor | 38 | |
| Happy Shell | Armor | 38 | |
| B'tub Ring | Accessory | 145 | |
| Mid Mushroom | Item | 20 | |
| Maple Syrup | Item | 30 | |
| | | | -- Yaridovich Seaside |
| Inn | Inn | 0 | -- Inn |
| | | | |
| | | | -- Far left complex, first door. |
| Bad Mushroom | Item | 30 | |
| Muku Cookie | Item | 69 | |
| Fright Bomb | Item | 100 | |
| Fire Bomb | Item | 200 | |
| Ice Bomb | Item | 250 | |
| | | | |
| | | | -- Frogfucius' Student |
| See Ya | Item | 10 | (Prices in Frog Coins) |
| EarlierTimes | Item | 15 | |
| Exp. Booster | Accessory | 22 | |
| Coin Trick | Accessory | 36 | |
| Scrooge Ring | Accessory | 50 | |
| | | | |
| Inn | Inn | N/A | |
| | | | |
| | | | -- Shaman's Shop by the Sea |
| Hurly Gloves | Weapon | 92 | |
| Super Hammer | Weapon | 70 | |
| Hand Gun | Weapon | 75 | |
| Whomp Glove | Weapon | 72 | |
| Sailor Shirt | Armor | 50 | |
| Sailor Pants | Armor | 50 | |
| Sailor Cape | Armor | 50 | |
| NauticaDress | Armor | 50 | |
| Mid Mushroom | Item | 20 | |
| Maple Syrup | Item | 30 | |
| Pick Me Up | Item | 5 | |
| Able Juice | Item | 4 | |
| Freshen Up | Item | 50 | |
| | | | |
| Inn | Inn | N/A | |
| | | | |
| | | | -- Shaman's Ship Shop |
| Hurly Gloves | Weapon | 92 | |

| | | | |
|--------------|-----------|-------------|--|
| Super Hammer | Weapon | 70 | |
| Hand Gun | Weapon | 75 | |
| Whomp Glove | Weapon | 72 | |
| Sailor Shirt | Armor | 50 | |
| Sailor Pants | Armor | 50 | |
| Sailor Cape | Armor | 50 | |
| NauticaDress | Armor | 50 | |
| Mid Mushroom | Item | 20 | |
| Maple Syrup | Item | 30 | |
| Pick Me Up | Item | 5 | |
| Able Juice | Item | 4 | |
| Freshen Up | Item | 50 | |
| ----- | | | -- Post Yaridovich Seaside |
| Inn | Inn | 15 | -- Inn |
| ----- | | | |
| See Ya | Item | 10 | -- Frogfucius' Student
(Prices in Frog Coins) |
| EarlierTimes | Item | 15 | |
| Exp. Booster | Accessory | 22 | |
| Coin Trick | Accessory | 36 | |
| Scrooge Ring | Accessory | 50 | |
| ----- | | | |
| Beetle Box | Special | 50 | -- Beetles Are Us
-- Key Item |
| Initiation | Special | 100 | -- First time only |
| Male | Special | 50 | -- When you bring one back |
| Female | Special | 1 | -- When you bring one back |
| Golden | Special | 1 Frog Coin | -- When you bring one back |
| ----- | | | |
| ----- | | | -- Weapon Shop |
| Troopa Shell | Weapon | 90 | |
| Parasol | Weapon | 84 | |
| Hurly Gloves | Weapon | 92 | |
| Double Punch | Weapon | 88 | |
| Ribbit Stick | Weapon | 86 | |
| NokNok Shell | Weapon | 20 | |
| Punch Glove | Weapon | 36 | |
| Finger Shot | Weapon | 50 | |
| Cymbals | Weapon | 42 | |
| Chomp Shell | Weapon | 60 | |
| Super Hammer | Weapon | 70 | |
| Hand Gun | Weapon | 75 | |
| Whomp Glove | Weapon | 72 | |
| Slap Glove | Weapon | 100 | |
| Hammer | Weapon | 123 | - Lucky Hammer |
| ----- | | | |
| ----- | | | -- Armor Shop |
| Sailor Shirt | Armor | 50 | |
| Sailor Pants | Armor | 50 | |
| Sailor Cape | Armor | 50 | |
| NauticaDress | Armor | 50 | |
| Shirt | Armor | 7 | |
| Pants | Armor | 7 | |
| Thick Shirt | Armor | 14 | |
| Thick Pants | Armor | 14 | |
| Mega Shirt | Armor | 22 | |
| Mega Pants | Armor | 22 | |
| Mega Cape | Armor | 22 | |
| Happy Shirt | Armor | 38 | |
| Happy Pants | Armor | 38 | |

| | | | |
|---------------|-----------|---------|-----------------------------|
| Happy Cape | Armor | 38 | |
| Happy Shell | Armor | 38 | |
| <hr/> | | | |
| | | | -- Health Food Store |
| Mushroom | Item | 4 | |
| Mid Mushroom | Item | 20 | |
| Honey Syrup | Item | 10 | |
| Maple Syrup | Item | 30 | |
| Pick Me Up | Item | 5 | |
| Able Juice | Item | 4 | |
| Freshen Up | Item | 50 | |
| <hr/> | | | |
| | | | -- Mushroom Boy's Shop |
| Rock Candy | Item | Rippin' | (Mushroom Types) |
| Maple Syrup | Item | Berry | |
| Flower Tab | Item | Flower | |
| <hr/> | | | |
| | | | -- Accessory Shop |
| Jump Shoes | Accessory | 30 | |
| Antidote Pin | Accessory | 28 | |
| Wake Up Pin | Accessory | 42 | |
| Fearless Pin | Accessory | 130 | |
| Trueform Pin | Accessory | 60 | |
| Zoom Shoes | Accessory | 100 | |
| <hr/> | | | |
| | | | -- Monstro Town |
| Inn | Inn | 0 | -- Three Musty Fears' House |
| <hr/> | | | |
| | | | -- Item Shop: Goomba |
| Spiked Link | Weapon | 94 | |
| CourageShell | Armor | 60 | |
| Mid Mushroom | Item | 20 | |
| Maple Syrup | Item | 30 | |
| Pick Me Up | Item | 5 | |
| Able Juice | Item | 4 | |
| Freshen Up | Item | 50 | |
| <hr/> | | | |
| | | | -- Item Shop: Triplets |
| Mushroom | Item | 4 | - Irregular Mushroom |
| <hr/> | | | |
| | | | -- Nimbus Land |
| Inn | Inn | 30 | -- Inn |
| Dream Cushion | Inn | 60 | |
| <hr/> | | | |
| | | | -- Item Shop |
| Mid Mushroom | Item | 20 | |
| Maple Syrup | Item | 30 | |
| Pick Me Up | Item | 5 | |
| Able Juice | Item | 4 | |
| Freshen Up | Item | 50 | |
| Mega Glove | Weapon | 102 | |
| War Fan | Weapon | 100 | |
| Hand Cannon | Weapon | 105 | |
| Sticky Glove | Weapon | 98 | |
| Fuzzy Shirt | Armor | 70 | |
| Fuzzy Pants | Armor | 70 | |
| Fuzzy Cape | Armor | 70 | |
| Fuzzy Dress | Armor | 70 | |
| <hr/> | | | |
| | | | -- Barrel Volcano |
| Inn | Inn | 30 | -- Hino Mart: Inn |
| <hr/> | | | |
| | | | -- Hino Mart: Item Shop |

| | | | |
|--------------|-------|-----|--------------------------|
| Mid Mushroom | Item | 20 | |
| Maple Syrup | Item | 30 | |
| Pick Me Up | Item | 5 | |
| Able Juice | Item | 4 | |
| Freshen Up | Item | 50 | |
| <hr/> | | | |
| | | | -- Hino Mart: Armor Shop |
| Fire Shirt | Armor | 90 | |
| Fire Pants | Armor | 90 | |
| Fire Cape | Armor | 90 | |
| Fire Shell | Armor | 90 | |
| Fire Dress | Armor | 90 | |
| <hr/> | | | |
| | | | -- Bowser's Keep |
| Inn | Inn | N/A | |
| <hr/> | | | |
| | | | -- Croco's First Shop |
| Mid Mushroom | Item | 20 | |
| Maple Syrup | Item | 30 | |
| Pick Me Up | Item | 5 | |
| Freshen Up | Item | 50 | |
| Fire Shirt | Armor | 90 | |
| Fire Pants | Armor | 90 | |
| Fire Cape | Armor | 90 | |
| Fire Shell | Armor | 90 | |
| Fire Dress | Armor | 90 | |
| <hr/> | | | |
| | | | -- Croco's Second Shop |
| Mid Mushroom | Item | 20 | |
| Maple Syrup | Item | 30 | |
| Pick Me Up | Item | 5 | |
| Freshen Up | Item | 50 | |
| Hero Shirt | Armor | 100 | |
| Prince Pants | Armor | 100 | |
| Star Cape | Armor | 100 | |
| Heal Shell | Armor | 100 | |
| Royal Dress | Armor | 100 | |
| <hr/> | | | |
| | | | -- Gate |
| Inn | Inn | N/A | |
| <hr/> | | | |
| | | | -- Toad's Last Stop Shop |
| Mid Mushroom | Item | 10 | |
| Max Mushroom | Item | 39 | |
| Maple Syrup | Item | 15 | |
| Pick Me Up | Item | 3 | |
| Able Juice | Item | 2 | |
| Freshen Up | Item | 25 | |
| FroggieDrink | Item | 8 | |
| <hr/> | | | |

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| 4.04: Weapons |

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Weapons are what you use to clean the clocks of the numerous bad guys that you meet in the game. They're optional since you can attack with just your bare hands, but don't expect to do much damage once you're a few hours into the game. A good thing about SMRPG is the fact that each weapon has it's own unique attack, such as how each hammer has a different attack from the other. Each weapon can only be used by one person. Please note that Seaside town sells a lot of weapons for each character, so if you like having everything,

and you missed one, check there. WIthout further adieu, the weapons!

Weapons are sorted by user in order of appearance.

If N/A is seen in the price section, the weapon cannot be bought.

And I used profit for a nice word to put there. You lose about half of the money you spent buying a weapon when you sell it. There is no profit.

Mario

-<Hammer>-

```
Price (buy)  : N/A
Profit (sell): 35 coins
Stats        : +10 attack
Notes       : Found after defeating the Hammer Bros.
```

-<Noknok Shell>-

```
Price (buy)  : 20 coins
Profit (sell): 10 coins
Stats        : +20 attack
Notes       : Given by the Toad at the end of the Midas River.
```

-<Punch Glove>-

```
Price (buy)  : 36 coins
Profit (sell): 18 coins
Stats        : +30 attack
Notes       : Purchased in Moleville. Crazy punch-drunk moles...
```

-<Masher>-

```
Price (buy)  : N/A
Profit (sell): 0 coins
Stats        : +50 attack
Notes       : Found in Booster Tower.
```

-<Super Hammer>-

```
Price (buy)  : 70 coins
Profit (sell): 35 coins
Stats        : +40 attack
Notes       : Purchased in Marrymore. A good wedding gift.
```

-<Troopa Shell>-

```
Price (buy)  : 90 coins
Profit (sell): 45 coins
Stats        : +50 attack
Notes       : Purchased in Seaside Town. Not that you should waste coins on
               it...
```

-<Hammer>-

```
Price (buy)  : 123 coins
Profit (sell): 62 coins
```

Stats : +0 attack
Notes : This hammer does the same amount of damage as your fists.
However, if you get a timed hit on a foe with this weapon, you can play the Yoshi egg mini-game at the end of battle as you would if you got a lucky flower.

-<Mega Glove>-

Price (buy) : 102 coins
Profit (sell): 51 coins
Stats : +60 attack
Notes : Bought in Nimbus Land. It's huge!

-<Ultra Hammer>-

Price (buy) : N/A
Profit (sell): 68 coins
Stats : +70 attack
Notes : Found in Smithy Factory.

-<Lazy Shell>-

Price (buy) : N/A
Profit (sell): 100 coins
Stats : +90 attack
Notes : The best weapon in the game. Found after completing the Rose Town gardener side quest (seed + fertilizer = vine)

Mallow

-<Froggie Stick>-

Price (buy) : N/A
Profit (sell): 90 coins
Stats : +20 attack
Notes : Frogfucius gives this to you in exchange for the Cricket Pie.

-<Cymbals>-

Price (buy) : 30 coins
Profit (sell): 15 coins
Stats : +30 attack
Notes : Like another marshmallow-esque hero (Kirby), Mallow is bad with music. This Moleville weapon lets Mallow prove this fact.

-<Whomp Glove>-

Price (buy) : 72 coins
Profit (sell): 36 coins
Stats : +40 attack
Notes : Purchased in Marrymore, this lets Mallow whomp the enemy with his fists.

-<Ribbit Stick>-

Price (buy) : 86 coins
Profit (sell): 43 coins
Stats : +50 attack

Notes : Purchased in Seaside Town. Stick it to the enemy!

-<Sticky Glove>-

Price (buy) : 98 coins
Profit (sell): 49 coins
Stats : +60 attack
Notes : Bought in Nimbus Land, this weapon double-punches the enemy.

-<Sonic Cymbals>-

Price (buy) : N/A
Profit (sell): 54 coins
Stats : +70 attack
Notes : Mallow's best weapon. Found in Bowser's Keep.

Geno

-<Finger Shot>-

Price (buy) : 50 coins
Profit (sell): 25 coins
Stats : +12 attack
Notes : This weapon purchased in Moleville will let Geno shoot BBs from his fingertips. Additionally, if you talk to Gaz after the Forest Maze quest, he'll give this weapon to Geno for free.

-<Hand Gun>-

Price (buy) : 75 coins
Profit (sell): 38 coins
Stats : +24 attack
Notes : This is bought in Marrymore. Geno can shoot bullets out of his hand.

-<Double Punch>-

Price (buy) : 88 coins
Profit (sell): 44 coins
Stats : +35 attack
Notes : This is purchased in Seaside town. One of the coolest weapons in the game.

-<Hand Cannon>-

Price (buy) : 105 coins
Profit (sell): 53 coins
Stats : +45 attack
Notes : This is purchased in Nimbus Land. Bullets are shot from Geno's hand. On a side-note, remember the cartoon of Donkey Kong Country? Remember Cap'n Scurvy and his hand-cannon? Yeah, that is what I thought.

-<Star Gun>-

Price (buy) : N/A
Profit (sell): 60 coins
Stats : +57 attack

Notes : This is found in Bowser's Keep. Gaz references it earlier in the game. OH YEAH! TIME TO SHOOT SOME STARTS!

Bowser

-<Chomp>-

Price (buy) : N/A
Profit (sell): 0 coins
Stats : +10 attack
Notes : Bowser finds this Chomp in Booster Tower. Time to chomp some enemies!

-<Chomp Shell>-

Price (buy) : 60 coins
Profit (sell): 30 coins
Stats : +9 attack
Notes : Bought in Marrymore. Not as good as the original.

-<Hurly Gloves>-

Price (buy) : 72 coins
Profit (sell): 36 coins
Stats : +20 attack
Notes : Purchased in Seaside Town. Watch Mario fly! This is a good chance for Bowser to get rid of some of his anger.

-<Spiked Link>-

Price (buy) : 94 coins
Profit (sell): 47 coins
Stats : +30 attack
Notes : This is the only weapon available to you in Monstro Town. This is better than the normal Chomp. Y'know. 'cause it has spikes.

-<Drill Claw>-

Price (buy) : N/A
Profit (sell): 59 coins
Stats : +40 attack
Notes : This is found in Bowser's Keep. It does exactly what you'd think it does -- sing. Er, scratch and then drill.

You may be wondering why Bowser's best weapon has so little a stat bonus. It's because Bowser's attack stat is already, like, three times higher than everyone else's so Bowser is still stronger. This makes Bowser strong AND cheap (2/5 of his weapons are found).

Toadstool

-<Slap Glove>-

Price (buy) : N/A
Profit (sell): N/A

Stats : +40 attack
Notes : Toadstool's starting weapon. TIME TO MAKE THOSE BOYS FEEL GUILTY!

-<Parasol>-

Price (buy) : 84 coins
Profit (sell): 42 coins
Stats : +50 attack
Notes : This is purchased in Seaside Town. The other definitive girly weapon.

-<War Fan>-

Price (buy) : 100 coins
Profit (sell): 50 coins
Stats : +60 attack
Notes : This is purchased in Nimbus Land. Ouch.

-<Super Slap>-

Price (buy) : 110 coins
Profit (sell): 55 coins
Stats : +70 attack
Notes : This is found in Bowser's Keep. Anoter example of the Bowser's Keep weapon being worse than the best.

-<Frying Pan>-

Price (buy) : 300 coins
Profit (sell): 150 coins
Stats : +90 attack
Notes : The Princess' best weapon. It goes under the name of Metal Plate in the Moleville Miner's shop.

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| 4.05: Armor |
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Armor is a very valuable tool in RPGs. It protects you from damage of all sorts, plus it makes your character look snazzy, even if it is invisible. Most armor can only be used by one person, but there are exceptions as in the case of the Work Pants, the Super Jacket, and the Lazy Shell. Again, Seaside Town does sell a lot of armor for characters in case you missed one of them. For the Super Jacket, once you jump 100 times in a row in battle (Super Jump/Ultra Jump), go to Monstro Town.

Onec again, armor is listed in order of apperance by the character who wears the armor.

Mario

-<Shirt>-

Price (buy) : 7 coins
Profit (sell): 4 coins
Stats : +6 defense, +6 magic defense
Notes : This nice shirt can be purchased in the Mushroom Kingdom.

-<Thick Shirt>-

Price (buy) : 14 coins
Profit (sell): 7 coins
Stats : +12 defense, +8 magic defense
Notes : This warm shirt can be purchased in Rose Town.

-<Mega Shirt>-

Price (buy) : 22 coins
Profit (sell): 11 coins
Stats : +18 defense, +10 magic defense
Notes : You can buy this mega shirt in Moleville.

-<Happy Shirt>-

Price (buy) : 38 coins
Profit (sell): 19 coins
Stats : +24 defense, +12 magic defense
Notes : This bright, sunshiney shirt can be bought in Marrymore.

-<Sailor Shirt>-

Price (buy) : 50 coins
Profit (sell): 25 coins
Stats : +30 defense, +15 magic defense
Notes : Arr! This shirt can be bought in Seaside Town, matey.

-<Fuzzy Shirt>-

Price (buy) : 70 coins
Profit (sell): 35 coins
Stats : +36 defense, +18 magic defense
Notes : This fuzzy shirt can be bought high up in Nimbus Land.

-<Fire Shirt>-

Price (buy) : 90 coins
Profit (sell): 45 coins
Stats : +42 defense, +21 magic defense
Notes : This fiery shirt can be purchased deep within Barrel Volcano.

-<Hero Shirt>-

Price (buy) : 100 coins
Profit (sell): 50 coins
Stats : +48 defense, +24 magic defense
Notes : This heroic shirt can be ppurchased from the evil place --
Bowser's Keep.

Mallow

-<Pants>-

Price (buy) : 7 coins
Profit (sell): 4 coins
Stats : +6 defense, +3 magic defense

Notes : These snazzy pants are bought in the Mushroom Kingdom.

-<Thick Pants>-

Price (buy) : 12 coins
Profit (sell): 6 coins
Stats : +12 defnse, +6 magic defense
Notes : These thick pants are bought in Rose Town.

-<Mega Pants>-

Price (buy) : 22 coins
Profit (sell): 11 coins
Stats : +18 defense, +9 magic defense
Notes : These mega pants are bought in Moleville.

-<Happy Pants>-

Price (buy) : 38 coins
Profit (sell): 19 coins
Stats : +24 defense, +12 magic defense
Notes : You can buy these smile-inducing pants in Marrymoprre.

-<Sailor Pants>-

Price (buy) : 50 coins
Profit (sell): 25 coins
Stats : +30 defense, +15 magic defense
Notes : You can buy these strapping pants in Seaside Town.

-<Fuzzy Pants>-

Price (buy) : 70 coins
Profit (sell): 35 coins
Stats : +36 defense, 18 magic defense
Notes : These furry pants are purchased in Nimbus Land.

-<Fire Pants>-

Price (buy) : 90 coins
Profit (sell): 45 coins
Stats : +42 defense, +21 magic defense
Notes : I wouldn't trust Mallow with these Barrel Volcano-based pants on. Just think about that one. Answer at the end of the FAQ.

-<Prince Pants>-

Price (buy) : 100 coins
Profit (sell): 50 coins
Stats : +48 defense, +24 magic defense
Notes : These pants are fit for a prince! Buy in Bowser's Keep.

Geno

-<Mega Cape>-

Price (buy) : 22 coins
Profit (sell): 11 coins

Stats : +6 defense, +3 magic defense
Notes : You can buy this cape in Moleville.

-<Happy Cape>-

Price (buy) : 38 coins
Profit (sell): 19 coins
Stats : +24 defense, +12 magic defense
Notes : You can buy this funtastic cape in Marrymore.

-<Sailor Cape>-

Price (buy) : 50 coins
Profit (sell): 25 coins
Stats : +18 defense, +9 magic defense
Notes : You can buy this aquatic cape in Seaside Town.

-<Fuzzy Cape>-

Price (buy) : 70 coins
Profit (sell): 35 coins
Stats : +24 defense, +12 magic defense
Notes : You can purchase this furry cape in Nimbus Land.

-<Fire Cape>-

Price (buy) : 90 coins
Profit (sell): 45 coins
Stats : +30 defense, +15 magic defense
Notes : You can buy this fiery cape deep within barrle Volcano.

-<Star Cape>-

Price (buy) : 100 coins
Profit (sell): 50 coins
Stats : +36 defense, +18 magic defense
Notes : You can buy this star-studded cape within Bowser's Keep.

Bowser

-<Happy Shell>-

Price (buy) : 38 coins
Profit (sell): 19 coins
Stats : +6 defense, +3 magic defense
Notes : You can buy this happy shell in Marrymore.

-<Courage Shell>-

Price (buy) : 60 coins
Profit (sell): 30 coins
Stats : +12 defense, +6 magic defense
Notes : You can buy this courageous shell in Monstro Town.

-<Fire Shell>-

Price (buy) : 90 coins
Profit (sell): 45 coins

Stats : +18 defense, +9 magic defense
Notes : You can buy this HOT HOT HOT shell in Barrel Volcano.

-<Heal Shell>-

Price (buy) : 100 coins
Profit (sell): 50 coins
Stats : +24 defense, +12 magic defense
Notes : You can buy this heroic shell in Bowser's Keep.

Toadstool

-<Polka Dress>-

Price (buy) : N/A
Profit (sell): 80 coins
Stats : +24 defense, +12 magic defense
Notes : The Princess starts with colorful dress.

-<Nautica Dress>-

Price (buy) : 50 coins
Profit (sell): 25 coins
Stats : +30 defense, +15 magic defense
Notes : You can buy this aquatic dress in Seaside Town.

-<Fuzzy Dress>-

Price (buy) : 70 coins
Profit (sell): 35 coins
Stats : +36 defense, +18 magic defense
Notes : You can purchase this burning hot dress in Barrel Bolcano.

-<Royal Dress>-

Price (buy) : 100 coins
Profit (sell): 50 coins
Stats : +48 defense, +24 magic defense
Notes : This dress is fit for a princess! Buy from Croco in Bowser's Keep.

Everybody

-<Work Pants>-

Price (buy) : 22 coins
Profit (sell): 11 coins
Stats : +5 speed, +10 attack, +15 defense, +10 magic attack, +5 magic defense
Notes : This awesome pair of pants is purchased in Moleville.

-<Super Jacket>-

Price (buy) : N/A
Profit (sell): 350 coins
Stats : +30 speed, +50 attack, +50 defense, +50 magic attack, +50 magic

defense
Notes : Use Super or Ultra Jump to jump 100 times in a row and then go see the Chow in Monstro Town to receive this sweet piece of bodywear.

-<Lazy Shell>-

Price (buy) : N/A
Profit (sell): 111 coins
Stats : -50 speed, -50 attack, +127 defense, -50 magic attack, +137 magic defense
Notes : This too is obtained from the Rose Town gardener side quest. It provides the best defense in the game but at a terrible price. Choose wisely on whether or not you want to equip this shell.

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| 4.06: Accessories |
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Generally, everyone can equip any accessory. Of course, there are a few exceptions (they're noted).

-<Amulet>-

Price (buy) : N/A
Profit (sell): 100 coins
Stats : -5 speed, +7 attack, +7 defense, +7 magic attack, +7 m agic defense
Notes : You get this in Booster's Tower.

-<Antidote Pin>-

Price (buy) : 28 coins
Profit (sell): 14 coins
Stats : +2 defense, +2 magic defense
Notes : The wearer is immune to poison.

-<Attack Scarf>-

Price (buy) : N/A
Profit (sell): 750 coins
Stats : +30 speed, +30 attack, +30 defense, +30 magic attack, +30 magic defense
Notes : Using Super/Ultra Jump, jump 30 times. Talk to the Chow in Monstro Town to receive this. MARIO ONLY.

-<B'Tub Ring>-

Price (buy) : 145 coins
Profit (sell): 73 coins
Stats : None.
Notes : Decreases damage taken by magic attacks by 50%. TOADSTOOL ONLY.

-<Coin Trick>-

Price (buy) : 36 Frog Coins
Profit (sell): 11 coins
Stats : None.
Notes : Doubles coins earned from battle. Purchased from Frogfucius'

pupil in Seaside Town.

-<Exp. Booster>-

Price (buy) : 22 Frog Coins
Profit (sell): 0 coins
Stats : None
Notes : Doubles experience points earned from battle. Purchased from Frogfucius' student in Seaside Town.

-<Fearless Pin>-

Price (buy) : 130 coins
Profit (sell): 65 coins
Stats : +5 defense, +5 magic defense
Notes : Wearer is immune to fear.

-<Feather>-

Price (buy) : N/A
Profit (sell): 333 coins
Stats : +20 speed, +5 defense, +5 magic defense
Notes : Increases speed.

-<Ghost Medal>-

Price (buy) : N/A
Profit (sell): 800 coins
Stats : x2 defense, x2 magic attack
Notes : No, those xs aren't typos.

-<Jinx Belt>-

Price (buy) : N/A
Profit (sell): 999 coins
Stats : +27 attack, +27 defense, +12 speed
Notes : Guards user from mortal blows. Defeat Jinx to get it.

-<Jump Shoes>-

Price (buy) : 30 coins
Profit (sell): 15 coins
Stats : +2 speed, +1 defense, +5 attack, +1 magic defense
Notes : Suffer no penalties for jumping on spiked enemies. MARIO ONLY.

-<Quartz Charm>-

Price (buy) : N/A
Profit (sell): 3 coins
Stats : x1.5 attack, x2 defense, x2 magic attack, x2 magic defense
Notes : Defeat Culex to get this. This also prevents instant death.

-<Rare Scarf>-

Price (buy) : N/A
Profit (sell): 75 coins
Stats : +15 attack, +15 magic attack, +150 magic defense
Notes : Found in the Nimbus Land vines.

-<Safety Badge>-

Price (buy) : N/A
Profit (sell): 250 coins
Stats : +5 defense, +5 magic defense
Notes : Wearer is immune to muting and poisoning.

-<Safety Ring>-

Price (buy) : N/A
Profit (sell): 400 coins
Stats : +5 speed, +5 attack, +5 magic defense
Notes : Prevents instant death. We can dance if we want to...

-<Scrooge Ring>-

Price (buy) : 50 Frog Coins
Profit (sell): 11 coins
Stats : None
Notes : Decreases FP use by special attacks by 50% (wearer only).

-<Signal Ring>-

Price (buy) : N/A
Profit (sell): 300 coins
Stats : +10 speed
Notes : Beeps near a surprise box.

-<Troopa Pin>-

Price (buy) : N/A
Profit (sell): 500 coins
Stats : +20 speed, x1.5 attack, x2 magic attack
Notes : Climb the Land's End cliff in 12 seconds or less to get this.

-<Trueform Pin>-

Price (buy) : 60 coins
Profit (sell): 30 coins
Stats : +4 defense, +4 magic defense
Notes : Wearer is immune to changes in shape (i.e. mushroom, scarecrow).

-<Wake Up Pin>-

Price (buy) : 42 coins
Profit (sell): 21 coins
Stats : +3 defense, +3 magic defense
Notes : Wearer is immune to sleep.

-<Zoom Shoes>-

Price (buy) : 100 coins
Profit (sell): 50 coins
Stats : +10 speed, +5 defense, +5 magic defense
Notes : Increases speed.

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| 4.07: Items |
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These are the regular items that are found throughout the game.

-<Able Juice>-

Price (buy) : 4 coins
Profit (sell): 2 coins
Description : Cures status conditions.
Target : One ally

-<Bad Mushroom>-

Price (buy) : 30 coins
Profit (sell): 15 coins
Description : Damages an enemy by 30 HP. Only found in the Yaridovich Seaside shop.
Target : One enemy

-<Bracer>-

Price (buy) : 2 Frog Coins
Profit (sell): 1 coin
Description : Doubles defense during battle.
Target : One ally

-<Bright Card>-

Price (buy) : N/A
Profit (sell): 777 coins
Description : Allows you to enter Grate Guy's Casino.
Target : N/A

-<Carbo Cookie>-

Price (buy) : Give Shiny Stone to mole girl in item shop.
Profit (sell): 1 coin
Description : Give the cookie to the girl sitting on the bucket in Moleville to get a quick hop to the top of Midas River.
Target : One mole girl

-<Crystalline>-

Price (buy) : 5 Frog Coins
Profit (sell): 2 coins
Description : Raises defense during battle.
Target : Whole party

-<Earlier Times>-

Price (buy) : 15 Frog Coins
Profit (sell): 7 coins
Description : Use it to restart a battle. It can be used as often as you like.
Target : Everybody

-<Elixir>-

Price (buy) : 48 coins (Alto Card), 36 coins (Tenor Card), 24 coins (Soprano Card)
Profit (sell): 24 coins
Description : Recover 80 HP.
Target : Whole party

-<Energizer>-

Price (buy) : 2 Frog Coins
Profit (sell): 1 coin
Description : Raises attack power for one battle.
Target : One ally

-<Fertilizer>-

Price (buy) : N/A
Profit (sell): 100 coins
Description : Give this and the seed to the Rose Garden gardener.
Target : One garderner

-<Fire Bomb>-

Price (buy) : 200 coins
Profit (sell): 100 coins
Description : Blast enemies with a massive explosion.
Target : All enemies

-<Fireworks>-

Price (buy) : 500 coins
Profit (sell): 250 coins
Description : Trade for Shiny Stone; improve ending.
Target : One game's ending

-<Flower Box>-

Price (buy) : N/A
Profit (sell): 500 coins
Description : Raises total FP by 5.
Target : Entire party FP count

-<Flower Jar>-

Price (buy) : N/A
Profit (sell): 300 coins
Description : Raises total FP by 3.
Target : Entire party FP count

-<Flower Tab>-

Price (buy) : N/A
Profit (sell): 100 coins
Description : Raises total FP by 1.
Target : Entire party FP count

-<Freshen Up>-

Price (buy) : 50 coins
Profit (sell): 25 coins
Description : Cures status ailments (sleep, poison, mushroom, etc.)
Target : Whole party

-<Fright Bomb>-

Price (buy) : 100 coins

Profit (sell): 50 coins
Description : Frightens enemies.
Target : All foes

-<Froggie Drink>-

Price (buy) : 16 coins (no card), 14 coins (Alto Card), 12 coins (Tenor Card), 8 coins (Soprano Card/Toad's Last Stop Shop).
Profit (sell): 24 coins
Description : Recover 30 HP.
Target : Whole party

-<Goodie Bag>-

Price (buy) : N/A
Profit (sell): 555 coins
Description : When used in battle, this gives you a whole one coin per use.
Target : Wallet

-<Honey Syrup>-

Price (buy) : 10 coins
Profit (sell): 5 coins
Description : Restores 10 FP.
Target : Whole party

-<Ice Bomb>-

Price (buy) : 250 coins
Profit (sell): 125 coins
Description : Hurts enemies with an ice explosion.
Target : All foes

-<KerokeroCola>-

Price (buy) : 150 coins (Marrymore Hotel), 200 coins (Soprano Card)
Profit (sell): 200 coins
Description : Restores all HP.
Target : Whole party

-<Lamb's Lure>-

Price (buy) : Obtained by having the Princess use the Mystery Egg ten times in battle with the B'Tub Ring accessory equipped.
Profit (sell): 1 coin
Description : Turns foes into lambs. No experience is gained.
Target : One enemy.

-<Lucky Jewel>-

Price (buy) : 100 coins
Profit (sell): 50 coins
Description : Use it in battle to play the Yoshi egg game.
Target : User

-<Maple Syrup>-

Price (buy) : 30 coins
Profit (sell): 15 coins
Description : Restores 40 FP.

Target : Whole party

-<Max Mushroom>-

Price (buy) : 39 coins
Profit (sell): 39 coins
Description : Restores all HP.
Target : One ally

-<Megalixir>-

Price (buy) : 90 coins (Tenor Card), 60 coins (Soprano Card)
Profit (sell): 60 coins
Description : Recovers 150 HP.
Target : Whole party

-<Mid Mushroom>-

Price (buy) : 20 coins
Profit (sell): 10 coins
Description : Recover 80 HP.
Target : One ally

-<Moldy Mush>-

Price (buy) : N/A
Profit (sell): 1 coin
Description : Recovers 1 HP.
Target : One ally

-<Muku Cookie>-

Price (buy) : 69 coins
Profit (sell): 34 coins
Description : Recovers 69 HP.
Target : Whole party

-<Mushroom>-

Price (buy) : 4 coins
Profit (sell): 2 coins
Description : Recovers 30 HP.
Target : One ally

-<Mushroom>-

Price (buy) : 4 coins (from little Goombas in Monstro Town)
Profit (sell): 2 coins
Description : Recovers 30 HP but turns user into a mushroom during battle.
Target : One ally

-<Mystery Egg>-

Price (buy) : 200 coins
Profit (sell): 100 coins
Description : Have Toadstool use it 10 times during battle while having the
B'Tub ring equipped to get the Lamb's Lure.
Target : You

-<Pick Me Up>-

Price (buy) : 5 coins
Profit (sell): 2 coins
Description : Revives ally with about 1/2 of their maximum HP.
Target : One dead ally

-<Power Blast>-

Price (buy) : 5 Frog Coins
Profit (sell): 2 coins
Description : Raises attack power during battle.
Target : Whole party

-<Pure Water>-

Price (buy) : N/A
Profit (sell): 75 coins
Description : Defeats ghosts in one fell swoop.
Target : One enemy

-<Red Essence>-

Price (buy) : N/A
Profit (sell): 200 coins
Description : User is invincible for three turns. I AM INVENCIBLE!
Target : One ally

-<Rock Candy>-

Price (buy) : N/A
Profit (sell): 200 coins
Description : Does 200 HP to foes.
Target : All enemies

-<Rotten Mush>-

Price (buy) : N/A
Profit (sell): 2 coins
Description : Recovers a whole 2 HP.
Target : One ally

-<Royal Syrup>-

Price (buy) : N/A
Profit (sell): 50 coins
Description : Recovers all FP.
Target : Whole party

-<Seed>-

Price (buy) : N/A
Profit (sell): 150 coins
Description : Give this along with the fertilizer to the Rose Town garderner to get the Lazy Shells.
Target : Headache

-<See Ya>-

Price (buy) : 10 Frog Coins
Profit (sell): 5 coins

Description : Run away from any battle except bosses. Unlike the normal run away feature, this cannot fail.

Target : Whole party

-<Sheep Attack>-

Price (buy) : Use Lamb's Lure 48 times to get this.

Profit (sell): 1 coin

Description : Turns all enemies into sheep. You get the experience points.

Target : All foes

-<Shiny Stone>-

Price (buy) : Fireworks

Profit (sell): 2 coins

Description : Opens the door leading to Culex in Monstro Town.

Target : One inter-dimensional god

-<Sleepy Bomb>-

Price (buy) : 1 Frog Coin

Profit (sell): 1 coin

Description : Puts enemies to sleep.

Target : All foes

-<Star Egg>-

Price (buy) : Win Grate Guy's Look the Other Way game 100 times. Not necessarily 100 times in a row.

Profit (sell): 1 coin

Description : A diluted (100 HP) version of Rock Candy (200 HP). The difference is that the Star Egg can never be used up!

Target : All foes

-<Wallet>-

Price (buy) : Get from Croco

Profit (sell): 180 coins

Description : Give to the man in the Mushroom Kingdom to receive a Flower Tab.

Target : One distraught 'shroom

-<Wilted Shroom>-

Price (buy) : N/A (Knife Guy and Grate Guy games)

Profit (sell): 4 coins

Description : Recovers 10 HP.

Target : One ally

-<Yoshi Aid>-

Price (buy) : Give the fat baby Yoshi ten Yoshi Cookies

Profit (sell): 100 coins

Description : Raises defense and attack during abttle.

Target : One ally

-<Yoshi Candy>-

Price (buy) : N/A (obtained from Yoshi if he fails to swallow)

Profit (sell): 70 coins

Description : Recovers 100 HP.

Target : Whole party

-<Yoshi Cookie>-

Price (buy) : N/A (win races on Yo'ster Isle)
Profit (sell): 1 coin
Description : Calls Yoshi into battle to eat a foe.
Target : 1 enemy

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| 4.08: Melody Bay |

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Melody Bay is the area in Tadpole Pond that is home to the great Toadofsky. He is having trouble composing his next symphony. You can help him out. Here is how you play the notes: you go to the far left side and stand on the greyish button. One tadpole will come up. When he is in the position corresponding to the note you wish to play (see below), jump to him. Repeat until you have a whole song.

Diagram 4.08a |

Mi

Re

Do

Ti

La

So

Fa

Mi/Re/Do/Ti/La/So/Fa - Note names |

There are three songs to play at varying times in the game. After the third, you compose your own song and then the symphony is finished. With each song you play, you get a different reward. These rewards come in the form of cards to use at the Juice Bar. With each new card you get cheaper prices and more items. So here we go!

Song : Frogfucius Suite #9

Notes : So, La, Mi, Re, Do, Re, Do, Re

Time : Anytime after entering Tadpole Pond for the first time.

Diagram:

Diagram 4.09b |

O

O-----O-----O-----O-----
O

O

O - Tadpole |

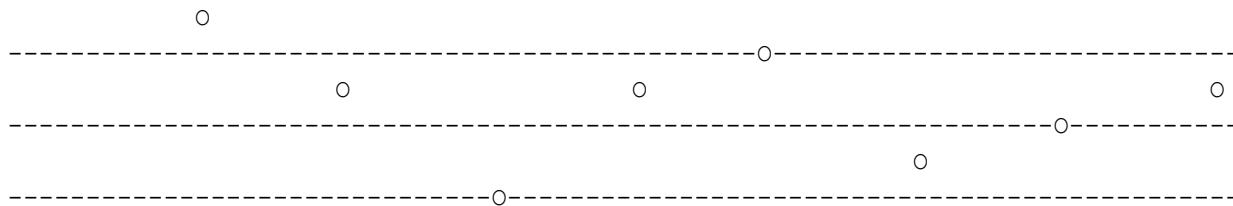
Song : Moleville Blues

Notes : Mi, Do, So, Do, Re, La, Ti, Do

Time : Anytime after rescuing Dyna and Mite from the Moleville Mines.

Diagram:

Diagram 4.09c |



O - Tadpole |

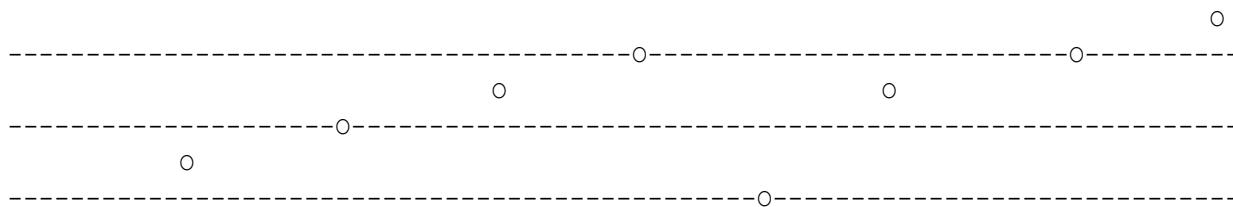
Song : Monstro Town in D Minor (not official name)

Notes : La, Ti, Do, Re, So, Do, Re, Mi

Time : Anytime after listening to the song from the star in Monstro Town.

Diagram:

Diagram 4.09d |



O - Tadpole |

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| 4.09: Ending |

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After Smithy is defeated, he blows up and Mario gets the final star. We see all seven stars on the Star Piece menu. They start spinning and then drop

off the menu. Geno thanks everyone and then the stars surround him. He will send all the stars up to Star Road. After this, Geno leaves his doll form. Everyone looks down at the now-lifeless doll. A star (Geno's true form) will come up, and go over each one of them, and then it will head up. We see the seven stars again and then they make their way up to Star Road. We see Star Road, way up in the sky, and our four heroes (Mallow is clutching the Geno doll) stand on Vista Hill and watch as the sword Exor disintegrates. We now flash up to Star Road and see a scene for each star:

- 1.) Nimbus people are crowded around a platform outside Nimbus Castle, at the ceremony where Mallow gets his crown back. Mallow's a happy marshmallow now.
- 2.) Bowser is busy repairing his keep, with the help of his newly-reformed Koopa Troop (Terrapins, Magikoopas, Goombas). He notices a Shy Guy out for a joyride in his Clown Car and yells at him.
- 3.) Johnny is standing on a cliff, presumably near Seaside, watching the sunset.
- 4.) Croco and Yoshi are racing on Yo'ster Isle. When Croco starts to lose, he throws a Yoshi Cookie backwards, in hopes of distracting Yoshi. Yoshi gets it with his tongue, and still beats Croco. Afterwards, Boshi races Croco. Note that Raz and Raini are there and that there are flowers.
- 5.) Toadofsky and his band are playing. When they start to play, Frogfucius' student looks up at them, and Frogfucius himself comes up through a gap in the trees to watch.
- 6.) Valentina and Booster are getting married in Marrymore (by Dodo) with Snifits watching. Valentina gets too close to Booster and he runs.
- 7.) Toadstool, Mario, Chancellor, Toad, and Yoshi are waving, saying, "Thank you."

Wait a minute, and a parade starts (led by Luigi). Most of the cast is here, with remixes of their themes. At the end, there is a fireworks display. If you bought 0-2 fireworks from the guy in Moleville selling them, it'll be a Mushroom. If you bought 3-4, it'll be a Fire Flower. If you bought 5, it'll be a Starman. Afterwards, the star, Geno, will go up to the sky and spell "The end." Wait for a few minutes, and classic Super Mario music will play.

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V. Last Words

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| 5.01: Copyright Information |
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Super Mario RPG, and all characters, stages, items, and other related things are copyright Nintendo 1985-2003 and Squaresoft 1996. This guide is copyrighted (c) 2001-2004 to Trace Jackson, and is the intellectual property of Trace Jackson. This guide/FAQ/walkthrough is protected under International Copyright Laws. Please feel free to put this anywhere you like, as long as I get credit for it. After all, this is to help the readers! It should be spread around! I WOULD like it if you emailed me asking for permission, but it's not necessary. Just realize that the latest

updates to this guide can and will always be found at IGN FAQs (faqs.ign.com), GameFAQs (www.gamefaqs.com), and Meowthnum1.com (www.meowthnum1.com).

The following are sites that can not use my work. If you see these sites using any of my FAQs, please e-mail me ASAP. Each of these websites are sites that have plagiarized myself or others in the past, or simply taken our works without our prior permission. Since they do not have enough respect for the authors (or an ignorance of the law), I am expressly forbidding them from using my work. I will not condone such sites that partake in these actions.

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|----------------------|---|
| 911 Codes | http://911codes.com |
| 9 Lives | http://www.9lives.ru/eng/ |
| Bean's PSX Dimension | http://www.bean.dk/psx/index.htm |
| Cheat Code Central | http://www.cheatcc.com |
| Cheat Index | http://cheatindex.com |
| Cheat Matrix | http://cheatmatrix.com |
| Cheat Search | http://cheatsearch.com |
| Cheatstop | http://www.panstudio.com/cheatstop/ |
| CNET Gamecenter | http://games.netscape.com/Faqs/ |
| Console Domain | http://www.consoledomain.co.uk |
| Dirty Little Helper | http://dlh.net |
| Dark Station | http://www.darkstation.com/ |
| Dreamland | http://kirby.pokep.net |
| Games Domain | http://www.gamesdomain.com |
| Game Express | http://www.gameexpress.com |
| Games Over | http://www.gamesover.com/ |
| Mega Games | http://www.megagames.com |
| Square Haven | http://www.square-haven.net |
| Ultimate System | http://www.flatbedexpress.com |

If you want to use any part of this guide for whatever reason, please ask. I will probably say yes.

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| 5.02: Revision History |
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- Version 0.9 (9/7/03) - Walkthrough is completed, as well as the ending. The other appendices will come along soon.
- Version 1.0 (1/3/04) - Everything is done.
- Version 1.2 (5/27/04) - Mark Mercer contacted me about a Star Hill wish. This has been added. I also updated the contact section. I'll proofread this thing and get rid of the comma errors one of these days. Honest.
- Version 1.3 (6/19/04) - SANTACRUZED asked a question about getting to Star Hill, which is now answered.
- Version 1.4 (8/3/04) - Some Frog Coin notes were added, as well as the MYSTERY OF THE CAMO SHY GUY.
- Version 1.5 (8/4/04) - Less than a day later, the mystery is solved.
- Version 1.6 (12/22/04) - A note about Culex's Shredder attack has been added thanks to Jordantheraptor2. He also found that Geno Whirl works on Exor.

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| 5.03: Contact Me |
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Before emailing me, please make sure that whatever question you have wasn't addressed here in the guide. If it's not a question (i.e. input, suggestion, correction, etc.), please go ahead and email me. I'm not too picky about

grammar, but if I have no idea what you're saying, I might ask for some clarification. I'll take emails in Spanish or English. Doesn't matter to me. No me importa.

I'd appreciate whatever you've got. Questions (again, as long as it's not answered here), inputs about ideas that I've raised, suggestions or corrections for the guide, requests for using parts of the guide, problems in life, jokes (as bad as some of these are in the guide), praise emails (ha!), or whatever else is on your mind.

Email: meowthnum1 [at] meowthnum1 [dot] com

I wasn't too bad about doing the spam thing at first. Now half of my emails are virus emails. Just replace the [at] with @ and the [dot] with ..

You could also use AIM. I'd prefer these be quick questions, but I really can't stop you from long, involved ones. To be honest, I prefer emails. AIM is still here. That's TracesWritingAIM.

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| 5.04: Credits |

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- AstroBlue - Figuring out the trick in the barrel counting game.
- Tim Bohan - Contributing the location of a mysterious Frog Coin
- bodog4 [at] sbcglobal [dot] net in Booster Pass.
- Faint's House of Pain - Helping with the stress that came with this project. Specific people on that server including Faint, Saji (Swicky; Dark Phenomenon on GameFAQs), LaBellaMafia007, and ChOzn. That's Counterstrike.
- Haunter120 - Helping with the Camo Guy mystery. He's writing a boss FAQ for this game which will be infinitely better than my boss strategies, so take a look!
- Jordantheraptor2 - For contributing another possibility -- the most likely one -- of the effects of Culex's Shredder as well as the effectiveness of Geno Whirl on Exor.
- King Phu - Starting the Camo Guy mystery.
- Mark Mercer - For contributing a thought about Punchinello's/ (xanatos_knight_general @yahoo.ca) the apprentice chef's wish on Star Hill.
- Montie2k - Telling me when the Mystery Egg appears in the Miner's Shop.
- NickBush24 - Giving me the correct spelling of "Shurikens," not to mention a great deal of encouragement and listening to my ramblings.
- Nintendo Power - For the bestiary information.
- OzNarcissus - BIG help for getting me the information for the bestiary, the weapons, the armor, and the accessories. Thanks a bunch!
- Adam Thomas - Contributing a note about two Frog Coins
- SANTACRUZED - For asking the question about Frogfucius not telling you about Star Hill if you haven't given him the Cricket Jam.
- Brian Sulpher - Contributing a note about Exor, not to mention contributing a lot of encouragement to me and listening to my ramblings.
- Kevin Viau - Information on the hidden platform in the Nimbus Beanstalk area.
- Vincento - For help with some of the items that I missed.

Music credits:

- 102.9 - The Point - "The best of the 80s and more"
(Jacksonville)
- Cool 96.9 - "Good times and great oldies" (Jacksonville)
- LizAnn Nealing - Giving me the "Essential Simon and Garfunkel Collection" CD
- Meg Delaney - Giving me the "Best of REM" CD.

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| 5.05: Thank the Stars! We're Done! |

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For the record, no, that's not how I felt about this walkthrough. I just wanted to have the word 'stars' in there somewhere. Anyway, I hope you enjoyed this walkthrough, and that it helped you through the game. If you have anything at all to add (missing stuff, alternate strategies, etc.), please do not hesitate to email me. I KNOW I'm missing some boss moves. Heck, even the ones that there were too many to list. I know there are people who enjoy listing moves. You will, of course, get credit for anything you submit. Have a nice day!

--Trace Jackson

And in case you're wondering, the Fire Pants thing came from the old "Liar, liar, pants on fire" thing. Yeah. You'll burst out laughing soon.

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