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

by nintendo_girl21

Updated to v1.0 on Jul 1, 2012

~*~*~*~SUPER MARIO RPG: LEGEND OF THE SEVEN STARS~*~*~ FAQ & Walkthrough By nintendo girl21 Copyright (c) Megan L., 2007-... mlynch2[at]rogers.com **PLEASE NOTE CHANGE IN E-MAIL ADDRESS* [M1] *Table of Contents* Use the bracketed codes to easily find the right section. To search for a sub-section, see the bracketed codes tabbed over within each section below. [M1] Table of Contents (you're looking at it) [M2] Version Info [M2.1] Latest Version [M3] Game Information [M3.1] Technical Info [M3.2] Game Premise [M3.3] Decoding My Directions [M4] Basic Controls & Actions [M5] Characters [M5.1] Main Characters [M5.2] Supporting Characters [M6] Walkthrough [M6.1] The Blue Star [M6.2] The Green Star [M6.3] The Orange Star [M6.4] The Purple Star [M6.5] The Marine Star [M6.6] The Red Star [M6.7] The Yellow Star [M7] Items [M7.1] General Items [M7.2] Special Items [M7.3] Weapons [M7.4] Armour [M7.5] Magic [M7.6] Accessories [M8] Boss & Mini-Boss Strategies [M9] Enemy Information [M9.1] Enemies [M9.2] Enemy Attacks [M10] Shops [M11] Games

[M12] Secrets & Rumours [M13] FAQs & Other Oddities [M14] Copyright, Thank-Yous & Contact Info *^*^*^* [M2] *Version Info* *^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^* [M2.1] *Latest Version* *^*^*^* Version 1.0 July 1, 2012 Happy Canada Day! Added info on a shortcut in the Cricket Jam side quest. Thanks Jose! Version 1.0 December 27, 2009 Added FOLLOW-UP to FAQ on Booster's Tower. *^*^* Version 1.0 December 22, 2009 *~*~HAPPY HOLIDAYS & NEW YEAR 2010*~*~ *^*^*^* Version 1.0 September 18, 2009 Walkthrough now available at MyWii-- http://myWii.com.au *^*^*^* Version 1.0 May 5, 2009 Unfortunately, Yahoo! is shutting down all free Geocities web sites this summer. I have decided to close down all my Geocities web sites early to beat the rush in saving all my files. Until Yahoo! officially dumps the sites, I've posted a short message there, but

Thank you for all of your support of my web sites for over 10 years!

all content has been removed.

I will be considering a move to my own web site domain, but for now, you can access my video game FAQ/walkthroughs on GameFAQs.com and any other sites located in the Credits section. Many thanks & happy gaming, ~Megan~ Version 1.0 February 8, 2009 Added FAQ on Boosters Tower. Version 1.0 February 4, 2009 Added secret on Mushroom Kingdom item shop. *^*^*^* Version 1.0 January 14, 2009 Walkthrough now available at ChapterCheats.com. Version 1.0 January 9, 2009 Walkthrough now available at Vgnerd.com. Version 1.0 December 20, 2008 Walkthrough now available on *NEW* website: http://www.geocities.com/nintendo girl21sfaqs Old Zelda & Mario web sites have been removed. *~*~HAPPY HOLIDAYS & NEW YEAR 2009*~*~ Version 1.0 October 3, 2008 Added FAQ on getting Princess Toadstool early. *^*^*^* Version 1.0 September 15, 2008 Walkthrough now available at MyCheats.com

Version 1.0 January 30, 2008 FAQ now available at CheatCodes.com Version 1.0 January 18, 2008 Walkthrough now available on CheatHappens.com *^*^*^*^*^*^*^*^*^*^*^*^* Version 1.0 January 16, 2008 Walkthrough now available on Kuponut.com. Version 1.0 December 22, 2007 **HAPPY HOLIDAYS, FELLOW GAMERS** Version 1.0 November 16, 2007 FAQ now available on Cheatingdome.com *^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^* Version 1.0 October 10, 2007 I FINALLY got through all 1600+ e-mails (about 1500 of them spam) from my old e-mail account, which is now defunct. Unfortunately, there were 3 e-mails about my walkthroughs sitting in my old inbox that got lost. Two of them I posted and answered from memory, but I didn't reply to them personally, so if you are one of those three people, I sincerely apologize. The third guy, especially. If you e-mailed me sometime in the last week and never heard back from me, chances are I lost your e-mail, so send it my way again and I'll get back to you this time, I PROMISE. *^*^*^* Version 1.0 October 8, 2007

Happy Thanksgiving, Canada!

Walkthrough now available at Gamerevolution.com.

Still haven't recovered e-mails under old account yet. Will get to that ASAP. I'm sure there are just THOUSANDS of FAQ-related e-mails waiting for me :oP

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Version 1.0 October 6, 2007

SHE'S BAAAAACK!

If you've been wondering where in Mario's overalls I've been in the last week, well here's a breakdown:

1) I started teacher's college, 100x more demanding and so updates are now going to be posted less often. *Wipe away a tear*. Hence, I've posted a disclaimer under Contact Info.

2) My Desktop had a nearly fatal hard drive crash last week and luckily I managed to save all my highly important data on CDs before the comp blew up. Just kidding...it died a noble death.

3) I bought a laptop (finally) and in between transferring my files, setting up a new e-mail address, and constantly calling Rogers and my local computer shop for solving all kinds of tech issues, I've neglected to update.

4) As for e-mails sent in the last week, they have not yet been read or replied to. Despite a near fatal hard drive crash, my old ISP should be able to restore all messages that were in my Inbox or sent in the last week, *WHEW*. If you fall in this category, please be patient as I catch up with my e-mail.

Thanks for your patience and understanding. I'll get back on things very soon, I promise :0)

Version 1.0 August 28, 2007

Walkthrough now available on Gamesradar.com and Cheatplanet.com

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Version 1.0 August 20, 2007

Walkthrough now available on SuperCheats.com and Neoseeker.com. Also added links to my files on these sites from my Geocities site.

Version 1.0 August 19, 2007

Walkthrough and checklists complete to the best of my knowledge.

^^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^* [M3] *Game Information* *^*^*^* [M3.1] *Technical Info* Genre: RPG (Role-Playing Game) Designer: SquareSoft Publisher: Nintendo System: Super Nintendo (SNES) ESRB Rating: Everyone (E) Player(s): 1 Release Dates: March 9, 1996 (Japan); May 13, 1996 (North America) [M3.2] *Game Premise* The original progenitor of the Paper Mario franchise, the first Mario game with an incorporated narrative and continuing adventure with Final Fantasy-stylized RPG battles and early 3D animation. *^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^*^* [M3.3] *Decoding My Directions* Up= Northeast Down= Southwest Left= Northwest Right= Southeast #x- number of times (e.g. 2x= 2 times) [M4] *Basic Controls & Actions* Basic Moves: Jump- B Move- Control Pad Y- Run (hold button) X- Menu screen Battle Moves:

Physical attack (hammer, glove, chomp, etc.) - A Defense, run away- B Items- X Magic attack- Y How to Fight: 1) Start a fight 2) Choose A (physical) or Y (magic) 3) Press same button to select choice 4) Choose from list with Control Pad 5) Press same button again to select choice 6) Use Control Pad to select enemy (if applicable) 7) Press same button again to begin 8) Press A for action command (if applicable) *^*^*^*^*^*^*^*^*^*^*^*^* [M5] *Characters* [M5.1] *Main Characters* Mario The same old short, fat, mustached plumber with red hat & overalls. Weapons: Hammer, Nok Nok Shell, Punch Glove, Super Hammer, Masher, Troopa Shell, Mega Glove, Ultra Hammer, Lazy Shell Magic: Jump, Fire Orb, Super Jump, Super Flame, Ultra Jump, Ultra Flame Armour: Shirt, Thick Shirt, Mega Shirt, Happy Shirt, Sailor Shirt, Fuzzy Shirt, Hero Shirt, Lazy Shell Mallow A ball of fluff raised as a "frog" by Frogfucius in Tadpole Pond. Weapons: Froggie Stick, Cymbals, Whomp Glove, Ribbit Stick, Sticky Glove, Sonic Cymbals Magic: Thunderbolt, HP Rain, Psychopath, Shocker, Snowy, Star Rain Armour: Pants, Thick Pants, Mega Pants, Happy Pants, Sailor Pants, Fuzzy Pants, Fire Pants, Prince Pants Geno A mysterious star being using the guise of a popular action figure/doll.

Weapons: Finger Shot, Hand Gun, Double Punch, Hand Cannon, Star Gun

Magic: Geno Beam, Geno Boost, Geno Whirl, Geno Blast, Geno Flash Armour: Mega Cape, Happy Cape, Sailor Cape, Fuzzy Cape, Fire Cape, Star Cape Bowser Mario's original foe turns good for a change, a strong and formidable partner. Weapons: Chomp Shell, Chomp, Hurly Gloves, Spiked Link, Drill Claw Magic: Terrorize, Poison Gas, Crusher, Bowser Crush Armour: Happy Shell, Courage Shell, Fire Shell, Heal Shell Princess Toadstool The Olive Oyl to Mario's Popeye is beautified and given nerves of steel to become a magical, viable partner. Weapons: Slap Glove, Parasol, War Fan, Super Slap, Frying Pan Magic: Therapy, Group Hug, Sleepy Time, Come Back, Mute, Psych Bomb Armour: Polka Dress, Nautica Dress, Fuzzy Dress, Fire Dress, Royal Dress [M5.2] *Supporting Characters* Chancellor The guardian of Princess Toadstool and royal leader of the Mushroom Kingdom. Dyna & Mite A feisty girl and her baby brother who live in Moleville. Frog Pupil Former pupil of Frogfucius, turned scholar and salesman, lives on second floor of the Elder's house in Seaside Town. Booster Clueless puppet character who lives in his own tower. Boshi A purple Yoshi with shades who boasts speed in the Mushroom Derby at Yo'ster Isle. Frogfucius

A wise sage who lives and reigns over Tadpole Pond, guardian of Mallow.

King & Queen Nimbus

The rightful parents of Mallow who reign over Nimbus Land.

Sgt. Flutter Leader of the Sky Troopas who create a doable formation at "Scale the Cliff" in Land's End.

Toad Multiplied individual throughout the game.

Toadofsky Composer extraordinaire who resides in Tadpole Pond, attempting a magnum opus.

Green Yoshi Riding partner at Yo'ster Isle's Mushroom Derby. Can be summoned in battle with a Yoshi Cookie.

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Walkthrough

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The Blue Star

Toadstool is kidnapped by Bowser (what else is new?) Mario immediately heads for Bowser's Keep. Go straight through the doors. If you bump into any Terrapins, use the A button attack constantly. No prize, no loss. Keep heading up (on the way, the bridge behind you collapses). Finally you reach a fancy room with a chandelier. An early fight with Bowser. This battle is short & sweet. Keep attacking the Kinklink with A or Y button attacks until the chandelier falls. Piece of cake. Fungah, foiled again! Bowser, Toadstool, and Mario end up flying in all directions as a big sword lands on the castle. The Seven Stars also fly out over the Kingdom. The perfect title sequence. Miraculously, Mario flies directly into his house. Press B to get down, then exit and speak to Toad. Save at left by jumping on the "S" box, then exit to Bowser's Keep. No way, Jose! The bridge to the castle is destroyed and Mario can only watch it from a distance. Phoeey. Go back to Toad who is now indoors. He will run off. Go back and try to exit. Toad bumps into you. If this is your first time playing this game or you need a refresher, get instructions from him. You get a few Mushrooms. Save again, then exit to Mushroom Way. Fight the Goombas and Sky Troopas in this first area. Collect the coins from the two Treasure Boxes. Near the end, fight the Goomba that trapped Toad to receive a Honey Syrup. Continue forward to the next section. Beat the Goomba on the spinning flower, then use it to jump left. Hit the Box for a Flower. Use the spinning flower again to jump right. Save Toad from the Sky Troopa to get a Flower Tab. Apply it now on the Items screen. Get the Recovery Mushroom from the Box near the exit, then continue. Fight the Lakitus here until you reach Level 3 (unless you have already). Go right to the Hammer Bro. and Toad. Walk into him to start a fight. Hey, where did the other guy come from? Use Y Button attacks to finish them off. When you run out of FP, use that Honey Syrup, or A

Button punches. You get 6 Ex. Pts., 20 Coins, a Flower Jar, and a Hammer! Apply the Flower Jar under Items, and equip the Hammer under, um, Equip. Now head to Mushroom Kingdom. Once there, save at the Inn (marked with a star). This is especially important for the next step. Enter the castle and Toad will dash ahead of you after a pep talk. Jump on his head and just before he goes through the door, jump above the door and get a Frog Coin from the Surprise Box. If you screw up, you can Reset your game (or hold L, R, Start and Select) and try again. Once you have all that, go forward to the Chancellor and he will ask you to save the Princess, giving you a Map (after tripping you up, hee hee). Exit the room and go right to the Vault Guard. Hit all three boxes for 10 Coins, a Flower, and a Recovery Mushroom. Up through the door, go left 2x, then up a flight to Toadstool's Room. Press A at the

corner chair to get Toadstool's ???. Her Grandma will swap it for a Mushroom. Whatever it was... Once outside the castle, a marshmallow creature will be chasing a crocodile. O-kay. He soon cries, making it rain. Oh, bother. Talk to him to stop the showers and he will ask for your help. Say yes and Mallow joins your party. He's a good partner for now who can heal HP easily, but will prove pretty weak in A button attacks. Go to the Item Shop (marked with a mushroom) and the shopkeeper will give you a Pick Me Up. While here, buy and equip the Shirt, Pants, Jump Shoes, and Antidote Pin. Ιf you can't afford it all, stop by later. You can also buy items. I recommend Mushrooms, Honey Syrups, and Pick Me Ups. Take the stairs down and talk to the man. Jump when he says so to get a Flower. If you stand on his head and jump in the corner opposite the stairs, you'll get a second Flower. Outside, find a Toad jumping up and down, and talk to him. Croco will zip right by. No bazooka? Dang. Save in the Inn again, then head to Bandit's Way. Throughout this area, you'll follow Croco around until fight time. Fight the enemies surrounding the area, then head into the next section. Use the spinning flower and jump off to the ledge. Jump across the yellow platforms, collecting Coins, then down to another spinning flower. Jump towards to the blue flower and get a Kerokero Cola from the Surprise Box. In the next section, use the yellow platforms to hit the Treasure Box for an Invincibility Star. Run around and whack each K-9 to rack up Ex. Pts. and possibly level up (likely once or more). Hit the other box for a Flower. In the next section, hit the box for a Recovery Mushroom, then chase Croco around until you corner him. After cornering him 3 times, you start a fight. Use Mario's Fire Orb to make Croco skip a turn to

"douse a tail fire". You can use that attack continuously. For Mallow, use HP Rain, Mushrooms, and Honey Syrups because his A button attack is weak. His Thunderbolt can be used if you have the all-clear. After a while, Mallow will (literally) knock his Frog Coin out of Croco. You get 8 Ex. Pts., 10 Coins, a Flower Tab, and a Wallet that he leaves behind. Apply the Flower Tab, then take the trampoline that falls, then the top left exit back to Mushroom Kingdom. Oh my!

Shysters have taken over the kingdom. You don't have to stop and defeat all of them unless you want some small rewards. If you defeat the Shyster hitting on the Toad at the entrance, he'll give you 10 Coins. Defeat the Shyster chasing the Toad in the bottom right area and he'll ask for his wallet back. Trade it for a Flower Tab, and apply it now. Look for the two storey house below the castle and defeat the Shysters jumping around inside. Head

upstairs and save the boy for a Flower Tab. Apply it, then visit the Item Shop to stock up, and save at the Inn. Inside the castle, go up until you find a Shyster chasing a Toad. Defeat it, then go left & clear the staircase by

defeating another Shyster, then two more by the next door. Say "You Bet" to the Toad to get another Flower

Tab, and apply it. Talk to Grandma to get healed, then save. In the Guest Room (head right to find it), talk to the Vault Guard to get the

Wake-Up Pin. Apply it if you wish, then head into the vault to get 10 Coins, a Mushroom, and a Flower (again). Make your way to the Chancellor's Room to start a fight with your first real boss...Use Mario's Hammer and Mallow's Thunderbolt to stun Mack and clear the Bodyguards quickly (though they can re-appear). Continue this pattern, having Mallow heal when necessary to win. You get the Blue Star for your troubles.

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The Green Star

Talk to the Chancellor to restore the castle to normal. Head to the Item Shop and Mallow will get a Cricket Pie for his Frog Coin. Now don't get greedy and eat it...fat boy. Stock up on items if needed, then save in the inn. Head out to the Kero Sewers next. Take the pipe down and save once inside. Take the water right, then up to the surface. Take the next pipe, then the one down to the right. Fight the Big Boo if necessary, then take the pipe by it. Drop to the right and up the stairs to a Treasure Box. Prepare to fight Pandorite once you hit it. He's tough, but no match for Mario's Super Jump. Apply the Flower Jar and Trueform Pin you get in reward. If you reset the treasure box (exit and re-enter the room), hit it for lots of coins. Take the steps back up slightly, then jump up to the level at the first step. Watch out for Rat Funks as you navigate up the levels. Get a Flower from the Treasure Box, then down the pipe at the end. The Treasure Box here holds an Invincibility Star (man, I wished these lasted longer...). Use it to knock out as many enemies as you can to gain Exp. levels. Go left and take the pipe, then go left & take the next pipe. Jump up to the

solo Rat then over him to the pipe (take it). Take the left stairs and hit the green button. Drop down and through the pipe from before, then down to the pipe that was underwater before (I guess you know what the button did... no?). Hit the box for a Recovery Mushroom, then save. Take the next pipe down, then approach Belome. I would suggest having Mario use Jump (whatever level you have) & Hammer, and Mallow's Thunderbolt, as well as healing if you need it.

You'll lose Mallow to lunch (yikes!) for a while, but he soon returns. Have Mario wear the Trueform Pin to avoid S'crow Funk. After Belome is finished off, you and Mallow flow down the Midas River. This is by far one of the major highlights of the game, so enjoy it while it lasts (though you can return and play it again; also see Minigames section for more details). The waterfall will push you down, but press the arrow buttons to navigate, and A to push yourself up a bit. Collect coins and Frog Coins, and try to aim yourself into the holes to navigate caves with extra Flowers and coins. Next is Barrel Jumping. Jump for coins and switch sides by bumping into logs. Avoid fish that pop up and steal coins. For best results, follow the pattern BJJBBJJBBJJBBJJ (Bump/Jump). At the end, coins won are collected and exchanged for Frog Coins. You also get the NokNok shell, which you should equip on Mario now. Save & exit via the road to Tadpole Pond where you'll meet Frogfucius.

After some chit-chat (and Mallow's surprise identity!), talk to the old cricket again to exchange Cricket Pie for a Froggie Stick (equip on Mallow pronto). Visit Melody Bay if you want to get access to the Frog Coin Emporium and Juice Bar (see Shops page for details). Take the path to Rose Way. Put the Wake Up Pin on Mario to avoid the Shyguys' attacks. I guess Mallow could use the Trueform Pin. Take the first block, then to the next to get a Recovery Mushroom. Go back on the block, then transfer to the next platform. Stay on it till you get a Flower, then take it back. Hop onto the

next block and onto the next screen. Defeat the Shyquys on the blocks, then jump to them to time their movements so they come close together. You want to jump from one to the other and collect the Frog Coin from the Treasure Box on the opposite block. Try your best...it's tricky. Exit back and take the block until it drops you off at the next exit. Beat up the Crooks if you want coins, then move to the next screen. Take the yellow block and jump on it to go left, then to the next block. Collect the coins, then jump back to the first block and ride it down to the next platform. Get the single coin, then take the block to the next section. Keep going forward to see Bowser's army, then head forward to Rose Town. Once there, head into the Inn and watch the interaction Mario has with Gaz. When you recover, you'll see that a figure named Geno dressed in blue has left. Well...better than a live Chucky doll. Save and head to the Item Shop, but stay outside. Climb up the crates and drop down the chimney to a higher level inside. Jump to the invisible Treasure Box for a Flower. Talk to the clerks to restock on items. Be sure to buy and equip the Thick armour and any pins you don't have. Equip the Fearless Pin on Mallow and keep the Wake Up on Mario. In the northwest corner of town, talk to the man there who will boost you up to his house if you stand on his head. Inside, hit the two boxes for Flowers, then (upstairs) press the switch.

Also, hop on the bed for a hidden Frog Coin. Outside, the guy will re-enter his house. If you want to lie or fess up, pick either choice. If you head back inside, he will confront you, but then forgive Mario and offer directions for the Forest Maze. Exit the town to the Maze. Jump in the bottom left corner for a hidden Kerokero Cola. You can also collect lots of Mushrooms growing around, but beware that some are enemy lures. In the next section is a wooden pipe and a Wiggler. If you jump on his head continually 10x in a row, you get a Frog Coin. Try it if you're game, then head down the pipe. In the cave, take the trampoline at the end. At left outside, jump for a hidden Frog Coin, then head to the next screen. Now there are 7 stumps and Wigglers. Take the bottom right pipe and jump while standing in the big light spot at bottom for a Flower. Exit and try the middle left stump. Jump in the light above the trampoline for an empty Treasure Box.

Hmmph...cheapstake. Exit and take the last stump. Make your way behind the sleeping Wiggler (but don't touch him!) and jump for a hidden Kerokero Cola. Wake the Wiggler (he he he...that sounds so cute) and you'll fly out of the cave, opening a new path. Take it to the next section, then another to a trampoline. Take it up and away. Jump in the top right corner for a hidden Red Essence (a great item) and save. Now you'll explore the real maze. The directions you got from the guy in Rose Town need to be slightly adjusted for Mario's POV. Go left, left, straight (down), right and take the stump pipe. Hit the Treasure Boxes for Frog Coins, Flowers,

and/or Recovery Mushrooms, then exit back to the maze. Go right, up, up, right, up, and left (or just follow the blue dude). Finally, follow Geno (who will sort of jump with fright) and you'll encounter your second major boss, Bowyer. What a stupid name, nyah. In this battle, Geno joins the fight. Use his Geno Beam, Mario's A-button (NokNok Shell) and Mallow's A-button (Froggie Stick) as well as healing and using items (since his is weakest). Bowyer can deactivate one of the A, X, or Y buttons during the fight, so be prepared to switch strategies throughout. Avoid using Mallow's Thunderbolt (useless). When you win, you receive the Green Star.

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The Orange Star

received in the battle, then head back to Rose Town. Go into the Inn and Geno will be reunited with Gaz, who will eventually give him his Finger Shot. Equip that weapon pronto (might as well apply the Trueform Pin to Geno as well). Exit to the Pipe Vault. Take the pipe down, then jump over the lava to the next screen, avoiding the Sparkies. Jump over the Goombas and time your jumps well with the Thwomp enemy. Take the second pipe, then the next one. Collect the coins and run/duck under the barrier for a Frog Coin. Take the trampoline (boing) and go back down the second pipe again. Now jump at the third block for a hidden platform, then take it up to a higher one. Jump at

the fourth block for a hidden Frog Coin and jump four more ahead for a second Frog Coin. The next (third) block has a Flower. Take the trampoline and down the next pipe to the Goomba Thumpin' minigame (see Games for details). This is a fun little game and a nice break from pipin' all day long. Anyhoo, take the last pipe and jump across the pipe with the Piranha, then take the pipe at the end. Jump across the red pipes, avoiding Piranhas. You may lose coins for bumping into them. Take the end pipe and jump on the platform, hitting the Treasure Box for a Flower. Take the next platform above the little Piranhas. You can try hitting the box for coins, but the risk may not be worth much...Down the next pipe and you're in Yo'ster Isle. Jump behind the save box for a hidden Frog Coin, then save your game. Talk to the green Yoshi and he will become your interpreter, whom you can ride along with for now. Talk to the red Yoshi walking near the entrance and answer positively for some Yoshi Cookies. Now you can participate in the Mushroom Derby (for more info,

see Games section). Talk to Boshi (blue Yoshi with sunglasses) to race. Ιf you win, you get more Cookies and the Derby becomes activated for all the others. Play for as long as you want, then exit to Moleville. Once here, visit the Item Shop to stock up on items. Purchase and equip the Punch Glove (for Mario), Cymbals (for Mallow) and Work Pants (for all 3). Save in the Inn and check out Bowser's diminished army in the far east. At left, talk to the lady mole near the entrance to the cave, then head inside. Tell the worker moles that you will save the kids and jump on their heads to reach the high ledge. Continue forward 2x and talk to the Treasure Hunter if you want. Head down and forward until you reach a trampoline. Try to use it and Mario will knock himself out...oops. Croco and his gang of Crooks will steal your coins. Sic 'em! Chase Croco until he bombs a dead end wall, then forward a few times to find a Crook hiding behind a crate. Fight him to get a Flower Tab & apply it now. Head right a screen and fight the next Crook behind the trampoline for a second Flower Tab (apply). Head forward again and a third Crook is behind the crates (shaped like an L). Apply your third Flower Tab, then run around (or wait patiently) to bump into Croco and begin your rematch with him. Have Mario use Punch Glove and Super Jump; Mallow use healing and items or Cymbals for off-turns; and Geno can use Finger Shot & Geno Beam. At one point,

Croco will steal your X-button items, so beware and be prepared. Have Mallow use HP Rain if needed. When you win, you get your items & coins back, plus a Bambino Bomb! Just don't light a match...yet. Continue forward to find Pa'Mole. Give him the Bomb to blow the wall, then continue through it. Go along the lower level tracks until a Shy Guy pushes you out with a mine cart. How rude...but he drops a Frog Coin for you (sweet justice). Climb up to the higher level and head forward along it. Hit the Treasure Box for an Invisibility Star. Sprint along and catch as many enemies as you can for Exp. Pts. Head up again and left (hit the Treasure Box for lots of coins) to the Bob-ombs tracking the...tracks (*blush*). Jump over them and hit the boxes for a Recovery Mushroom and a Flower, then save. Head up and around to the big guy throwing bombs.

Punchinello...another stupid name. Does he punch? NO! But the end is funny...so stay tuned. Magic attacks are mostly useless, though Mallow's Thunderbolt attacks all the Bob-ombs that Punchinello (*hack*) summons. Have

Mario and Geno use A-button attacks. Before you know it, a huge Bob-omb lands on Punchie's head (he he...) and the coal mine blows. Collect the Orange Star in a Technicolor moment. Head forward to find Dyna and Mite (now those are cute names) trying to jump-start the mine cart. Read the note if you want, then hop in to start 'er up. See the Games section for info.

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The Purple Star

Midway through Moleville, a trio of Snifits will corner you as they attempt to chase down a small beetle. They reveal that their master, Booster, is holding the Princess captive. Aha! Stock up while in town and check out the other stores if you want (see Shops page for details), then head out of town and back to Tadpole Pond. There is a new song to learn from the mines, but for some reason I can't find the source. If anyone knows, please send me an e-mail. I do, however, know the notes. Head over to Toadofsky and play the Moleville Blues to receive the Tenor Card. Exit to the map and head to the newly opened Booster Pass. Find a Frog Coin behind the second plant to the right. Head far left and use the plant to reach the hill. Jump to reveal a Surprise Box with a Flower. Head right and upwards, jumping left of the exit for a Rock Candy. In the next section, walk along the lower side to get the big Flower in the back. Hug the left wall to deek into a corner, then jump right to hit a switch that traps all the poor enemies in their holes. Head up and exit to Booster Tower. After a short little cinema with Bowser and Princess, try opening the door. It's locked. Turning away, Bowser returns and knocks the door down. Bowser will join your party (or in his mind, you join HIS party). Enter the tower and talk to the Snifit at the front desk to engage in a fight. Beat him, then take the blocks on the left. You may want to pay attention to the paintings, though I will explain their importance later. In the next section, climb the blocks avoiding the Spookums. A Frog Coin can be found on the black block one down from the top left in a Surprise Box. In the next section, you are properly introduced to Booster. Follow the train track to get a Flower Tab (apply that pronto), then head right to the next screen. Climb up, avoiding the enemies by hugging the right wall Take the first path to the next section and attempt a jump approximately two squares right to land on a teeter-totter that will send a cute little Bob-omb flying hitting a box to land you the Masher. You may need to exit and re-try this several times, but you should eventually nab it. It's a strong weapon for Mario. Apply it when you have it. Head all the way back to where you came from originally, and go through the second door. Hit the ! block switch that creates a new path, then head to the next screen. Here's a nice recurring motif from the Mario RPG series. Head into the curtain and you'll re-emerge as 8-bit Mario from SMB. After that little piece of nostalgia, head to the next area and avoid the Spookums. The last one who is shooting Bullet Bills at you can be avoided by hugging the left wall or you can engage battle. It's funny...if you pass him and then come back, he's looking out the window. Guess it's his break time now. In the next room, avoid more enemies, head to the next room, and save. Head right to Ancestor Hall. You are reunited with those paintings. Press A at each painting in this order (listed by description): the one wearing glasses and a hat; the blonde one; the one that looks like a pirate; one that looks like Joe Camel; the one with a triangular head and glasses; and lastly, the one with noticeable teeth. Sorry for the vague descriptions, but it's easier than memorizing their numbers from the first room. If you miss any, you get a little poke, no biggie. If they are

entered correctly, Booster spits out a key. Ew...Booster slime. Use the key

to open the big locked door here and enter. Jump towards the Chomp and Bowser will tame it and you'll earn its respect. Equip it on Bowser now. Head back one room and go right to the next one. Get a Recovery Mushroom from the block and jump on the teeter-totter (another one?) to fly up a level. Get the Frog Coin from the Surprise Box in the bottom left corner, then head up the platforms avoiding the enemies parading them. Jump in the hidden corner right of the stairs for a Frog Coin, then climb up more and head through to the Mine Room. This is a war zone...! Hop around to get coins, Frog Coins, and a key, though you may experience several fights with the blue Fireballs lurking under the floor (creeeepy...). Use the key on the big locked door to get the Zoom Shoes. Head back, then left to the next room. Climb up, fighting the Chomps, and enter the next room. Booster reappears and throws little Bob-ombs at you. Here's a funny little secret...hide behind the wall and move Mario up into the frame to create a homemade Mario picture. He he he...Go forward two rooms and up the steps on the right. On top of the Treasure Box (which itself contains a Frog Coin) is a Surprise Box with a Goodie Bag worth lots of coins. Hop in the bottom right corner for a Recovery Mushroom, then save. Head through the next room and peek in the door to see the Princess. Hooray!...but the door's locked. Now for a fun little mini-game called Hide'n' Seek Curtain (see my Games section for help). Mastering the game avoids a fight with Booster and his minions, however fighting them is no biggie. Use Mallow's Thunderbolt to thump all three and A-button attacks to bring them down. If you "win" the game, jump under the Mario doll to knock it down and Booster will reward you with the Amulet. Head back, change Geno for Bowser and save, then go forward to fight Crate Guy and Knife Guy. Use Mario's best fire attack on Knife Guy & the Masher, and Mallow's Thunderbolt on both (while healing occasionally). Bowser's Chomp is an effective attack, too. After the battle ends, you'll drop to Booster Hill. Play a preview edition of Beetle Collecting (see Games for details) by hopping on the Snifits to reach Princess and get Flowers. At the top of the hill, you'll reach Marrymore. Apply the Flower Jar from your last battle, then head into the hotel to stock up on items. Buy the new armour (Happy Pants, Happy Shirt & Happy Shell) and new weapons (Hand Gun for Geno and Whomp Glove for Mallow). Be sure to equip all new pieces. Avoid buying the Super Hammer and Chomp Shell, unless you're dying to try them out. They're not as effective as Mario and Bowser's current weapons. In the first room of the hotel, jump on the bookcase and jump to uncover a Frog Coin. Exit Marrymore to Booster Pass for some extra goodies that you opened up in Booster Tower. Head back a screen & through the open cave. Jump across the platforms, avoiding the Spikeys. You'll have to fight the Snifit who is apprenticing for an upgrade. After clubbing the snot out of him (for shame, apprentice), head across to three boxes which contain a Kerokero Cola, Frog Coin, and Flower. Exit back to Marrymore. Attempt to enter the chapel and Raz and Rani will be kicked out. Behind the chapel is a hidden entrance (left steeple). Take the stairs and for kicks, jump on the cake. Go up to the left and help the Snifit break down the door by running in step with him. Save here and try the door to get Bowser out. Do the same routine with him to break into the church. Princess loses all her "wedding gear". As quickly as possible, talk to each scrambling Snifit to find all three pieces and light the candles. Nab the crown on Booster's head, then talk to the wouldbe groom to engage in a sweet kissing match. Depending on how many candles were lit, Mario will be kissed by either Princess (with Bowser and Booster smooching, too), Bowser/Mario, Booster/Mario, and Bowser/Booster/Mario. Now that's one for the scrapbook! The French chefs will be royally peeved that

their cake will go to waste with no wedding. YOU FOOLS! Ignore the fistflying chefs and keep attacking the cake, which will soon turn evil. Yeah, you heard me...what will Nintendo think of next? When the chefs take off, you fight the lone cake. The key is to snuff out all of its candles. Use Abutton attacks constantly through two stages (tiers?) of cake (Bundt & Raspberry) until Booster comes and eats the cake...and all the gross things on his shoes from jumping on it...he he he. Exit the chapel and save, then head out to Mushroom Kingdom. Talk to the blue Toad guy near the entrance for a Frog Coin. Head into the Chancellor's Room of the palace to reunite the Princess with her flock. Exit the castle sans Princess and she will float on in and decide to rejoin the party. If you have 500 coins and want to play a fun mini-game, enter the Inn and talk to the kid playing Game Boy in the right corner. Talk to him again and again until he offers it to you at a cost. Beetle Mania will be added to your main menu and can be accessed at any time. It's a fun little break from trouncing Koopas (see my Games section for details). So...where the heck is our well-deserved star? Exit to Tadpole Pond and visit Frogfucius to learn that it is in Star Hill. Exit to the map and head to Star Hill. Press A to activate the green star/flower on the left to open the door and enter it. Activate all 5 similar star/flowers to activate another door, then activate 6 more to enter the last door where you'll find the Purple Star in the back. Hurrah!

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The Marine Star

To exit Star Hill, activate the last group of 6 flowers and head through the star door to the map. Head over to the newly opened Seaside Town. Everyone seems verrry peculiar at the moment...too much salt water. In the top right house is the Elder

(again, very weird) who will ask you to find the star that is lost to the sea. On the upper floor of that house is a frog pupil of Frogfucius' who will sell you some accessories in exchange for Frog Coins. If you have enough, try the Exp. Booster first, but you probably don't have many to buy with. Save in the Inn (rest there if you want), then head out to Sea. In the next section is a Shamen (the sage masked as a shopkeeper, he he he). Buy a set of new armour (Sailor Shirt, Pants, Cape, and Nautica Dress) and a new weapon for Bowser (Hurly Gloves). Equip all and sell back the old stuff if you please. Take the right exit to the next area. Drop down to a treasure box and hit for an Invincibility Star. Run like the wind through all the starfish. Take the left ledge through more, then drop down and through to the next area. Head left and upwards through the top left opening. Hit the boxes for a Recovery Mushroom, Flower, and Frog Coin, then jump over the crates to save. Go up and back to the previous room. In the water, wade to the next room and make your way into the whirlpool to sink (Mario must have Super Lungs!). Go up and left to a secret cave. Float up to the surface and jump out, hitting the box for a Max Mushroom. Head back down to the next section, outdoors for a change. Avoid or fight the little blooper, then sink down and enter the Sunken Ship through the pipe-like entrance. Read the memos if you want a little backstory on the ship. Go through the right door and save, then head back a room and left to the next one, then through the next 2 doors. Jump on the crates at right and drop into the back right corner for a Flower. Take the stairs, avoiding the Rats, and jump on the higher crates again and again for 100 coins from the box. In the next room, there is a very easy way to avoid going through each door and I'll let you in on it, but if you'd prefer to go through all the doors you'll have

to find another walkthrough on it, because I've never done it any way but this one...alrighty then, go through to the next section, talk to the Shamen if you need more gear, then head through the door. Enter the last room on the right, fighting the Greaper to get by. Save and head up through the door. Hit the boxes to spell out the word PEARLS. Press A at the pipe for a victory sound, make sure Mallow and Geno are in your immediate party, and approach the door to begin a fight with King Calamari and his multiple Tentacles. You'll fight two sets of 3 tentacles first before hitting the big squid. Use Mario's best fire attack, Geno's A-button attacks, and Mallow to heal and use items. After

they're gone, you move on to a new set that bookend the big guy. Continue the same strategy until they're defeated. In the next room, jump to the high door and enter. Make your way among the Rats, down the stairs to the next room. In the top left, jump on the barrels then to the boxes. Hit both for about 200 coins, then go through to the next room. Here's something cool...a wise guy, eh? Jump in the bottom right of the middle light, then jump on your twin to hit a hidden box with a Kerokero Cola. Go through to the next room and through the left door. Behind the crates is a hidden room with a Frog Coin in the box. Back a room, go down the stairs to the next area. Get the

Recovery Mushroom and save. Prepare for a fight, then hit the treasure box for a fight with Hidon. Use Mario's best Jump attack and general A-button fighting from the other two to whack him. You get the Safety Badge for your troubles. Save again, then head up 2x and swim to the whirlpool to sink down. Collect the 4 Frog Coins, then

go up 2x and down the stairs, hopping over the starfish (you'll probably fight most of them). Behind the barrels is a hidden room with the Safety Ring. Back a room, watch out for the whirlpool and collect the Frog Coin at left (hop out to land), then go right to the next area. It's an ambush! Fight the gang with A-button

attacks and Mallow's Thunderbolt to knock them all dead...well, not really, they just run off. Get the Recovery Mushroom to heal up, then head upstairs. Aaaaaahhhhh....ha ha ha...ya missed! Fight more guys and head up until you meet Johnny Jones, the head pirate. Gulp. This guy can be brutal, so brace yourself. Have Mario and Geno use A-button attacks on Johnny and Mallow's Thunderbolt on the Bandana Blues while healing when needed. To avoid a direct one-on-one between Mario and Johnny, keep one minion alive, with all attacks centred on Johnny. I've tried the one-on-one and its tough, so I suggest you try this out. You get the Marine Star. Now that was easy...or was it? Head through the next door and take the trampoline out. Head back to Seaside Town where you are ambushed (again) by the mushroom freaks. I KNEW something was fishy about these guys...get it? Fishy? Sea? Forget it...Hand it over nice & easy. Don't worry, we'll get it back. Unfortunately, no shops will be in service, so I hope you have enough healing items. If not, you can always return to the sea and visit the shamen guy to fill up. Trade Mallow for Princess, save in the Inn, then head left to fight Yaridovich. This guy is super-tough, but the Princess is amazingly helpful with healing. Use all A-button attacks, and have Princess use Group Hug when any one of your guys is hurt. Now the Marine Star is yours!

[M6.6]

The Red Star

Johnny leaves a key and a note for you, Mr. Hero. Go back to the town and free the real citizens of Seaside Town from the locked shed. Apply the Flower Box from the Elder. Now all the shops are open, so refill your stock if needed, rest, and save. Try out the Beetle Racing shop if you wish (see Games section for details). Purchase the Parasol, Double Punch, and Ribbit Stick from the shop and apply to Princess, Geno, and Mallow (respectively). Try the Troopa Shell on Mario if you wish. I think it's about equal to the Masher, depending on who you fight. Talk to the real Elder to learn where the next star is located. Exit to the map and head to Land's End. Save here, and take the cannon like a pipe. This takes some finesse. Press B with precise timing to fling yourself forward onto the next platform. Stand on the yellow platform and jump at its highest point (slightly left) to get a hidden Red

Essence. In the next area, jump between the cannon and its next platform to reveal a yellow platform. Use the cannon to shoot forward, either on the platform or in the hole which releases several Chows. Jump out and hit the spot below the hole to uncover another yellow platform. Take the cannon again and shoot onto the new yellow one. Jump to the box for a Frog Coin, then up to the ledge. In the leftmost corner, jump for a Kerokero Cola, then head forward a screen. Take the platforms across, avoiding/fighting Geckits till you reach the exit. If you happen to fall (very likely), take the cannon to return to the beginning. Save in the next area, and go right to two blue flowers. On the top (rightmost) one, jump far left to get a Frog Coin, then go

back left to the ledges, jumping off the spinning flowers to the next area. Play the Sky Bridge game if you want (see Games for help), or drop down for the Cricket Jam game (you know the drill...Games). After any or none of that, take the platforms that make up the Sky Bridge forward to the desert. Talk to the mouse who is also on his way to Monstro Town. Save, then head to the next screen. This can be tricky, so I'll try my best to explain it. You want to approach the quicksand pits and fight each Shogun that appears, then use the pit to be carried to a new section. Sometimes you might take the "wrong" path, but you'll eventually end up where you want to. When you come to an area with a path heading out, take it and you'll find the mouse again in another area we'll explore later. Take another Shogun hole until you land in a cave. Save and drop down to the box with an Invincibility Star. Ram into as many enemies as you can to level up. In the room with all those Geckits, you're probably thinking, "Darn, I wish I had another star to hit all these foolish reptiles up for points". Well, darn it if a Shamen isn't hiding behind the stack of crates at left. Pay 400 coins for a new star and whack all them Geckits for level-ups. Head up to the next area, Belome Temple. Ignore the trampoline shamen for now and go through to the next room. Hit the box for 50 coins, then talk to the shamen there to have your fortune read by hitting 3 Belome tongues in any order. There are six possible combinations for 6 different "fortunes" and they are: 1/2/3 (Yoshi Cookie or Recovery Mushroom), 1/3/2 (Yoshi Cookie), 2/1/3 (3 Chows), 2/3/1 (3 Chows or a Shy Away), 3/1/2 (100 Coins or a Frog Coin), 3/2/1 (100 coins). So pick your favourite (if you pick an enemy combo, you are a sad, strange little person). Take the little step to collect the fortune, then jump up and into the next area. Take the pipe and hit the box, then head up to the next room. Collect the coins, then jump on its box using the left wall to get a Frog Coin. Take the stairs down. How about another? Sure, boss.

Hit the next box for a Frog Coin. In the next room, hit the tongue for another fortune. A weird one at that. If it says he's hungry, take the elevator, but if it says it's his bedtime, exit and re-enter to get another "fortune" read. After the elevator, take the pipe to fight Belome, Part II. This Belome creates clones of you and your friends to use your own powers against you...man! Use Mario and Geno's A-button attacks, and Princess as healer/item user, attacking with A whenever possible. I'd say stick with Belome, but the clones can be vicious, so have each of your guys fight each of them, using Geno's multiple attacks if possible. After you win the fight (yay), hit the ! switch and head up to the mouse, then take the pipe to

Monstro Town. In the first room, talk to the mushroom character, then head upstairs to find....a....star. A dancing star...great. Talk to the mouse and you will secretly unlock a side quest in Rose Town. It'll be a while, but don't worry, I won't forget about it. Go back and demand that mushroom lady give you another star. Or be polite and ask about the real star...whatever. The Sky Troopas will appear (took you long enough, slowpokes!) to help you out. Before heading out to meet them, you can try the Super Jump mini-game, Culex battle, and Dojo (see Games for all info), but you should do this: Talk to the Thwomp in the Super Jump room 7x (that's right...SEVEN) and exit to find a key. Check out the item shop to stock up, then rest in the Inn if need be (you'll also take part in a game of Hide the Flag, see Games). Drop in the hole at far right to save, then take the rightmost door, jumping in the bottom left for a Froq Coin, then exit and head to Tadpole Pond. Remember that star dance? It's song is meant for a composer's ears...got it? Well, in case you don't, visit Toadofsky and play the Star Lullaby to receive an improvised encore of your choice. Play any series of notes and he will play an opus. Sweet! You receive the last card in the rank of Soprano. Exit to Monstro Town. Head left in the main area and take the trampoline back to Land's End, more specifically Belome's Temple (told ya we'd be back). Head left to the elevator and hit the tongue for a fortune. When it reads "Sorry" about bedtime, take the elevator down and go right to bang into the Golden Belome. Feed him the Temple Key and collect your goodies (here's the inventory: 8 Frog Coins, 4 Flowers, 1 Fire Bomb, 1 Royal Syrup, and 1 Max Mushroom). Go back through the temple until you meet up with the Shamen and his trampoline. Pay him 100 coins to use it and...ahem...use it. Ah, the arid desert *cough, hack*. Take the upper path to finally meet up with the everpatient Paratroopas. Time to "Scale the Cliff". I have found a great guide on this, so check it out under Games, as you can revisit this cliff again for game prizes. Head forward to Bean Valley. Take the pipe at right and go left until you reach the edge, jumping to reveal a Frog Coin. Take the next pipe, then the one below, and get the Flower from the box. Take yet another pipe back and go left to the next screen. This area is pretty much random prizes

and enemies that lead up to a mini-boss. The very back pipe unveils a new location. Defeat the Chomp Chomp and jump 3x in the far left corner where it was to reveal a yellow platform. Jump to the ledge and up to reveal Grate Guy's Casino on the map. To enter it, you'll need to play Knife Guy's minigame at Booster Tower (see Games for help). Sorry, but you'll need to backtrack through the map to Bean Valley and go through its first couple of areas back to the multiple pipes. Enter the leftmost pipe and use the box like a slot machine to get a prize/enemy. The rightmost pipe has a Box Boy to fight. Use Mario's best Jump attack and the others' A-button attacks to win. In the same room, jump in the L-shaped corner (far right) below the first step to get a Red Essence. Use the trampoline up the stairs and get the Frog Coin from the box. Take the pipe down and use the next trampoline to exit. The front left pipe has another slot machine box. The front right pipe has another, as well as a hidden box if you jump in the corner below the slot machine one for a Kerokero Cola. Save behind the pipes and go right. Have Mallow in your party and use the Trueform and Wake Up pins on whoever you like. Time to fight the Megasmilax and his Smilax minions. Defeat each wave of Smilaxs with A-button attacks and use Mallow's multiple magic attack (Thunderbolt or Snowy). Princess is good for refreshing HP. When the Megasmilax appears, continue the same strategy, using Snowy. Pick up the Seed dropped by the Shy Away, vital for a future side quest. Take the pipe and hit the brick to create a beanstalk. Very cute. Climb up and make your way up the colourful beanstalks in the clouds, jumping across them for Frog Coins and other things. At the top of the red vine is a box with a Flower. When you get to the yellow vine, defeat the Birdie there to make a platform appear. Use it to reach the blue vine and jump to the yellow into the next area. Jump across the vines and hit the

platform above the yellow vine to cross over left. Head all the way to the top where you'll find two boxes, one with a Froq Coin, the other a Rare Scarf. Drop through the top hole and hit the boxes for 2 Flowers, then drop again to Nimbus Land. The guards won't let you by, so use the smiley face trampoline 2x to reach the main area. Enjoy the amusing cinema where Mallow's naivete shines through. Enter the item shop and hop on the stack of boxes behind the front desk, then jump towards the guy to get a Frog Coin. Purchase the new weapons and sell your old ones (Mega Glove for Mario, War Fan for Princess, Hand Cannon for Geno, and Sticky Glove for Mallow), and the new armour (Fuzzy Shirt, Pants, Cape, and Dress). Save in the Inn (resting if you want to) and then enter the top left house where you'll notice the golden Mallow statue. Mario will be painted gold to sneak into the palace. Once inside, you'll be alone for a moment. Head through the left door and save. Attempt the next door to be rushed back to your spot. Avoid Dodo's pecking beak by jumping with timing. Be careful, because sometimes he'll switch the pattern around. If you win, you get a Feather. Save again and go left where you'll be uncovered by guards. Follow them when they run off to reach a room full of enemies. Jump down to get the Flower from the box, then do down, right, up, and left to head back to the top level where you were. Go through to the next room on top and get the Flower. If you want a Recovery Mushroom, go through the bottom right door, then retrace your steps back here. Go through the top left door. Jump where the Jawful was to get a Frog Coin, then head down to find a hidden path into black screen and jump at the end for another Frog Coin. Go right to find a bunch of captive Numbus people. Talk to the far left one for a key, then the blue one for a Flower Jar. Apply that, then save, and head back left, upstairs, then down 2x to the main hallway. Fight the Heavy Troopa, then head through the middle door with the key. Be ready to fight a major fight. Have Princess and/or Mallow to heal. The first stage is Shelly (just an egg). "Fight" it until it breaks to reveal Birdo, a tough old...bird. Use A-button attacks and Princess' Group Hug to heal. Try to block his attacks with A, as they are extremely harmful. When you win, get the second key, and can open the door behind the egg.

Fight the Pinwheel first to avoid being blown off the ledge and jump on the box to get a Frog Coin. The box itself contains a Flower. Backtrack to this ledge again and go through to the next room. Read the note to learn that Mallow's real parents are locked inside. Head up 1x and fight the Heavy Troopa (these guys are hilarious...block with A to get a hit of "0"!). Head up again and save, then have Bowser arranged in the middle fight position of the party, with Princess or Mallow as your other partner to heal. This strategy is key to defeating the boss coming your way. Keep heading upwards until you see a shadow on the floor. Jump under it to reveal a platform, then jump above it for an Invincibility Star. Run fast through all the enemies, and you may even bop Dodo off the ledge! Keep heading forward until you fall off the platform. Take the trampoline back into the marketplace to fight Valentina and Dodo. They are both tough, so listen up. Dodo will carry Bowser off to fight solo. Use Poison Gas immediately to deal major damage throughout the fight. Use A-button attacks constantly and you should be okay. Valentina has terrible defense, so keep whaling on her with A-button attacks. I'd clear Dodo first, just because his pecking attack is annoying. Mallow will get knocked with a key and free his real parents. Unfortunately, Valentina didn't have the star, so you'll need to fight another big boss in the volcano. Drat. Head down 2x and left once. Talk to the guard to get a Flower Jar. Apply it now, then head down to a 3-door room. Hop in the top left corner by the birdcage to get a Frog Coin. Exit the palace and go into the top right house to find...Croco?!? He will run off and leave behind the Signal Ring. Pick...it...up...duh. In the main area, hug the right edge of town, heading down into thin air. Talk to the Shy Away to get Fertilizer. First Seed, then Fertilizer. Hmmm....Head down the hole and take the starburst trampoline to the map. Head back into Rose Town and enter the

new house in the

back to meet the Gardener. Give him the Seed and the Fertilizer back to back for numerous, hilarious anecdotes in super-speed. Outside the house, climb the crates at the side to reach the beanstalk and climb up into the clouds. Hit the boxes for the Lazy Shell weapon and armour. Apply these to Mario now, as nothing works better. Rest at the Inn for free and you'll meet Link from Legend of Zelda in the bed next to you. Press A at his bedside for a familiar tune. This is a cute secret I just had to incorporate here. For more Secrets, see the separate page. Save, then head back to Nimbus Land. Go down the top hole and talk to the guards, who now recognize your true royalty. Darn tootin'. Head right and jump in the hot spring to fully recover, then head into the dangerous Barrel Volcano. Not too dangerous, mind you. Head down and follow the small stone walkway. Hit the boxes for 2 Flowers in the secret cave, then go back and jump across more stones. Climb left and up to the next area. Climb up again and avoid the Dry Bones. Next area, hit the box for a Flower, then go up and hit the next one for lots of coins. Next area, hit the box for an Invincibility Star and run forward, climb up and hit the Corkpedite. Go left 1x, then up to the next area. Go left of the lava and run/jump to the Frog Coin, then head up 1x. Take the stone walk again, carefully timing it to avoid a lot of fights. Go through the doorway, then come back and jump on the lava (seriously) to be flung above the door and get a Frog Coin. Go

forward again, and time your jumps carefully across the blocks to another Frog Coin, then around and up for another Frog Coin, then forward 1x. Run left, avoiding the volcanic dude. Hit the box for a Flower, then go up and hit another box for a Frog Coin. Save, then go forward 1x. Beat the Stumpet, then go around to the next area. Climb up, then down to another area. Go up and fight the Corkpedite blocking your way (the key is to attack the body to weaken it). Go left 1x, defeat a Stumpet, then head forward 1x. Climb the rocks and hit the box for coins. Talk to the Hinopio who's peeking out from the cave to enter his shop. Fill up on items or rest if you wish, but definitely purchase the new armour (Fire Pants, Cape, Shell, and Dress). You can buy the Fire Shirt if you want, but the Lazy Shell armour for Mario is better. Take the right door out and save, making sure Mallow and Princess are in your party, then head up across the bridge to the next area. Time to fight the Czar Dragon. Have Mallow use Snowy to rid the field of Helios as well as attack the dragon, Mario use A-button moves, and Princess to heal with Group Hug or items. A second stage begins as he transforms himself into Zombone. Continue fighting the same way, just use Mallow's Shocker instead of Snowny to win. After the fight, go to the next area where you will get the Red Star...swiped out of your hands?!? Chase the Axem Rangers, an obvious recreation of the popular TV show The Power Rangers, to a ship where you will then fight them. I hope Mario is wearing that Lazy Shell, because your party may crap out before he does with 1 HP lost per ranger attack. Have Princess heal (probably every turn) and Mallow can use Shocker, his best direct solo attack. Mario's A-button attack is best here. The key to winning is the order in which you fight the Rangers. Drop Pink first as she copycats Princess in healing her party. Next, go for Black, then Green, then Yellow, and finally Red. That's pretty much going from strongest to weakest. Abutton attacks seem to generally work best, though Mallow's Shocker deals a mighty wallop. Stage two begins with them forming a group dynamic using the Breaker Beam attack. Make sure Princess uses Group Hug after each BB blowout and keep using Shocker and A-button attacks to win the Red Star...again.

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[M6.7]

Return to Nimbus Land and head into the palace to find Mallow's parents. They will provide you with transport to Bowser's castle to fight Smithy. Ah, public transit, so reliable. Refill items, rest, and save if need be, then go left to the Royal Bus Station to board the makeshift bus. You'll fly (?) to Bowser's Keep. Switch Mallow for Bowser, as Princess is the better healer, and Bowser will chase off most enemies you fight. Head forwards to a familiar room (it's where you fought Bowser on the chandelier...and the poor Kinklink). The bridge is now made of Donut blocks. Head forwards to a dark room, tunnel-visioned by a scope. You might find a Recovery Mushroom in the block if you're good at navigating the room. Next room is...Croco (again? Man, this guy sure gets around). He's good now, selling you neat items. Buv any as need be, though you should have the armour already. In the bottom left path, head through to reach two boxes with 150 coins and a Recovery Mushroom. Head forward to the next room after Croco to the Six Doors challenge. What you find behind each door varies per game, but you will come across one of two varieties from three types of challenges: Action, Battle, and Puzzle, so doing your math right, there are 2 kinds x 3 types = 6possibilities. You only need to complete 4 of them, so feel free to change doors if you find your first choice too hard. I've listed them in detail under Games, as they are mostly fun little trials. So, check out that page for help. Completing four doors gives you access to the next room, where you'll drop down to a save box. Head up to fight an evil Magikoopa who will summon enemies to fight in front of him, so you'll have to wipe them out first. Eliminate them quickly. Just use A-button attacks and have Princess heal when needed to conk them all out. Magikoopa turns good and gives you a box that pours out unlimited coins, so use it at your will and you can buy more items from Croco, who's now moved to the door at left. Buy the new armour from him (Prince Pants for Mallow, Star Cape for Geno, Heal Shell for Bowser, and Royal Dress for Princess). The Hero Shirt is weaker than the Lazy Shell, but try it if you want. Go back a room and through the right door, dodging Thwomps and Big Berthas on your way up to the next room. Now to fight Boomer. He's pretty easy, even as he transforms bodies. Use A-button attacks when he's blue and magic attacks when he's red. Have Princess heal as always. The chandelier will then bring you up to fight the Blade. This fight is pretty hard, as there are several parts that need attention and pain to reach the core of Blade, which is Exor on top. You must blind both eyes and ideally the Neosquid to weaken Exor's defense and then slam him to death. Use Princess to heal (and attack if everyone is A-OK), and have Bowser use A-button attacks and Mario's best jump attack (hope you have Ultra Jump). When the eyes and Neosquid revive, focus on them again before continuing to beat Exor. You may also like to use multiple magic attacks like Bowser Crush and Princess' Psych Bomb if you have them. They are the strongest magic attacks against Blade. When he's finished, you get sucked into the sword, which acts as a facade for a factory. Go figure...You land at the Gate. If you want to backtrack and get items from other worlds, do it now, because it's EXTREMELY hard to backtrack once you're inside the core of the Factory. Switch Bowser with Geno and go forward to the next area. This part is from SMB3 (World 5 castle, I think) where you jump on the nut repeatedly to move along the screw. Jump off and save, then go forward 1x. Continue to move across more screws, then forward 1x. Fight the Ameboid enemies, then hit the switch and go up 1x. Jump in the bottom left corner for a Recovery Mushroom, then save again. Continue forward and get the Ultra Hammer from the box. Sweet...though Lazy Shell proves better. Use the trampoline and go across the screws, hit another trampoline, then approach the giant clock, Count Down and his two Ding-a-Lings. Time to clock him out...oh, I'm so hilarious. Use A-button attacks constantly on Count Down and then take out the Ding-a-Lings. Have Princess heal (getting a bit ad nauseum, isn't it?). After the battle, save and use the trampoline. Go up and use the conveyor belt, hitting the box for a Recovery Mushroom,

then drop to the white platform across and then onto another belt. If you fall, no biggie...just use the trampoline to return to the beginning of the last part you were in. Hit the boxes for a Flower and Recovery Mushroom, then go forward 1x. You'll have to fight multiple enemies as they fall down the belts, but try to make your way up them, hugging the sides when possible and time your jumps to reach the next area. Hit the box for a Royal Syrup. I would try to save that for Smithy, but if it's a dire emergency, go ahead. Go down the next belt and jump to the white platform, then to the next belt when nearby. Go left and hit the box for a Max Mushroom, then go forward 1x. Make your way up another series of belts with Bowyer enemies (remember when he was a big boss? No more. Too easy). Go through another section and save, then go forward into the top left corner with two boxes, a Flower and a Recovery Mushroom. Fight the mechanical Yardovich, then a hole explodes open. Jump down to fight Cloaker and Domino. Pick one to finish off, because which one you beat determines the second stage battle. Domino and his successor Mad Adder are easiest, IMO, so defeat Cloaker first to bring out this combo. Use special attacks especially Geno Whirl and Mario's Super Jump for cheap, but effective FP moves. Have Princess heal, as usual. Use A-button attacks on Mad Adder, ignoring Domino until they're toast, history, finito, fertilizer...you get the picture. Head left to the Factory. Defeat the Mad Mallets that are sent to bop you one, then fight Clerk. He's easy, just use A-button attacks, focusing on Clerk, though the Mad Mallets may get annoying if they don't run off after Clerk's gone. Toad will appear with good inventory stock, so buy whatever items you like (I suggest Max Mushrooms and Pick Me Ups). He'll give you a free Rock Candy for shopping, then go through the next room to fight Manager. Use the same A-button attacks to win. Head up again to fight Director exactly the same way as the previous guys (*yawn*). Head up again, save, and go forward 1x to Factory Chief and his Gunyolk. You can avoid Gunyolk's attack by having Princess use Mute on it. Use A-button attacks as usual and Princess to heal to win. Retreat, stock up with Toad if necessary, then save. Hope you're ready for this, 'cause it's a hell of a fight. Ideally, your party should have maximum abilities, and the best weapons & armour at your service. Plus, your items should be plentiful and powerful. But, that's fine and dandy if you sucked them up with the previous 10+ battles on the way here. Oh well...try your dandiest. Head up and jump on the switch to be carried off to Smithy for one of two battle stages. Focus on the Smelter as it annoyingly provides Smithy with backup. Have Geno use his best magic attack on everyone and have Princess use Group Hug whenever needed, attacking the Smelter when clear to fight. After Smelter is down, focus on Smithy with A-button attacks. Stage one ends when Smithy is warned about the shaking from his scrub unit. Arrrrggghhh!! Cool...it seems we're in the bowels of destruction...har har har! Smithy is really an 8000 HP robot who can change heads at a whim in four varieties: Tank, Magic, Vault, and Box (they look just like their names, in case you missed the irony). Use Mario's Lazy Shell (it's Armour is impeccably preventive), Geno's best magic attack (Flash) and Princess' Group Hug/items. When it's clear, you can also try her A-button attack. This battle is the hardest one I've never come against, especially because I usually run out of good items by the time I reach stage two of Smithy's battle. Good luck and if you win, you're a Nintendo demigod!

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Items

Items are just as plentiful in SMRPG as in the other Paper Mario games. There are unfortunately no pictures of any SMRPG items as most of them are referred to and dealt with in text format through menus and RPG battles. So, this will have to suffice. Hey, it's GameFAQs anyway, no pics allowed :oP

General Items

Able Juice What: Heals status problems in battle (poison, sleep, scared, etc.) How: 4 Coins in shops

Bad Mushroom What: Poisons enemies How: 30 coins at Seaside Town pre-Yaridovich battle

Bracer What: Doubles defense in battle How: 2 Frog Coins at Tadpole Pond Frog Coin Emporium

Bright Card What: Membership pass to Grate Guy's Casino How: Knife Guy Juggling game in Booster Tower

Carbo Cookie What: Bribe for Midas River game accessed from Moleville How: Trade Shiny Stone to small mole in item shop

Crystalline What: Doubles entire party's defense in battle How: 5 Frog Coins at Frog Coin Emporium at Tadpole Pond

Earlier Times What: Accessory that lets you start a battle over again How: 15 Frog Coins from Frogfucius' pupil at Seaside Town Elder's house (second floor)

Elixir What: Party recovers 80 HP How: Juice Bar at Tadpole Pond- 48 coins (with Alto card), 36 coins (with Tenor card), 24 coins (with Soprano card)

Energizer What: Doubles one ally's attack power How: 2 Frog Coins at Frog Coin Emporium in Tadpole Pond

Fertilizer What: Soil to grow beanstalk in Rose Town (for Lazy Shell weapon & armour) How: After beating Valentina and Dodo, hug the rightmost side of Nimbus Land to find the Shy Away, who will give it to you for finding him.

Fire Bomb What: Fire attack power (100 HP) How: 200 coins at Seaside Town shop pre-Yaridovich battle

Fireworks What: Used in swap for Shiny Stone and determines end fireworks after ending cinema of game (mushroom, flower, or star) How: 500 coins in Moleville special shop

Flower Box What: Raises FP by 5 How: Various

Flower Jar What: Raises FP by 3 How: Various

Flower Tab What: Raises FP by 1 How: Various

Freshen Up
What: Refreshes party from ailments in battle (poison, sleep, scared,
etc.)
How: 50 coins at shops

Fright Bomb
What: Fear attack on enemies in battle
How: 100 coins at Seaside Town item shop pre-Yaridovich battle

Froggie Drink What: Party recovers 30 HP How: Juice Bar at Tadpole Pond- 14 coins (with Alto card), 12 coins (with Tenor card), 8 coins (with Soprano card)- or 8 coins from Toad at Factory

Goodie Bag What: Full of coins How: Various- best to sell it for 555 coins at shops, otherwise useless

Honey Syrup What: Recovers 10 FP How: 10 coins at shops What: Icy attack on enemies in battle (1250 HP) How: 250 coins at Seaside Town item shop pre-Yaridovich fight

Kerokero Cola What: Recovers party's HP in full How: Various, can also be purchased at Juice Bar in Tadpole Pond-200 coins (with Soprano card)

Lamb's Lure What: More of a trick than an item- need B'Tub Ring on Princess and Mystery Egg How: Have Princess use Mystery Egg 10 times with B'Tub Ring on to turn an enemy into a lamb, though you don't win any exp. points

Lucky Jewel What: Prompts Lucky flower for egg game at end of battle (double or nothing on exp. points) How: 100 coins from Treasure Hunter in Moeville item shop

Maple Syrup What: Recovers 40 FP How: 30 coins at shops

Max Mushroom What: Recovers one ally's entire HP How: 39 coins from Toad at Factory, otherwise various treasure boxes

Megalixir What: Recovers party's HP by 150 How: Bought at Juice Bar in Tadpole Pond- 90 coins (with Tenor card) and 60 coins (with Soprano card)

Mid Mushroom What: Recovers one ally's HP by 80 How: 20 coins at shops

Moldy Mush What: Recovers 1 HP- not worth it, chuck it or sell it for 1 coin How: Acquired through Crate Guy and Knife Guy's mini-games

Muku Cookie What: Recovers party's HP by 69 How: 69 coins at Seaside Town item shop pre-Yaridovich battle

Mushroom What: Recovers one ally's HP by 30, other kind recovers 30 HP but turns ally into a mushroom How: 4 coins at shops, or 4 coins at little Goombas' item shop in Monstro Town Mystery Egg What: Part of Lamb's Lure trick How: 200 coins from Treasure Hunter at Moleville item shop after Yaridovich battle and after purchasing the Lucky Jewel

Pick Me Up What: Fully revives a down enemy How: 5 coins at shops

Power Blast What: Doubles party's attack power How: 5 Frog Coins at Frog Coin Emporium in Tadpole Pond

Pure Water
What: Defeats ghosts instantly
How: Acquired by defeating ghost enemies at Kero Sewers

Red Essence What: Protects ally from attack damage for 3 turns How: Various

Rock Candy What: Attacks all enemies (200 HP) How: Various

Rotten Mush What: Recovers 2 HP- not worth it, sell for 2 coins or chuck it How: Acquired at Crate Guy and Knife's Guy mini-games

Royal Syrup What: Recovers all FP How: Various

Seed What: For Lazy Shell beanstalk at Rose Town How: Found in Bean Valley after beating Megasmilax

See Ya What: Accessory that lets you run away from battles How: 10 Frog Coins from Frogfucius' pupil at Seaside Town Elder's house (second floor)

Sheep Attack What: Turns all enemies into lambs How: Becomes an item, acquired after using the Lamb's Lure 48 times

Shiny Stone What: Used in trade How: Trade fireworks for it with girl mole's "Pur-tend Store"

Sleepy Bomb What: Puts all enemies to sleep How: 1 Frog Coin at Frog Coin Emporium in Tadpole Pond

Star Egg
What: Reusable and extremely reliable attack item (100 HP)
How: Won in Grate Guy's Casino for 100 wins of the Look the Other
Way game (see Games)

Wallet What: Exactly as its name How: Found after defeating Croco in Bandit's Way. Sellable for 123 coins, but return to first guy in Mushroom Kingdom for Flower Tab and later Frog Coins

Wilt Shroom What: Recovers 10 HP- not too helpful How: Acquired at Grate Guy and Knife Guy's mini-games

Yoshi-Ade What: Raises attack power during battle How: Feed Yoshi Cookies to the baby Yoshi in the bucket at Yo'ster Isle until he's fat, then give him 10 cookies at once for the item

Yoshi Candy What: Recovers 100 HP How: Acquired by using a Yoshi Cookie in battle, if Yoshi can't swallow the enemy

Yoshi Cookie What: Summons Yoshi during battle to *yuck* eat an enemy. Can turn into Yoshi Candy if unsuccessful How: Won in Mushroom Derby races

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Special Items

Alto Card What: Membership card for Juice Bar in Tadpole Pond- Froggie Drink (14 coins) and Elixir (38 coins) How: Play Frogfucius' Suite # 18 for Toadofsky

Bambino Bomb What: A small explosive that will blow up a closed-in cave How: Acquired after beating Croco in the Moleville coal mine Beetle Box What: To capture beetles in Beetle Race mini-game on Booster Hill How: 50 coins at Beetles 'R' Us in Seaside Town

Big Boo Flag What: Used in Musty Frears' Hide the Flag mini-game in Monstro Town How: Found in Yo'ster Isle; press A between the "O" and "A" in GOAL at Mushroom Derby racetrack

Castle Key 1 What: To open doors...you knew that, right? How: Given to you by Nimbus Castle guard to open door to Birdy

Castle Key 2 What: To open doors...you knew that, right? How: Reward for beating Birdo, opens future door

Cricket Jam What: Food found in Kero Sewers in side quest How: Give to Frogfucius for 10 Frog Coins

Cricket Pie What: Food traded for at Mushroom Kingdom item shop by Mallow How: Give to Frogfucius for Froggie Stick

Dry Bones Flag What: Used in Musty Frears' Hide the Flag mini-game in Monstro Town How: Found at Mario's Pad (press A at the bed)

Elder Key What: Found at Booster Tower when you put the generational pictures in the right order How: Opens the door to getting the Chomp

Greaper Flag What: Used in Musty Frears' Hide the Flag mini-game in Monstro Town How: Found at Rose Town (press A at the welcome sign)

Rare Frog Coin What: Regular Frog Coin after beating Croco in Bandit's Way How: Traded for Cricket Pie at Mushroom Kingdom item shop

Room Key What: Opens vault to Zoom Shoes in Booster Tower How: Found in mine room of Booster's Tower

Shed Key What: Opens shed to rescue Seaside Town residents How: Found after defeating Yaridovich

Soprano Card What: Membership card for Juice Bar in Tadpole Pond- Froggie Drink (8 coins), Elixir (24 coins), Megalixir (60 coins), Kerokero Cola (200 coins) How: Play Star Lullaby for Toadofsky

Temple Key What: To feed Golden Belome for treasure in Belome Temple How: Found in Monstro Town by talking to Thwomp 7x

Tenor Card What: Membership card for Juice Bar in Tadpole Pond- Froggie Drink (12 coins), Elixir (36 coins), Megalixir (90 coins) How: Play Moleville Blues for Toadofsky

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Weapons

MARIO:

Hammer- defeat Hammer Brother at Bandit's Way Nok Nok Shell- reward for finishing Midas River course Punch Glove- 36 coins at Moleville item shop Super Hammer- 70 coins at Marrymore item shop Masher- acquired at Booster Tower Troopa Shell- 90 coins at Seaside Town item shop Mega Glove- 102 coins at Nimbus Land item shop Ultra Hammer- acquired at Bowser's Keep Gate Lazy Shell- acquired in Rose Town by giving the Gardener the Seed and

MALLOW

Fertilizer, comes with armour

Froggie Stick- given by Frogfucius for returning Cricket Pie Cymbals- 42 coins at Moleville item shop Whomp Glove- 72 coins at Marrymore item shop Ribbit Stick- 86 coins at Seaside Town item shop Sticky Glove- 98 coins at Nimbus Land item shop Sonic Cymbals- reward at Six Doors Challenege in Bowser's Keep

GENO

Finger Shot- given by Gaz in Rose Town Hand Gun- 75 coins at Marrymore item shop Double Punch- 88 coins at Seaside Town item shop Hand Cannon- 105 coins at Nimbus Land item shop Star Gun- reward at Six Doors Challenge in Bowser's Keep

BOWSER

Chomp Shell- 60 coins at Marrymore item shop Chomp- acquired at Booster Tower Hurly Gloves- 92 coins at Sea and Sunken Ship item shops Spiked Link- 94 coins at Monstro Town item shop Drill Claw- reward at Six Doors Challenge in Bowser's Keep

PRINCESS

Slap Glove- comes with partner
Parasol- 84 coins at Seaside Town item shop
War Fan- 100 coins at Nimbus Land item shop
Super Slap- reward at Six Doors Challenge in Bowser's Keep
Frying Pan- 300 coins from Treasure Hunter at Moleville item shop
after buying all prior treasure, post-Axem Rangers battle

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Armour

MARIO

Shirt- 7 coins at Mushroom Kingdom item shop

Thick Shirt- 14 coins at Rose Town item shop

Mega Shirt- 22 coins at Moleville item shop Happy Shirt- 38 coins at Marrymore item shop Sailor Shirt- 50 coins at Seaside Town, Sea, and Sunken Ship item shops Fuzzy Shirt- 70 coins at Nimbus Land item shop Fire Shirt- 90 coins at Barrel Volcano item shop Hero Shirt- 100 coins at Croco's shop in Bowser's Keep Lazy Shell- see Weapons, Mario MALLOW Pants- 7 coins at Mushroom Kingdom item shop Thick Pants- 14 coins at Rose Town item shop Mega Pants- 22 coins at Moleville item shop Happy Pants- 38 coins at Marrymore item shop Sailor Pants- 50 coins at Seaside Town, Sea, and Sunken Ship item shops Fuzzy Pants- 70 coins at Nimbus Land item shop

Fire Pants- 90 coins at Barrel Volcano item shop

Prince Pants- 100 coins at Croco's shop in Bowser's Keep

GENO

Mega Cape- 22 coins at Moleville item shop
Happy Cape- 38 coins at Marrymore item shop
Sailor Cape- 50 coins at Seaside Town, Sea, and Sunken Ship item
shops
Fuzzy Cape- 70 coins at Nimbus Land item shop
Fire Cape- 90 coins at Barrel Volcano item shop
Star Cape- 100 coins at Croco's shop in Bowser's Keep

BOWSER

Happy Shell- 38 coins at Marrymore item shop

Courage Shell- 60 coins at Monstro Town item shop

Fire Shell- 90 coins at Barrel Volcano item shop Heal Shell- 100 coins at Croco's shop in Bowser's Keep PRINCESS Polka Dress- comes with partner Nautica Dress- 50 coins at Seaside Town, Sea, and Sunken Ship item shops Fuzzy Dress- 70 coins at Nimbus Land item shop Fire Dress- 90 coins at Barrel Volcano item shop Royal Dress- 100 coins at Croco's shop in Bowser's Keep ALL Work Pants- 22 coins at Moleville and Seaside Town item shops Super Suit- acquired from Super Jump mini-game in Monstro Town (100 jumps) Lazy Shell- acquired from Rose Town Gardener, weapon comes with it [M7.5] *Magic* MARIO Jump Fire Orb Super Jump Super Flame Ultra Jump Ultra Flame MALLOW Thunderbolt HP Rain Psychopath Shocker Snowy Star Rain

GENO

Geno Beam Geno Boost Geno Whirl Geno Blast Geno Flash BOWSER Terrorize Poison Gas Crusher Bowser Crush PRINCESS Therapy Group Hug Sleepy Time Come Back Mute Psych Bomb [M7.6] *Accessories* Amulet What: Defensive item How: Acquired at Booster Tower for winning Hide 'n' Seek Curtain Game Antidote Pin What: Prevents poison damage How: 28 coins at Mushroom Kingdom, Rose Town, and Seaside Town item shops Attack Scarf What: Defense item for Mario only How: Acquired through Monstro Town's Super Jump mini-game (30 jumps) B'Tub Ring What: Effects Lamb Lure trick, for Princess only How: 145 coins at Marrymore item shop Coin Trick What: Doubles coins won in battle How: 36 Frog Coins from Frogfucius' pupil at Seaside Town Elder's house (second floor)

Exp. Booster What: Doubles Exp. points in battle

How: 36 Frog Coins from Frogfucius' pupil at Seaside Town Elder's house (second floor) Fearless Pin What: Prevents fear attacks How: 130 coins at Rose Town and Seaside town item shops Feather What: Speed up by 20 How: Acquired from Dodo at Nimbus Land palace after statue-jumping Ghost Medal What: Raises defense in battle, especially against ghost enemies How: Reward for Musty Fears' Hide the Flag mini-game in Monstro Town Jinx Belt What: Protects against mortal blows How: Dojo Tournament mini-game in Monstro Town Jump Shoes What: Allows Mario's jump attack on all enemies How: 30 coins at Mushroom Kingdom, Rose Town, and Seaside Town item shops Quartz Charm What: Protects against mortal blows in battle How: Acquired through Culex mini-game battle in Monstro Town Rare Scarf What: Raises defense in battle How: Acquired in Nimbus Land Safety Badge What: Prevents mute and poison attacks in battle How: Acquired in Sunken Ship after beating Hidon Safety Ring What: Guards against mortal blows in battle How: Acquired in Sunken Ship secret room Scrooge Ring What: Cuts FP use in half during battle How: 50 Frog Coins from Frogfucius' pupil in Seaside Town Elder's house (second floor) Signal Ring

What: Alarm sounds when hidden treasure chest is present How: Acquired from Croco after beating Valentina in Nimbus Land Troopa Pin What: Increases "confidence" (speed) How: In Land's End, Scale-the-Cliff mini-game (under 12 seconds)

Trueform Pin What: Prevents ally from turning into mushroom or scarecrow How: Acquired in Kero Sewers from beating Pandorite, also bought for 60 coins at Rose Town and Seaside Town item shops

Wake-Up Pin What: Prevents ally from mute and sleep attacks How: Acquired in Mushroom Kingdom from Vault Guard, also bought for 42 coins at Rose Town and Seaside Town item shops

Zoom Shoes What: Speed up by 10 How: Acquired in Booster Tower mine room, also bought for 100 coins at Seaside Town item shop

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Boss & Mini-Boss Strategies

Here is a listing of bosses & mini-bosses encountered in the game, personal strategies on how to defeat them & a rating out of 5* based on difficulty.

Hammer Bro Found at: Mushroom Way HP- 50 Attack- 6 Powers- Hammer Time, Valor Up Notes- You actually fight two of them. Best to be at level 3. Use Jump and magic attacks to finish them off quickly. Difficulty: *

Croco (First Battle) Found at: Bandit's Way HP- 320 Attack- 25 Powers- Weird Mushroom Weakness- Fire Strength- Sleep Notes- Use Mario's Fire Orb to make Croco skip a turn to "douse a tail fire". You can use that attack continuously. For Mallow, use HP Rain, Mushrooms, and Honey Syrups because his A button attack is weak. His Thunderbolt can be used if you have the all-clear. Difficulty: *

Found at: Mushroom Kingdom HP- 480 Attack- 22 Powers- Flame Wall, Flame Weakness- thunder Strength- fear, poison, sleep, mute Notes- Use Mario's Hammer and Mallow's Thunderbolt to stun Mack and clear the Bodyguards quickly (though they can re-appear). Continue this pattern, having Mallow heal when necessary. Difficulty: * 1/2 Belome (First Battle) Found at: Kero Sewers HP- 500 Attack- 30 Powers- Sleep Sauce, S'crow Funk Weakness- thunder Strength- sleep Notes- I would suggest having Mario use Jump (whatever level you have) and Mallow's Thunderbolt, as well as healing if you need it. You'll lose Mallow to lunch (yikes!) for a while, but he soon returns. Have Mario wear the Trueform Pin to avoid S'crow Funk. Difficulty: * 1/2 Bowyer Found at: Forest Maze HP- 720 Attack- 50 Powers- Static E!, G'nite, Bolt, Lightning Orb Strength- fear, poison, sleep, mute Notes- In this battle, Geno joins the fight. Use his Geno Beam, Mario's Abutton (NokNok Shell) and Mallow's A-button (Froggie Stick) as well as healing and using items (since his is weakest). Bowyer can deactivate one of the A, X, or Y buttons during the fight, so be prepared to switch strategies throughout. Avoid using Mallow's Thunderbolt (useless). Difficulty: ** Croco (Second Battle) Found at: Mole Mines HP- 750 Attack- 52 Powers- Chomp Weakness- fire Strength- sleep Notes- Have Mario use Punch Glove and Super Jump; Mallow use healing and items or Cymbals for off-turns; and Geno can use Geno Beam. At one point, Croco will steal your X-button items, so beware and be prepared. Have Mallow use HP Rain if needed. Difficulty: ** Punchinello Found at: Mole Mines HP- 1200 Attack- 60 Powers- Sand Storm

Strength- fear, poison, sleep, mute

Notes- Magic attacks are mostly useless, though Mallow's Thunderbolt attacks all the Bob-ombs that are summoned. Have Mario and Geno use A-button attacks. Difficulty: ** Booster Found at: Booster's Tower HP- 800 Attack- 75 Powers- Spritz Bomb, Loco Express Weakness- jump Strength- sleep Notes- You only fight him if you are caught while playing the hide-n-seek curtain game. Use Mallow's Thunderbolt to thump all three (Booster & 2 Snifits) and A-button attacks to bring them down. Difficulty: ** Grate Guy Found at: Booster's Tower HP- 900 Attack- 60 Powers- Meteor Blast, Echofinder Weakness- thunder Strength- fire, sleep Knife Guy Found at: Booster's Tower HP- 700 Attack- 70 Powers- Crystal, Blizzard Weakness- fire Strength- thunder, sleep Notes- Use Mario's best fire attack on Knife Guy and Mallow's Thunderbolt on both (while healing occasionally). Bowser's Chomp is an effective attack, too Difficulty: ** Bundt Found at: Marrymore HP- 900 Attack- 65 Powers- Lulla-bye, Diamond Saw, Blizzard Weakness- jump Strength- fire, thunder, ice, fear, poison, sleep, mute Raspberry Found at: Marrymore HP- 600 Attack- 70 Powers- Drain Beam, Sand Storm Weakness- jump Strength- fire, thunder, ice, fear, poison, sleep

Chef Torte Found at: Marrymore HP- 100 Attack- 60 Strength- fear, poison, sleep, mute Notes- Ignore the fist-flying chefs and keep attacking the cake. When the chefs take off, you fight the lone cake. The key is to snuff out all of its candles. Use A-button attacks constantly. Difficulty: ** 1/2 King Calamari Found at: Sunken Ship HP- 800 Attack- 100 Powers- Venom Drool, Drain Beam, Sand Storm, Ink Blast Weakness- fire Strength- fear, poison, sleep, mute Left Tentacle Found at: Sunken Ship HP- 260 Attack- 82 Weakness- fire Strength- sleep, mute Right Tentacle Found at: Sunken Ship HP- 200 Attack- 87 Weakness- fire Strength- sleep, mute Notes- You'll fight a set of 3 tentacles first before hitting the big squid. Use Mario's best fire attack, Geno's A-button attacks, and Mallow to heal and use items, and occasionally use Thunderbolt to attack all 3. After they're gone, you move on to a new set that bookend the big guy. Continue the same strategy until they're defeated. Difficulty: *** Jonathan "Johnny" Jones Found at: Sunken Ship HP- 820 Attack- 85 Powers- Get Tough, Skewer, Diamond Saw, Mega Drain Strength- sleep Notes- Have Mario and Geno use A-button attacks on Johnny and Mallow's Thunderbolt on the Bandana Blues while healing when needed. To avoid a direct one-on-one between Mario and Johnny, keep one minion alive, keeping all attacks centred on Johnny. Difficulty: *** (solo fight: *** 1/2) Yaridovich Found at: Seaside Town HP- 1500 Attack- 125 Powers- Water Blast, Flame Stone, Willy Wisp, Pierce

Weakness- thunder

Strength- fear, poison, sleep, mute

Yaridovich Clone Found at: Seaside Town HP- 500 Attack- 100 Powers- Static E!, Meteor Blast Weakness- thunder Strength- fear, poison, sleep, mute Notes- Use all A-button attacks, and have Princess use Group Hug when any one of your guys is hurt. Difficulty: *** 1/2 Belome (Second Battle) Found at: Belome's Temple HP- 1200 Attack- 120 Powers- Aurora Flash, Light Beam, Lullaby Weakness- thunder Strength- sleep Notes- Use Mario and Geno's A-button attacks, and Princess as healer/item user, attacking with A whenever possible. I'd say stick with Belome, but the clones can be vicious, so have each of your guys fight each of them, using Geno's multiple attacks if possible. Difficulty: *** Megasmilax Found at: Bean Valley HP- 1000 Attack- 140 Powers- Flame Wall, Petal Blast, S'crow Dust Weakness- ice Strength- fear, poison, sleep, mute Smilax Found at: Bean Valley HP- 200 Attack- 100 Powers- Pollen Nap, Drain, Flame Weakness- ice Strength- fear, poison, sleep, mute Notes- Have Mallow in your party and use the Trueform and Wake Up pins on whoever you like. Defeat each wave of Smilaxs with A-button attacks and use Mallow's multiple magic attack (Thunderbolt or Snowy). Princess is good for refreshing HP. When the Megasmilax appears, continue the same strategy, using Snowy. Birdo Found at: Nimbus Castle HP- 777 Attack- 160 Powers- shoots one or several eggs (Eggbert)

Strength- fire, fear, poison, sleep, mute

Found at: Nimbus Castle HP- 10 Attack- 210 Strength- fear, poison, sleep, mute Shelly Found at: Nimbus Castle HP- 500 Attack- 0 Notes- Have Princess and/or Mallow to heal. The first stage is Shelly (just an egg). "Fight" it until it breaks to reveal Birdo. Use A-button attacks and Princess' Group Hug to heal. Try to block his attacks with A, as they are extremely harmful. Use Defense to knock the Eggbert back at Birdo! Difficulty: **** Valentina Found at: Nimbus Castle HP- 2000 Attack- 120 Powers- Petal Blast, Drain Beam, Solidify, Diamond Saw, Water Blast, Blizzard, Crystal, Aurora Flash Strength- ice, fear, poison, sleep, mute Dodo Found at: Nimbus Castle HP- 1000 Attack- 140 Powers- Flutter Hush, Multistrike Strength- sleep, mute Notes- Have Bowser arranged in the middle fight position of the party, with Princess or Mallow as your other partner to heal. Dodo will carry Bowser off to fight solo. Use Poison Gas immediately to deal major damage throughout the fight. Use A-button attacks constantly and you should be okay. Valentina has terrible defense, so keep whaling on her with A-button attacks. I'd clear Dodo first, just because his pecking attack is annoying. Difficulty: *** 1/2 Czar Dragon Found at: Barrel Volcano HP- 1400 Attack- 160 Powers- Flame Wall, Water Blast, Iron Maiden Weakness- ice Strength- fire, sleep Helio Found at: Barrel Volcano HP- 10 Weakness- ice Zombone Found at: Barrel Volcano HP- 1800

Attack- 190

Powers- Boulder, Blast, Storm Weakness- jump, thunder Strength- fire, ice, fear, poison, sleep, mute Notes- Take the right door out and save, making sure Mallow and Princess are in your party, then head up across the bridge to the next area. Time to fight the Czar Dragon. Have Mallow use Snowy to rid the field of Helios as well as attack the dragon, Mario use A-button moves, and Princess to heal with Group Hug or items. A second stage begins as he transforms himself into Zombone. Continue fighting the same way, just use Mallow's Shocker instead of Snowny to win. Difficulty: *** Axem Rangers Found at: Barrel Volcano HP- 999 Attack- 100 Powers- Breaker Beam Weakness- thunder Strength- fire, poison, sleep, mute Notes- I hope Mario is wearing that Lazy Shell, because your party may crap out before he does with 1 HP lost per ranger attack. Have Princess heal (probably every turn) and Mallow can use Shocker, his best direct solo attack. Mario's Abutton attack is best here. The key to winning is the order in which you fight the Rangers. Drop Pink first as she copycats Princess in healing her party. Next, go for Black, then Green, then Yellow, and finally Red. That's pretty much going from strongest to weakest. A-button attacks seem to generally work best, though Mallow's Shocker deals a mighty wallop. Stage two begins with them forming a group dynamic using the Breaker Beam attack. Make sure Princess uses Group Hug after each BB blowout and keep using Shocker and A-button attacks. Difficulty: **** Magikoopa Found at: Bowser's Keep HP- 1600 Attack- 100 Powers- Bolt, Willy Wisp, Blast, Flame Wall Strength- poison, sleep, mute Notes- This guy will summon enemies to fight alongside him. Try to focus on Magikoopa as beating him will cease the summoning of enemies, but then again, if his minions are ganging up on you, eliminate them quickly. Just use A-button attacks and have Princess heal when needed to conk them all out. Difficulty: **

Boomer Found at: Bowser's Keep HP- 2000 Attack- 200 Powers- Blast, Blizzard, Skewer, Storm, Shaker Strength- fear, poison, sleep, mute Notes- He's pretty easy, even as he transforms bodies. Use A-button attacks when he's blue and magic attacks when he's red. Have Princess heal as always. Difficulty- **

Exor Found at: Bowser's Keep HP- 1800 Attack- 0 Left Eye Found at: Bowser's Keep HP- 300 Attack- 153 Powers- Diamond Saw, Bolt, Blast, Dark Star, Flame Stone, Mega Drain Weakness- jump, fire Strength- thunder, sleep Right Eye Found at: Bowser's Keep HP- 500 Attack- 128 Powers- S'crow Bell, Venom Drool, Gunk Ball Weakness- jump, fire Strength- thunder, sleep Neosquid Found at: Bowser's Keep HP- 800 Attack- 180 Powers- Aurora Flash, Lulla-Bye, Solidify, Flame Wall, Blast, Static E!, Corona, Carni Kiss Strength- sleep Notes- You must blind both eyes and ideally the Neosquid to weaken Exor's defense and then slam him to death. Use Princess to heal (and attack if everyone is A-OK), and have Bowser use A-button attacks and Mario's best jump attack (hope you have Ultra Jump). When the eyes and Neosquid revive, focus on them again before continuing to beat Exor. You may also like to use multiple magic attacks like Bowser Crush and Princess' Psych Bomb if you have them. They are the strongest magic attacks against Blade. Difficulty: **** Countdown Found at: Factory HP- 2400 Attack- 0 Powers- Petal Blast, Aurora Flash, Water Blast, Crystal, Recover, Mega Recover, Corona Weakness- jump, thunder Strength- fire, poison, sleep, mute Dingaling (x2) Found at: Factory HP- 1200 Attack- 180 Powers- Dark Star, Fear Roulette, Spore Chimes, Doom Reverb, S'crow Bell Weakness- ice Strength- fear, poison, sleep Notes- Use A-button attacks constantly on Count Down and then take out the Ding-a-Lings. Have Princess heal. Difficulty: ** 1/2

Strength- thunder, fear, poison, sleep, mute

Cloaker (First Battle) Found at: Factory HP- 1200 Attack- 170 Strength- fire, poison, sleep, mute Cloaker (Second Battle) Found at: Factory HP- 1200 Attack-180 Strength- fire, poison, sleep, mute Domino Found at: Factory HP- 900 Attack- 65 Powers- Lightning Orb, Endobubble, Flame Stone, Blizzard Weakness- fire Strength- sleep, mute Earth Link Found at: Factory HP- 2500 Attack- 220 Powers- Poison, Carni Kiss Strength- fear, poison, sleep, mute Mad Adder Found at: Factory HP- 1500 Attack- 150 Powers- Sand Storm, Boulder, Storm, Water Blast Strength- fear, poison, sleep, mute Notes- Pick one to finish off, because which one you beat determines the second stage battle. Domino and his successor Mad Adder are easiest, IMO, so defeat Cloaker first to bring out this combo. Use special attacks especially Geno Whirl and Mario's Super Jump for cheap, but effective FP moves. Have Princess heal, as usual. Use A-button attacks on Mad Adder, ignoring Domino. Difficulty: *** Clerk Found at: Factory HP- 500 Attack- 160 Powers- Poison Notes- He's easy, just use A-button attacks, focusing on Clerk, though the Mad Mallets may get annoying if they don't run off after Clerk's gone. Difficulty: * 1/2 Manager Found at: Factory HP- 800

Attack- 170

Powers- Spritz Bomb Notes- Use the same A-button attacks to win. Difficulty: * 1/2 Director Found at: Factory HP- 1000 Attack- 190 Powers- Spritz Bomb, Valor Up, Vigor Up Weakness- thunder Strength- fear, poison, sleep, mute Notes- Exactly the same way as the previous guys (*yawn*) Difficulty: * 1/2 Factory Chief Found at: Factory HP- 1000 Attack- 200 Powers- Thornlet, Funguspike Weakness- ice Strength- thunder Gun Yolk Found at: Factory HP- 1500 Attack- 200 Powers- Breaker Beam, Electroshock, Echofinder, Mega Drain Weakness- thunder Strength- fire Notes- You can avoid Gunyolk's attack by having Princess use Mute on it. Use A-button attacks as usual and Princess to heal. Smithy (First Battle) Found at: Factory HP- 2000 Attack- 230 Powers- Sledge, Meteor Swarm, Mega Drain Strength- fear, poison, sleep, mute Smelter Found at: Factory HP- 1500 Attack- 0 Weakness- thunder Strength- fire, fear, poison, sleep, mute Notes- Take him out to stop the creating of Shypers. Smithy (Body) Found at: Factory HP- 1000 Attack- 180 Strength- fear, poison, sleep, mute

Notes- Attacks with machine gun, but not worth fighting, concentrate on the

heads.

Smithy (Head) Found at: Factory HP- 8000 Attack- 180 Strength- fear, poison, sleep, mute Notes- In conjunction with body; no direct attacks; interchangeable Smithy (Chest Head) Found at: Factory HP- 8000 Attack- 150 Weakness- fire Strength- thunder, fear, poison, sleep, mute Notes- Randomly gives status attacks. Smithy (Magic Head) Found at: Factory HP- 8000 Attack- 135 Powers- Boulder, Sword Rain, Spear Rain, Arrow Rain, Meteor Swarm, Dark Star Strength- fire, thunder, ice, fear, poison, sleep, mute Notes- Major magic, but low defense. Smithy (Safe Head) Found at: Factory HP- 8000 Attack- 40 Powers- Shredder, Recover Weakness- ice Strength- jump, fire, thunder, fear, poison, sleep, mute Notes- Weakest Smithy head; use time to heal and use ice attacks. Smithy (Tank Head) Found at: Factory HP- 8000 Attack- 250 Powers- Magnum Weakness- thunder Strength- fear, poison, sleep, mute Notes- Magnum is an instant death attack. *^*^*^* [M9] *Enemy Information* *^*^*^* [M9.1]

Alley Rat Found at: Sunken Ship HP- 105 Attack- 70 Powers- Poison Amanita Found at: Forest Maze HP- 52 Attack- 35 Powers- Sporocyst Weakness- thunder Notes- Poses as mushrooms in the field. Ameboid Found at: Factory HP- 220 Attack- 130 Powers- Psycho Plasm, Viro Plasm Weakness- fire Strength- jump Notes- Can divide itself Apprentice Found at: Booster Pass HP- 120 Attack- 50 Powers- Static E!, Bolt, Gunk Ball Weakness- ice Arachne Found at: Rose Way HP- 82 Attack- 35 Powers- Venom Drool Weakness- ice Armored Ant Found at: Barrel Volcano HP- 230 Attack- 130 Powers- Vigor Up, Endobubble Weakness- ice Strength- fire Notes- Big on defense. Use Mallow's Snowy. Artichoker Found at: Booster Pass HP- 200 Attack- 50 Powers- Static E!, Starch Weakness- jump, fire

Strength- thunder

Notes- Poses as a plant in the field.

Bahamutt Found at: Bowser's Keep HP- 1200 Attack- 220 Powers- Drain, Iron Maiden Weakness- ice Strength- fire, fear, sleep Notes- Summoned by Chester and Magikoopa Bandana Blue

Found at: Sunken Ship HP- 150 Attack- 80 Powers- Pierce Weakness- fire, thunder

Bandana Red Found at: Sunken Ship HP- 120 Attack- 78 Powers- Skewer Weakness- fire, thunder

Big Bertha Found at: Bowser's Keep HP- 350 Attack- 78 Powers- Blazer Weakness- thunder Notes- Blazer is an instant death attack.

Big Boo Found at: Kero Sewers HP- 43 Attack- 18 Powers- Scream, Lightning Orb, Bolt Strength- jump, fear

Birdy Found at: Skyway to Nimbus Land, Nimbus Castle HP- 150 Attack- 110 Powers- Grinder Weakness- ice Strength- fire, sleep

Blaster Found at: Booster Tower HP- 120 Attack- 70 Powers- Blazer Weakness- thunder Notes- Blazer is an instant death attack.

Bloober Found at: Sea, Sunken Ship HP- 130 Attack- 80 Powers- Ink Blast Weakness- fire, thunder

Bluebird Found at: Nimbus Castle HP- 200 Attack- 95 Powers- Crystal, Blizzard Weakness- fire Strength- ice, sleep

Bobomb Found at: Mole Mines HP- 90 Attack- 50 Weakness- jump Strength- fire

Body Found at: Barrel Volcano HP- 300 Attack- 100 Powers- Migraine Weakness- ice Strength- fire, fear, poison, sleep, mute Notes- Part of Corkpedite, defeat first.

Bodyguard Found at: Mushroom Kingdom HP- 30 Attack- 20 Powers- Drain

Boxboy Found at: Bean Valley HP- 900 Attack- 180 Powers- Carni Kiss, Scream, Blast Weakness- jump Strength- fire, thunder, ice, fear, poison, sleep, mute

Buzzer Found at: Forest Maze HP- 43 Attack- 37 Powers- Thornlet Weakness- fire, ice

Carriboscis Found at: Booster Pass HP- 90 Attack- 55 Powers- Spore Chimes, Doom Reverb, S'crow Bell Weakness- jump, fire Chained Kong Found at: Barrel Volcano HP- 355 Attack- 150 Powers- Physical Weakness- ice Strength- fire Chester Found at: Bowser's Keep HP- 500 Attack- 170 Powers- Flame Wall, Mega Recover, Sand Storm Weakness- jump Strength- fire, thunder, ice, fear, poison, sleep, mute Chewy Found at: Bean Valley HP- 90 Attack- 110 Powers- Pollen Nap, Drain, Mega Drain Strength- jump, fire, poison, sleep, mute Chomp Found at: Booster's Tower HP- 100 Attack- 60 Powers- Iron Maiden, Carni Kiss Weakness- thunder Notes- Oddly enough, Bowser's Chomp is an effective weapon. Chomp Chomp Found at: Bean Valley HP- 150 Attack- 100 Powers- Carni Kiss Weakness- thunder Chow Found at: Land's End HP- 80 Attack- 82 Powers- Poison, Howl, Claw Strength- fear, sleep

Cluster Found at: Mole Mines HP- 60 Attack- 50 Powers- Crystal, Psyche Strength- jump

Corkpedite Found at: Barrel Volcano HP- 200 Attack- 130 Powers- Sand Storm Weakness- ice Strength- fire, fear, poison, sleep, mute Notes- Defeat Body first.

Crook Found at: Rose Way, Mole Mines HP- 38 Attack- 38 Powers- Physical Notes- Tends to run away.

Crusty Found at: Sunken Ship HP- 80 Attack- 100 Weakness- fire, thunder Strength- jump

Doppel Found at: Factory HP- 333 Attack- 140 Powers- Echofinder, Endobubble Strength- jump

Dry Bones Found at: Sunken Ship HP- Infinite Attack- 74 Powers- Physical Weakness- thunder Notes- No physical attacks will beat him, but one magic will. He reappears in the field after every battle.

Enigma Found at: Mole Mines HP- 150 Attack- 55 Powers- Echofinder Weakness- jump

Fautso Found at: Bean Valley HP- 420 Attack- 130 Powers- Meteor Blast, Boulder, Aurora Flash Weakness- jump, ice Strength- fire, thunder, fear, poison, mute Notes- Summoned by Box Boy. Fink Flower Found at: Land's End, Bean Valley HP- 200 Attack- 95 Powers- Pollen Nap, S'crow Dust, Recover Weakness- fire Strength- fear, poison, sleep, mute Fireball Found at: Booster's Tower HP- 10 Attack- 55 Powers- Drain, Mega Drain Weakness- jump, ice Strength- fire Notes- Hides under the floor in a minefield-like room with coins, frog coins and the key to a treasure. Forkies Found at: Bowser's Keep HP- 350 Attack- 170 Powers- Storm Formless Found at: Land's End, Belome's Temple HP- 10 Notes- Use a magic attack to reveal its true form. Frogog Found at: Bandit's Way HP- 80 Attack- 15 Weakness- fire, thunder Geckit Found at: Land's End, Bean Valley HP- 100 Attack- 84 Powers- Sleep Sauce Weakness- ice Strength- fire Notes- Often confused. In my opinion, the funniest field enemy!

Gecko Found at: Star Hill HP- 92 Attack- 68 Powers- Sleep Sauce, Fun & Run Weakness- fire Strength- thunder Glum Reaper Found at: Factory HP- 180 Attack- 120 Powers- Willy Wisp, Deathsickle, Scythe, Lightning Orb, Drain Beam Strength- jump Goby Found at: Kero Sewers HP- 40 Attack- 22 Powers- Physical Weakness- thunder Goomba Found at: Mushroom Way, Bandit's Way, Pipe Vault HP- 16 Attack- 3 Powers- Physical Weakness- fire Goombette Found at: Sunken Ship HP- 100 Attack- 90 Powers- Poison Weakness- jump, fire, thunder Notes- Summoned by Hidon. Gorgon Found at: Sunken Ship HP- 140 Attack- 86 Powers- Diamond Saw, Willy Wisp, Echofinder Weakness- thunder Greaper Found at: Sunken Ship HP- 148 Attack- 72 Powers- Deathsickle, Crystal, Blizzard, Lightning Orb

Gu Goomba Found at: Bowser's Keep HP- 132 Attack- 115 Powers- Thornlet Guerilla Found at: Forest Maze HP- 135 Attack- 42 Powers- Physical Weakness- thunder Heavy Troopa Found at: Skyway to Nimbus Land, Nimbus Castle HP- 250 Attack- 160 Weakness- jump Notes- Oddly enough, sometimes his crushing attack fails to knock off HP! Hidon Found at: Sunken Ship HP- 600 Attack- 110 Powers- Static E!, Willy Wisp, Flame Stone Weakness- jump Strength- fire, thunder, ice, fear, poison, sleep, mute Notes- Strongest jump attack is effective. Нірроро Found at: Factory HP- 400 Attack- 150 Powers- Blast, Mega Drain, Drain Beam, Solidify, Sand Storm Weakness- thunder Strength- fear, poison, sleep, mute Hobgoblin Found at: Kero Sewers HP- 50 Attack- 22 Powers- Elegy Weakness- jump Jabit Found at: Factory HP- 150 Attack- 120 Powers- Last Shot Weakness- thunder Jawful Found at: Nimbus Castle

HP- 278

Attack- 130 Strength- fear Notes- He'll be asleep until you attack. Best to save him for last.

Jester Found at: Booster's Tower HP- 151 Attack- 48 Powers- Full House, Wild Card, Flame Stone Weakness- fire Strength- thunder, ice

K-9 Found at: Bandit's Way HP- 30 Attack- 13 Powers- Fangs, Howl

King Bomb Found at: Bowser's Keep HP- 500 Attack- 0 Powers- Big Bang Weakness- jump, fire Strength- fear, poison, sleep, mute Notes- Sometimes summoned by Magikoopa.

Kinklink Found at: Intro HP- 65 Attack- 0 Notes- Ignore Bowser and punch this until his chandelier gives way.

Kriffid Found at: Land's End, Bean Valley HP- 320 Attack- 95 Powers- Sand Storm, Blast, Flame Weakness- ice Strength- fire, poison

Lakitu Found at: Booster Pass HP- 124 Attack- 45 Powers- Bolt, Chomp, Static E! Strength- thunder

Leuko Found at: Sea, Sunken Ship HP- 220 Attack- 65 Powers- Static E!, Bolt

Weakness- fire Strength- thunder Li'l Boo Found at: Factory HP- 66 Attack- 120 Powers- Scream, Lightning Orb Strength- jump Machine Made Axem Black Found at: Factory HP- 120 Attack- 120 Weakness- thunder Strength- fear, sleep Machine Made Axem Green Found at: Factory HP- 80 Attack- 105 Powers- Meteor Blast, Flame Stone, Elegy Weakness- ice Strength- sleep, mute Machine Made Axem Pink Found at: Factory HP- 100 Attack- 95 Powers- Petal Blast, Recover, Mega Recover Weakness- fire, ice Strength- sleep, mute Machine Made Axem Red Found at: Factory HP- 180 Attack- 135 Powers- Vigor Up, Valor Up Weakness- ice Strength- fire, fear, mute Machine Made Axem Yellow Found at: Factory HP- 200 Attack- 140 Powers- Body Slam Weakness- jump Strength- thunder, poison, sleep

Machine Made Bodyguard Found at: Factory HP- 100 Attack- 135

Powers- Drain Machine Made Bowyer Found at: Factory HP- 1000 Attack- 150 Powers- Bolt, Static E!, G'nite, Lightning Orb Strength- fear, poison, sleep, mute Notes- Can disable one of Y, X or A button abilities. Machine Made Drill Bit Found at: Factory HP- 180 Attack- 130 Powers- Skewer Notes- Broken up into four bits from Machine Made Yaridovich. Machine Made Mack Found at: Factory HP- 300 Attack- 160 Powers- Flame, Flame Wall Weakness- thunder Strength- fear, poison, sleep, mute Machine Made Yaridovich Found at: Factory HP- 800 Attack- 180 Powers- Meteor Blast, Flame Stone, Multiplier Strength- fear, poison, sleep, mute Mad Mallet Found at: Factory HP- 200 Attack- 120 Weakness- thunder Magmite Found at: Barrel Volcano HP- 50 Attack- 110 Powers- Valor Up Weakness- ice Strength- jump, fire, fear, poison, sleep, mute Notes- Very high defense. Malakoopa Found at: Bowser's Keep HP- 95 Attack- 130

Weakness- thunder

Notes- Runs away if Bowser is fighting.

Mastadoom Found at: Star Hill HP- 180 Attack- 90 Powers- Drain Beam Weakness- fire Strength- thunder Mezzo Bomb Found at: Mole Mines HP- 150 Attack- 70 Weakness- jump, fire Strength- sleep Notes- Summoned by Punchinello. Micro Bomb Found at: Mole Mines HP- 30 Attack- 42 Weakness- jump, fire Strength- sleep Notes- Summoned by Punchinello. Mokura Found at: Land's End, Belome's Temple HP- 620 Attack- 0 Powers- Bolt, Static E!, Electroshock, Solidify Strength- jump, thunder, fear, sleep, mute Notes- Revealed as true self by Formless. Mr. Kipper Found at: Sea, Sunken Ship HP- 133 Attack- 75 Weakness- fire, thunder Muckle Found at: Nimbus Castle HP- 320 Attack- 90 Powers- Crystal Weakness- fire Strength- ice, fear, poison, sleep, mute Mukumuku

Found at: Star Hill HP- 108 Attack- 60 Weakness- fire Strength- thunder

Notes- Use a Yoshi Cookie against him to win a Muku Cookie. Ninja Found at: Factory HP- 235 Attack- 130 Strength- fire, thunder, ice, fear, poison, sleep, mute Octolot Found at: Forest Maze HP- 99 Attack- 38 Powers- Flame, Lightning Orb, Flame Wall Weakness- fire, thunder Octovader Found at: Land's End, Bean Valley HP- 250 Attack- 90 Powers- Bolt, Drain Beam, Gunk Ball, Lightning Orb, Sleep Sauce Weakness- fire Strength- thunder Oerlikon Found at: Barrel Volcano HP- 85 Attack- 120 Weakness- ice Strength- jump, fire, fear, poison, sleep, mute Orb User Found at: Booster's Tower HP- 8 Attack- 42 Powers- Flame Wall, Flame, Recover, Bolt Strength- fire, thunder, ice Notes- Bowser is most effective partner. Orbison Found at: Nimbus Castle HP- 30 Attack- 113 Powers- Recover, Mega Recover Weakness- jump Strength- fire, thunder, ice Pandorite Found at: Kero Sewers HP- 300 Attack- 30 Powers- Flame, Flame Wall, Carni Kiss, Scream Weakness- jump Strength- fire, thunder, ice, fear, poison, sleep, mute

Pinwheel Found at: Nimbus Castle HP- 99 Attack- 120 Powers- Static E! Strength- thunder, fear, poison, sleep, mute Piranha Plant Found at: Pipe Vault HP- 168 Attack- 45 Powers- S'crow Dust, Pollen Nap Strength- jump Notes- Hide in pipes. Pounder Found at: Factory HP- 180 Attack- 130 Weakness- thunder Poundette Found at: Factory HP- 150 Attack- 140 Weakness- thunder Notes- Can throw a hammer for a fear attack. Pulsar Found at: Star Hill HP- 69 Attack- 75 Powers- Static E!, Bolt, Electroshock, Migraine Weakness- fire Strength- jump Notes- Migraine is an instant death attack. Puppox Found at: Factory HP- 300 Attack- 145 Powers- Somnus Waltz, Eerie Jig Weakness- fire Strength- thunder Pyrosphere Found at: Barrel Volcano HP- 167 Attack- 105 Powers- Drain, Flame Stone Weakness- ice

Strength- fire, poison

Rat Funk Found at: Kero Sewers, Forest Maze HP- 32 Attack- 20 Powers- Poison Weakness- fire

Reacher Found at: Sunken Ship HP- 184 Attack- 95 Powers- Elegy Weakness- thunder

Remo Con Found at: Booster's Tower HP- 88 Attack- 56 Powers- Body Slam, Eerie Jig Weakness- fire Strength- thunder, ice

Ribbite Found at: Land's End HP- 250 Attack- 115 Powers- Sleep Sauce, Venom Drool Weakness- fire Strength- poison

Rob-omb Found at: Booster's Tower HP- 42 Attack- 54 Weakness- jump, fire

Sackit Found at: Star Hill HP- 152 Attack- 70 Notes- They tend to run away from battle.

Shadow Found at: Kero Sewers HP- 85 Attack- 24 Powers- Endobubble Strength- jump

Shamen Found at: Nimbus Castle

HP- 150 Attack- 92 Powers- Blizzard, Lightning Orb, Crystal, Diamond Saw Shogun Found at: Land's End HP- 150 Attack- 100 Powers- Carni Kiss Weakness- ice Strength- fear, sleep Shy Away Found at: Land's End, Bean Valley, Nimbus Castle HP- 140 Attack- 90 Powers- Willy Wisp, Elegy Weakness- ice Shy Guy Found at: Rose Way HP- 78 Attack- 29 Powers- Doom Reverb, Lulla-Bye Shy Ranger Found at: Pipe Vault HP- 300 Attack- 100 Strength- jump, fire, thunder, ice Notes- Rare enemy. Found by fighting Piranha Plants with Geno in party with the Feather equipped. Shyper Found at: Factory HP- 400 Attack- 170 Powers- Sword Rain Strength- fear, poison, sleep, mute Notes- Summoned by Smithy. Shyster Found at: Mushroom Kingdom HP- 30 Attack- 20 Powers- Drain Notes- Mallow's Thunderbolt is effective. Skytroopa Found at: Mushroom Way, Bandit's Way, Booster Pass HP- 10 Attack- 4

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Weakness- jump
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Sling Shy Found at: Nimbus Castle HP- 120 Attack- 108 Powers- Doom Reverb, S'crow Bell, Spore Chimes Snapdragon Found at: Rose Way HP- 90 Attack- 28 Powers- Pollen Nap Weakness- fire Snifit Found at: Booster's Tower HP- 200 Attack- 60 Powers- Blizzard, Gunk Ball, Bolt, Static E! Weakness- ice Sparky Found at: Pipe Vault, Mole Mines HP- 120 Attack- 40 Powers- Drain, Flame Weakness- ice Strength- fire Spikester Found at: Booster Pass HP- 50 Attack- 48 Powers- Funguspike Weakness- ice Strength- jump Notes- Can turn you into a mushroom. Spikey Found at: Mushroom Way, Bandit's Way, Pipe Vault, Booster Pass HP- 20 Attack- 6 Strength- jump Spinthra Found at: Land's End, Bean Valley HP- 230 Attack- 110 Powers- Poison, S'crow Fangs Weakness- ice Strength- poison

Spookum Found at: Booster's Tower HP- 98 Attack- 50 Powers- Drain Weakness- ice

Springer Found at: Factory HP- 122 Attack- 155 Powers- Drain, Somnus Waltz

Starcruster Found at: Bowser's Keep HP- 72 Attack- 135 Weakness- ice Strength- jump

Starslap Found at: Rose Way HP- 62 Attack- 25 Powers- Recover Weakness- fire, thunder

Stinger Found at: Land's End, Bean Valley HP- 65 Attack- 78 Powers- Funguspike, Thornlet

Strawhead Found at: Sunken Ship HP- 131 Attack- 80 Powers- Stench, S'crow Funk Weakness- thunder

Stumpet Found at: Barrel Volcano HP- 500 Attack- 200 Powers- Backfire, Va Va Voom Weakness- ice Strength- fire, fear, poison, sleep, mute

Terra Cotta Found at: Bowser's Keep HP- 180 Attack- 120 Powers- Terrapunch

Strength- fire Notes- Runs away if Bowser fights. Terrapin Found at: Intro HP- 10 Attack- 1 Notes- No rewards for fighting them. Tub-o-Troopa Found at: Bowser's Keep HP- 500 Attack- 200 Weakness- thunder Vomer Found at: Barrel Volcano HP- Infinite Attack- 110 Strength- fear, poison, sleep, mute Notes- One special attack ends the battle, but he always reappears in the field. Wiggler Found at: Forest Maze HP- 120 Attack- 40 Powers- Vigor Up, Sand Storm Weakness- thunder Notes- When in the field, jump on him 10 times consistently

Zeostar Found at: Sea, Sunken Ship HP- 90 Attack- 75 Powers- Recover Weakness- fire

for a Frog Coin.

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Enemy Attacks

Arrow Rain Type: Offensive Magic Affects: All Used by: Smithy (Magic Head)

Aurora Flash Type: Sleep Affects: All Used by: Belome (Second Battle), Fautso, Valentina, Neosquid, Countdown Protection: Wake Up Pin, Safety Ring, Lazy Shell, Super Suit

Backfire Type: Physical Affects: One Used by: Stumpet Protection: Timed Hit

Big Bang Type: Offensive Magic Affects: All Used by: King Bomb

Blast Type: Offensive Magic Affects: One Used by: Grate Guy, Kriffid, Box Boy, Zombone, Magikoopa, Boomer, Left Eye, Earth Crystal, Hippopo

Blazer Type: Instant Death Affects: One Used by: Blaster, Big Bertha Protection: Timed Hit, Jinx Belt, Quartz Charm, Safety Ring

Blizzard Type: Offensive Magic Affects: All Used by: Snifit, Knife Guy, Bundt, Greaper, Shamen, Bluebird, Valentina, Boomer, Domino (First Battle), Domino (Second Battle), Water Crystal Protection: Safety Ring

Body Slam Type: Physical Affects: One Used by: Remo Con, Axem Yellow, Machine Made (Axem Yellow) Protection: Timed Hit

Bolt Type: Offensive Magic Affects: One Used by: The Big Boo, Bowyer, Lakitu, Snifit, Orb User, Leuko, Octovader, Mallow Clone, Mokura, Apprentice, Magikoopa, Left Eye, Machine Made (Bowyer), Domino (Second Battle), Wind Crystal, Pulsar Protection: Safety Ring

Boulder Type: Offensive Magic Affects: All Used by: Fautso, Zombone, Mad Adder, Earth Crystal, Smithy (Wizard Head)

Bombs Away Type: Offensive Magic Affects: One Used by: Jinx (Third Battle), Jinx Clone Breaker Beam Type: Offensive Magic Affects: All Used by: Axem Rangers, Gunyolk Carni Kiss Type: Physical Affects: One Used by: Pandorite, Chomp, Shogun, Box Boy, Chomp Chomp, Neosquid, Earth Link Protection: Timed Hit Chomp Type: Physical Affects: One Used by: Croco (Second Battle), Lakitu Protection: Timed Hit Claw Type: Physical Affects: One Used by: Chow Protection: Timed Hit Corona Type: Offensive Magic Affects: All Used by: Neosquid, Countdown, Fire Crystal Protection: Safety Ring, Lazy Shell Crystal Type: Offensive Magic Affects: One Used by: Knife Guy, Greaper, Muckle, Cluster, Shamen, Bluebird, Valentina, Countdown, Water Crystal Protection: Safety Ring, Lazy Shell Dark Claw Type: Poison Affects: One Used by: Hobgoblin Protection: Antidote Pin, Safety Badge, Safety Ring, Lazy Shell, Super Suit

Dark Star Type: Offensive Magic Affects: One

Used by: Left Eye, Ding-a-Ling, Culex, Smithy (Wizard Head) Deathsickle Type: Fear Affects: One Used by: Greaper, Glum Reaper Protection: Fearless Pin, Safety Ring, Lazy Shell, Super Suit Diamond Saw Type: Offensive Magic Affects: One Used by: Bundt, Gorgon, Shamen, Johnny Jones, Valentina, Left Eye, Domino (Second Battle), Water Crystal Protection: Safety Ring Doom Reverb Type: Mute Affects: One Used by: Shy Guy, Sling Shy, Ding-a-Ling, Carroboscus Protection: Wake Up Pin, Safety Badge, Safety Ring, Lazy Shell, Super Suit Drain Type: Offensive Magic Affects: One Used by: Shyster, Bodyguard, Sparky, Spookum, Fireball, Chewy, Smilax, Pyrosphere, Bahamutt, Machine Made (Bodyguard), Springer, Fire Crystal Protection: Safety Ring, Lazy Shell Drain Beam Type: Offensive Magic Affects: All Used by: Raspberry, Mastadoom, King Calamari, Octovader, Valentina, Glum Reaper, Hippopo Echofinder Type: Mute Affects: One Used by: Enigma, Grate Guy, Gorgon, Doppel, Gunyolk Protection: Wake Up Pin, Safety Badge, Safety Ring, Lazy Shell, Super Suit Eerie Jig Type: Scarecrow Affects: One Used by: Remo Con, Puppox Protection: Trueform Pin, Safety Ring, Lazy Shell, Super Suit Electroshock Type: Offensive Magic Affects: One Used by: Mallow Clone, Gunyolk, Wind Crystal, Pulsar, Mokura

Protection: Safety Ring, Lazy Shell

Elegy Type: Mute Affects: One Used by: Hobgoblin, Reacher, Shy Away, Axem Green, Machine Made (Axem Green) Protection: Wake Up Pin, Safety Badge, Safety Ring, Lazy Shell, Super Suit Endobubble Type: Fear Affects: One Used by: Shadow, Armored Ant, Doppel, Domino (First Battle) Protection: Fearless Pin, Safety Ring, Lazy Shell, Super Suit Fangs Type: Physical Affects: One Used by: K-9 Protection: Timed Hit Fear Roulette Type: Instant Death Affects: One Used by: Ding-a-Ling Protection: Timed Hit, Jinx Belt, Quartz Charm, Safety Ring Flame Type: Offensive Magic Affects: One Usedby: Mack, Pandorite, Octolet, Orb User, Sparky, Kriffid, Smilax, Machine Made (Mack), Fire Crystal Protection: Safety Ring, Lazy Shell Flame Stone Type: Offensive Magic Affects: All Used by: Jester, Hidon, Yaridovich, Geno Clone, Pyrosphere, Left Eye, Machine Made (Yaridovich), Machine Made (Axem Green), Domino (First Battle), Culex Protection: Safety Ring, Lazy Shell Flame Wall Type: Offensive Magic Affects: All Used by: Mack, Pandorite, Octolet, Orb User, Megasmilax, Czar Dragon, Chester, Magikoopa, Neosquid, Machine Made (Mack), Fire Crystal Flutter Hush Type: Mute Affects: One

Used by: Dodo (First Battle), Dodo (Second Battle), Dodo (Third Battle) Protection: Wake Up Pin, Safety Badge, Safety Ring, Lazy Shell, Super

Suit Full House Type: Physical Affects: One Used by: Jester Protection: Timed Hit Fun & Run Type: Physical Affects: One Used by: Gecko Protection: Timed Hit Funguspike Type: Mushroom Affects: One Used by: Spikester, Stinger, Factory Chief Protection: Trueform Pin, Safety Ring, Lazy Shell, Super Suit Gunk Ball Type: Mute Affects: One Used by: Snifit, Octovader, Kriffid, Apprentice, Right Eye Protection: Wake Up Pin, Safety Badge, Safety Ring, Lazy Shell, Super Suit Grinder Type: Physical Affects: One Used by: Birdy Protection: Timed Hit Hammer Time Type: Physical Affects: One Used by: Hammer Bro Protection: Timed Hit Howl Type: Fear Affects: One Used by: K-9, Chow Protection: Fearless Pin, Safety Ring, Lazy Shell, Super Suit Ice Rock Type: Offensive Magic Affects: One Used by: Domino (Second Battle), Water Crystal

Protection: Safety Ring, Lazy Shell

Ink Blast Type: Offensive Magic Affects: One Used by: Bloober, King Calimari

Iron Maiden Type: Fear Affects: One Used by: Chomp, Czar Dragon, Bahamutt Protection: Fearless Pin, Safety Badge, Safety Ring, Lazy Shell, Super Suit

Jinxed Type: Physical Affects: One Used by: Jinx (First Battle), Jinx (Second Battle), Jinx (Third Battle), Jinx Clone Protection: Timed Hit

Last Shot Type: Suicide Affects: One (and Caster) Used by: Jabit Protection: Timed Hit

Lightning Orb Type: Offensive Magic Affects: One Used by: The Big Boo, Octolot, Greaper, Octovader, Bowyer, Shamen, Glum Reaper, Machine Made (Bowyer), Li'l Boo, Domino (First Battle), Wind Crystal Protection: Safety Ring

Loco Express Type: Offensive Magic Affects: One Used by: Booster

Lulla-Bye Type: Sleep Affects: All Used by: Shy Guy, Bundt, Belome (Second Battle), Neosquid Protection: Wake Up Pin, Safety Ring, Lazy Shell, Super Suit

Magnum Type: Instant Death Affects: One Used by: Smithy (Tank Head) Protection: Timed Hit, Jinx Belt, Quartz Charm, Safety Ring

Mega Drain Type: Offensive Magic Affects: One Used by: Fireball, Chewy, Johnny Jones, Left Eye, Hippopo, Gunyolk, Fire Crystal, Smithy (First Battle) Protection: Safety Ring

Mega Recover Type: Healing Magic Affects: One Used by: Toadstool Clone, Orbison, Axem Pink, Chester, Countdown, Machine Made (Axem Pink)

Meteor Blast Type: Offensive Magic Affects: All Used by: Grate Guy, Yaridovich Clone, Fautso, Axem Green, Machine Made (Axem Green), Machine Made (Yaridovich), Culex

Meteor Swarm Type: Offensive Affects: All Used by: Smithy (First Battle), Smithy (Wizard Head)

Migraine Type: Instant Death Affects: One (and Caster) Used by: Pulsar, (Corkpedite) Body Protection: Timed Hit, Jinx Belt, Quartz Charm, Safety Ring

Multiplier Type: Splitting (into Drill Bits) Affects: One Used by: Machine Made (Yaridovich)

Multistrike Type: Physical Affects: One Used by: Dodo (First Battle), Dodo (Second Battle), Dodo (Third Battle) Protection: Timed Hit

Petal Blast Type: Mushroom Affects: All Used by: Megasmilax, Valentina, Axem Pink, Countdown, Machine Made (Axem Pink), Wind Crystal Protection: Trueform Pin, Safety Ring, Lazy Shell, Super Suit

Pierce Type: Physical Affects: One Used by: Bandana Blue, Yaridovich Protection: Timed Hit

Poison Type: Poison Affects: One Used by: Rat Funk, Alley Rat, Chow, Spinthra, Earth Link Protection: Antidote Pin, Safety Badge, Safety Ring, Lazy Shell, Super Suit Pollen Nap Type: Sleep Affects: One Used by: Snapdragon, Piranha Plant, Fink Flower, Chewy, Smilax Protection: Wake Up Pin, Safety Ring, Lazy Shell, Super Suit Psyche Type: Instant Death Affects: One Used by: Cluster Protection: Safety Ring, Jinx Belt, Quartz Charm Psycho Plasm Type: Fear Affects: One Used by: Ameboid Protection: Fearless Pin, Safety Ring, Lazy Shell, Super Suit Quicksilver Type: Physical Affects: One Used by: Jinx (Second Battle), Jinx (Third Battle), Jinx Clone Protection: Timed Hit Recover Type: Healing Affects: One Used by: Star Slap, Orb User, Zeostar, Fink Flower, Toadstool Clone, Orbison, Axem Pink, Countdown, Machine Made (Axem Pink), Smithy (Safe Head) Sand Storm Type: Fear Affects: All Used by: Wiggler, Raspberry, Punchinello, King Calimari, Kriffid, Corkpedite, Chester, Hippopo, Mad Adder, Earth Crystal Protection: Fearless Pin, Safety Ring, Lazy Shell, Super Suit Scream Type: Fear Affects: One Used by: Pandorite, The Big Boo, Box Boy, Li'l Boo

Protection: Fearless Pin, Safety Ring, Lazy Shell, Super Suit

S'crow Bell Type: Scarecrow Affects: One Used by: Carroboscus, Sling Shy, Right Eye, Ding-a-Ling Protection: Trueform Pin, Safety Ring, Lazy Shell, Super Suit S'crow Dust Type: Scarecrow Affects: One Used by: Piranha Plant, Fink Flower, Megasmilax Protection: Trueform Pin, Safety Ring, Lazy Shell, Super Suit S'crow Fangs Type: Scarecrow Affects: One Used by: Spinthra Protection: Trueform Pin, Safety Ring, Lazy Shell, Super Suit S'crow Funk Type: Scarecrow Affects: One Used by: Belome (First Battle), Straw Head Protection: Trueform Pin, Safety Ring, Lazy Shell, Super Suit Scythe Type: Instant Death Affects: One Used by: Glum Reaper Protection: Timed Hit, Jinx Belt, Quartz Charm, Safety Ring Skewer Type: Physical Affects: One Used by: Bandana Red, Johnny Jones, Boomer, Machine Made (Drill Bit) Protection: Timed Hit Shaker Type: Instant Death Affects: One Used by: Boomer Protection: Timed Hit, Jinx Belt, Quartz Charm, Safety Ring Shredder Type: Stops Offensive/Defensive Boosts Affects: All Used by: Culex, Smithy (Safe Head) Silver Bullet Type: Instant Death Affects: One Used by: Jinx (Second Battle), Jinx (Third Battle), Jinx Clone

Protection: Timed Hit, Jinx Belt, Quartz Charm, Safety Ring Sledge Type: Offensive Magic Affects: All Used by: Smithy (First Battle) Sleep Sauce Type: Sleep Affects: One Used by: Belome (First Battle), Geckit, Octovader, Gecko, Ribbite Protection: Wake Up Pin, Safety Ring, Lazy Shell, Super Suit Solidify Type: Offensive Magic Affects: All Used by: Mokura, Valentina, Axem Green, Neosquid, Hippopo, Domino (Second Battle), Water Crystal Protection: Safety Ring, Lazy Shell Somnus Waltz Type: Sleep Affects: One Used by: Puppox, Springer Protection: Wake Up Pin, Safety Ring, Lazy Shell, Super Suit Spear Rain Type: Offensive Magic Affects: All Used by: Smithy (Wizard Head) Spore Chimes Type: Mushroom Affects: One Used by: Carroboscus, Sling Shy, Ding-a-Ling Protection: Trueform Pin, Safety Ring, Lazy Shell, Super Suit Spritz Bomb Type: Physical Affects: One Used by: Booster, Axem Black, Manager, Director Protection: Timed Hit Static E! Type: Offensive Magic Affects: All Used by: Bowyer, Artichoker, Snifit, Lakitu, Leuko, Hidon, Yaridovich Clone, Mallow Clone, Mokura, Pinwheel, Axem Green, Apprentice, Neosquid, Machine Made (Bowyer), Wind Crystal, Pulsar Protection: Safety Ring, Lazy Shell

Stench Type: Poison Affects: One Used by: Straw Head Protection: Antidote Pin, Safety Badge, Safety Ring, Lazy Shell, Super Suit Storm Type: Offensive Magic Affects: One Used by: Zombone, Boomer, Mad Adder, Earth Crystal Protection: Safety Ring Sword Rain Type: Offensive Magic Affects: All Used by: Shyper, Smithy (Wizard Head) Terrapunch Type: Physical Affects: One Used by: Jagger, Terra Cotta Protection: Timed Hit Thornlet Type: Poison Affects: One Used by: Buzzer, Stinger, Gu Goomba, Factory Chief Protection: Antidote Pin, Safety Badge, Safety Pin, Lazy Shell, Super Suit Triple Kick Type: Physical Affects: One Used by: Jinx (First Battle), Jinx (Second Battle), Jinx (Third Battle), Jinx Clone Protection: Timed Hit Valor Up Type: Defense Boost Affects: One Used by: Hammer Bro, Jinx (First Battle), Jinx (Second Battle), Jinx (Third Battle), Magmus, Machine Made (Axem Red), Clerk, Director Va Va Voom Type: Physical Affects: One Used by: Stumpet Protection: Timed Hit Venom Drool

Type: Poison

Affects: One Used by: Glum Reaper, Arachne, King Calimari, Ribbite, Right Eye Protection: Antidote Pin, Safety Badge, Safety Pin, Lazy Shell, Super Suit Vigor Up Type: Offense Boost Affects: One Used by: Wiggler, Jinx (First Battle), Jinx (Second Battle), Jinx (Third Battle), Armored Ant, Axem Red, Machine Made (Axem Red), Clerk, Director Viro Plasm Type: Poison Affects: One Used by: Ameboid Protection: Antidote Pin, Safety Badge, Safety Ring, Lazy Shell, Super Suit Water Blast Type: Offensive Magic Affects: All Used by: Yaridovich, Valentina, Czar Dragon, Neosquid, Countdown, Mad Adder, Earth Crystal Weird Mushroom Type: Recovers 60 HP Affects: One Used by: Croco (First Battle) Wild Card Type: Physical Affects: One Used by: Jester Protection: Timed Hit Willy Wisp Type: Offensive Magic Affects: One Used by: Gorgon, Hidon, Yaridovich, Shy Away, Glum Reaper, Magikoopa Protection: Safety Ring, Lazy Shell *^*^*^* [M10] *Shops* Here are inventory and price lists for all shops. Mushroom Kingdom:

Honey Syrup- 10 coins

Pick Me Up- 5 coins Able Juice- 4 coins Shirt- 7 coins Pants- 7 coins Jump Shoes- 30 coins Antidote- 28 coins Tadpole Pond: Juice Bar Froggie Drink- 14 coins (Alto), 12 coins (Tenor), 8 coins (Soprano) Elixir- 38 coins (Alto), 36 coins (Tenor), 24 coins (Soprano) Megalixir- 90 coins (Tenor), 60 coins (Soprano) Kerokero Cola- 200 coins (Soprano) Frog Coin Emporium Sleep Bomb- 1 Frog Coin Bracer- 2 Frog Coins Energizer- 2 Frog Coins Crystalline- 5 Frog Coins Power Blast- 5 Frog Coins Rose Town: Mushroom- 4 coins Honey Syrup- 10 coins Pick Me Up- 5 coins Able Juice- 4 coins Thick Shirt- 14 coins Thick Pants- 14 coins Jump Shoes- 30 coins Antidote Pin- 28 coins Wake-Up Pin- 42 coins Trueform Pin- 60 coins Fearless Pin- 130 coins Moleville: Punch Glove- 36 coins Finger Shot- 50 coins Cymbals- 42 coins Mega Shirt- 22 coins Mega Pants- 22 coins Mega Cape- 22 coins Work Pants- 22 coins Mid Mushroom- 20 coins Maple Syrup- 30 coins Treasure Hunter Lucky Jewel- 100 coins

Mystery Egg- 200 coins

Frying Pan- 300 coins

Fireworks Man

1 Batch- 500 coins

Mine

Super Hammer- 70 coins Hand Gun- 75 coins Whomp Glove- 72 coins Chomp Shell- 60 coins Happy Shirt- 38 coins Happy Pants- 38 coins Happy Cape- 38 coins Happy Shell- 38 coins B'Tub Ring- 145 coins Mid Mushroom- 20 coins Maple Syrup- 30 coins

Seaside Town:

Weapons & Armours

Troopa Shell- 90 coins Parasol- 84 coins Hurly Gloves- 92 coins Double Punch- 88 conis Ribbit Stick- 86 coins NokNok Shell- 20 coins Punch Glove- 36 coins Finger Shot- 50 coins Cymbals- 42 coins Chomp Shell- 60 coins Super Hammer- 70 coins Hand Gun- 75 coins Whomp Glove- 72 coins Slap Glove- 100 coins "Hammer"- 123 coins (causes damage) Sailor Shirt- 50 coins Sailor Pants- 50 coins Sailor Cape- 50 coins Nautica Dress- 50 coins Shirt- 7 coins Pants- 7 coins Thick Shirt- 14 coins Thick Pants- 14 coins Mega Shirt- 22 coins Mega Pants- 22 coins Mega Cape- 22 coins Happy Shirt- 38 coins Happy Pants- 38 coins Happy Cape- 38 coins Happy Shell- 38 coins

Frogfucius' Pupil

See Ya- 10 Frog Coins Earlier Times- 15 Frog Coins Exp. Booster- 22 Frog Coins Coin Trick- 36 Frog Coins Scrooge Ring- 50 Frog Coins

Pre-Yaridovich battle

Bad Mushroom- 30 coins Muku Cookie- 69 coins Fright Bomb- 100 coins Fire Bomb- 200 coins Ice Bomb- 250 coins

Accessories

Jump Shoes- 30 coins Antidote Pin- 28 coins Wake-Up Pin- 42 coins Fearless Pin- 130 coins Trueform Pin- 60 coins Zoom Shoes- 100 coins

Health Food Store

Mushroom- 4 coins Mid Mushroom- 20 coins Honey Syrup- 10 coins Maple Syrup- 30 coins Pick Me Up- 5 coins Able Juice- 4 coins Freshen Up- 50 coins

Sea:

Hurly Gloves- 92 coins Super Hammer- 70 coins Hand Gun- 75 coins Whomp Glove- 72 coins Sailor Shirt- 50 coins Sailor Pants- 50 coins Sailor Cape- 50 coins Nautica Dress- 50 coins Mid Mushroom- 20 coins Maple Syrup- 30 coins Pick Me Up- 5 coins Able Juice- 4 coins Freshen Up- 50 coins

Monstro Town:

Spiked Link- 94 coins Courage Shell- 60 coins

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Mid Mushroom- 20 coins
Maple Syrup- 30 coins
Pick Me Up- 5 coins
Able Juice- 4 coins
Freshen Up- 50 coins
Mushroom- 4 coins
Nimbus Land:
Mid Mushroom- 20 coins
Maple Syrup- 30 coins
Pick Me Up- 5 coins
Able Juice- 4 coins
Freshen Up- 50 coins
Mega Glove- 102 coins
War Fan- 100 coins
Hand Cannon- 105 coins
Sticky Glove- 98 coins
Fuzzy Shirt- 70 coins
Fuzzy Pants- 70 coins
Fuzzy Cape- 70 coins
Fuzzy Dress- 70 coins
Barrel Volcano:
Hinopio
Mid Mushroom- 20 coins
Maple Syrup- 30 coins
Pick Me Up- 5 coins
Able Juice- 4 coins
Freshen Up- 50 coins
Fire Shirt- 90 coins
Fire Pants- 90 coins
Fire Cape- 90 coins
Fire Shell- 90 coins
Fire Dress- 90 coins
Bowser's Keep:
Croco (1)
Mid Mushroom- 20 coins
Maple Syrup- 30 coins
Pick Me Up- 5 coins
Freshen Up- 50 coins
Fire Shirt- 90 coins
Fire Pants- 90 coins
Fire Cape- 90 coins
Fire Shell- 90 coins
Fire Dress- 90 coins
Croco (2)
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Mid Mushroom- 20 coins Maple Syrup- 30 coins Pick Me Up- 5 coins Freshen Up- 50 coins Hero Shirt- 100 coins Prince Pants- 100 coins Star Cape- 100 coins Heal Shell- 100 coins Royal Dress- 100 coins Factory: Toad Maple Syrup- 15 coins Pick Me Up- 3 coins Freshen Up- 25 coins Mid Mushroom- 10 coins Max Mushroom- 39 coins Froggie Drink- 8 coins Able Juice- 2 coins [M11] *Games* SMRPG is known as a cult classic mainly for its very entertaining framework. Now, geekiness aside, here is the best info and strategy I can offer on these mini-games. Surprise Boxes Well, this isn't an official "game" per se, but it does involve searching long and hard for them, so consider it a treasure hunt. BTW, these are all incorporated in the walkthrough, so this is mainly a checklist with some detail. 1) Where: Mushroom Kingdom, Palace How: Jump on the Toad's head and then jump in front of the door Reward: Frog Coin 2) Where: Mushroom Kingdom, Item Shop How: Down the stairs, talk to the man and jump when he says so Reward: Flower 3) Where: Mushroom Kingdom, Item Shop How: Same place as #2, jump on the guy's head and then jump when he reaches the top right corner by the stairs Reward: Flower Where: Bandit's Way 4) How: Jump from the spinning flower to the blue flower

Reward: Kerokero Cola

5) Where: Rose Town, Item Shop How: Jump at the end of the back shelf Reward: Frog Coin 6) Where: Rose Town How: In the house with the stairs you reset, on the upper floor, jump on the bed Reward: Frog Coin 7) Where: Forest Maze How: Jump in bottom left corner of first area Reward: Kerokero Cola Where: Forest Maze 8) How: Once out of the first cave, jump in the left area Reward: Frog Coin Where: Forest Maze 9) How: In the area with 7 pipe/stumps, in the bottom right stump, jump in the middle of the large light at bottom Reward: Flower 10)Where: Forest Maze How: In the middle left stump (same area as #9), jump in the light corner above the trampoline Reward: Empty! 11) Where: Forest Maze How: Same area as #9 and #10, jump behind the Wiggler Reward: Kerokero Cola Where: Forest Maze 12)How: After first save box, jump in top right corner Reward: Red Essence Where: Pipe Vault 13) How: In the second pipe, go 3 spaces up and jump for a hidden platform, then once on it, go 4 spaces forward and jump Reward: Frog Coin 14) Where: Pipe Vault How: After getting #13, go 4 spaces forward and jump Reward: Flower Where: Yo'ster Isle 15)How: Jump behind the save box Reward: Frog Coin Where: Booster Pass 16) How: In the far left of the first area, jump on the plant on the hill, then jump again Reward: Flower Where: Booster Pass 17)How: In the first area again, jump left of the north exit Reward: Rock Candy 18) Where: Booster Tower How: In the room with all the Spookums coming out a door, go one black square down from top left and jump

19) Where: Booster Tower How: After hitting the teeter-totter with the Thwomp, go in the bottom left corner of the platform you landed on and jump Reward: Frog Coin 20) Where: Booster Tower How: In the room before the Booster fight/curtain game with the save point, climb the yellow platforms and jump while standing on the visible box Reward: Goodie Bag Where: Booster Tower 21) How: Same room as #20, jump in the bottom right corner Reward: Recovery Mushroom Where: Marrymore, Hotel 22) How: Upstairs, go in the second level door and jump on the bookcase, then jump outwards Reward: Frog Coin 23) Where: Sunken Ship How: In the room with your clone, jump in the bottom right of the spotlight, then jump on the other Mario's head to reach it Reward: Kerokero Cola (24)Where: Land's End How: In the first area, stand on the yellow platform and jump when at its highest point Reward: Flower 25) Where: Land's End How: This one is a multi-step: Jump between the cannon platform and the high ledge for a yellow platform, then use the cannon to land on it, then jump below the hole where the Chows are for another yellow platform. Use the cannon to reach the second yellow platform and jump to the highest ledge in the leftmost corner Reward: Kerokero Cola 26) Where: Land's End How: In the area with Stingers, go right to two blue flowers, jump on the top one and then jump downwards Reward: Frog Coin 27) Where: Land's End, Sky Bridge How: In the top left corner in the cave below the Sky Bridge, jump Reward: Frog Coin 28) Where: Belome Temple How: In any room after having your fortune read, jump while standing on the first box from the left using the brick wall Reward: Frog Coin 29) Where: Belome Temple How: Same room as #28, jump in the corner above the stairs' end Reward: Frog Coin

Reward: Frog Coin

30) Where: Monstro Town
How: Through the rightmost door, jump in the bottom left

Reward: Frog Coin

31) Where: Bean Valley How: At the beginning, go left after taking the pipe until you reach the edge of the land, then jump Reward: Frog Coin

32) Where: Bean Valley How: In the area with 5 pipes, go through the rightmost one, jump in the coner below the first step Reward: Red Essence

33) Where: Bean Valley How: Same area as #32, go through the bottom right pipe, jump in the corner below the slot machine box Reward: Kerokero Cola

34) Where: Nimbus Land, Item Shop How: Jump on the stack behind the desk, then jump out towards the guy Reward: Frog Coin

35) Where: Nimbus Land, Palace How: In the room where you beat a Jawful, jump where he was standing Reward: Frog Coin

36) Where: Nimbus Land, Palace How: From the area in #35, go down and take the hidden path until it ends, then jump Reward: Frog Coin

37) Where: Nimbus Land, Palace How: After defeating Birdo, in the next room, jump while standing on the treasure box Reward: Frog Coin

38) Where: Nimbus Land, Palace How: After beating Valentina and Dodo, in the room with the birdcage, jump near it in the top left corner Reward: Frog Coin

39) Where: Bowser's Keep, Gate How: At the save point after fighting the Ameboids, jump in the bottom left corner Reward: Recovery Mushroom

Super Jump Record

Where: Monstro Town, middle room with Chow and Thwomp

Rewards: Attack Scarf, Super Suit

Strategy: I have admittedly never gotten far with this one, but if you do 30 or more Super Jumps in a row during an RPG battle, talk to the Chow there to get an Attack Scarf. 100 or more jumps in a row gets you the Super Suit. For specific help, try RRussell's guide on GameFAQs.com

Midas River

Where: Ahem...Midas River

Cost: First try is free (part of walkthrough), afterwards, 30 coins

Rewards: Frog Coins, Flowers (depends on what is collected during game); every 60 coins nets you 1 Frog Coin

Stage 1 Strategy: Use the control pad to move left/right where traveling down the waterfall, use B to swim against the current, try to enter grottos in the rocky cliff (there are 5 in total, some with Flowers). AstroBlue has great ASCII maps on GameFAQs.

Stage 2 Strategy: Barrel Jumping- for best rewards, play in this order: bump, jump, jump, bump, repeated to end. Watch out for fish that will nab coins from you.

Melody Bay

Where: Tadpole Pond, go right to Toadofsky's area

Cost: Free

How: Play melodies by standing on the rock and jumping to the tadpole on the right note to play each song.

Strategies: The lines appear sideways, and each note is either on the line or between it. It reads as such, with Mi in the first gap and Fa in the last, in order gap, line, gap, line (repeating):

Mi Re Do Ti La So Fa Songs: Frogfucius' Suite #18- So, La, Mi, Re, Do, Re, Do, Re Moleville Blues: Mi, Do, So, Do, Re, La, Ti, Do Star Lullaby: La, Ti, Do, Re, So, Do, Re, Mi Rewards: Alto Card, Tenor Card, Soprano Card for use in the two shops in Tadpole Pond

Location: Pipe Vault

Cost: 10 coins

How: Jump from pipe to pipe on the goombas to rack up points. A regular Goomba is worth one, a gold one worth 3, and a Spikey worth minus 1 point. You have 30 seconds, the object being to match or beat the set record.

Strategy: Stay on the middle pipe and try to gain momentum by holding Y and tapping the control pad direction as needed. The key is to hit multiple Goombas for more points

Rewards: Matching or beating the goal (starts at 20 points) gets a Flower Tab, the next record (at 22 points) matched is a Flower Jar, then after that is a Frog Coin.

Mushroom Derby

Location: Yo'ster Isle

Cost: Yoshi Cookies, obtained by the Red Yoshi walking by the entrance

How: Talk to Boshi, the shaded Yoshi at the start point. You can either bet on a race or race yourself, with the odds given as such. Wager the maximum, because the Red Yoshi always supplies free Cookies

Strategy: Racing is about keeping in time with the song's rhythm. Hold the controller like a GameBoy (thanks AstroBlue for the tip) and concentrate on hitting the A and B buttons alternatively to the cymbals in the song. Press Y to eat the each of the 3 cookies for a boost, especially good if you're close. Boshi is good, so keep practicing (Toad's tutorial practice is fairly useless).

Mine Carting

Location: Moleville Mountain

Cost: Free for first try (part of walkthrough), 10 coins thereafter with bets of 30 coins

How: Use A or Y to brake, B to jump and X to use a mushroom boost. Turn corners with Control Pad.

Strategy: The best thing is to softly brake at corners, then speed across long stretches of track. There are two sections, one underground indoors and one outdoors. I think it's more fun if you just relax and enjoy the ride. Jump for mushrooms in the first section and jump to different tracks for mushrooms and coins in the second section.

Rewards: Beat your record from the first go-round and win back your bet, plus 20 coins

Hide 'n' Seek Curtain Game

Location: Booster Tower

Cost: Free (part of walkthrough)

How: Use Control Stick to move Mario while behind the curtains to avoid the Snifits as they open them in three stages.

Strategy: Picture the curtains numbered from left to right as 1, 2, 3 and 4, and you can safely hide behind these ones (multiple choices are separated by a /) (first wave): 1/2/4, 1/2/3, 1/3/4, 2/3/4, 1/2/3; (second wave): 1/3, 2/4, 1/4, 1/3, 1/2, 1/4, 3/4; (third wave): 4, 1, 2, 3, 1, 3.

Reward: Amulet; if you fail, you fight Booster and his Snifits

Knife Guy's Juggling Game

Location: Booster Tower, after finishing Marrymore, follow the stairs to find him

Cost: Free

How: He will juggle a red and yellow ball in variable speeds, and you must detect which hand the yellow one landed in.

Strategy: At first, it's simple, but it gets harder as he speeds up. Focus your eyes away from the balls (try Knife Guy's head) and the movement will determine location. It's a neat eye trick (again, thanks AstroBlue, your tip gave me access to Grate Guy's Casino!)

Reward: You'll receive three different rewards in stages (Wilt Shrooms, Rotten Mushes and Moldy Mushes) which are perfectly useless, but finally you'll get the Bright Card for access to Grate Guy's Casino (which should be unlocked by following my walkthrough)

Beetle Mania

Location: Mushroom Kingdom Inn, the game is then set in your Menu screen (X)

How: Talk to the boy playing the game in the corner of the Inn several times until he offers you the game for 500 coins. Pay to have the game "installed" in your Menu screen. Press X, then select it to start. You play a beetle at the bottom of the screen. Press A to shoot stars at the Koopa shells that fall to gain points. Explosions occur, which is good for more points (especially chain reactions), but if you are hit, press A constantly to heal.

Strategy: Not really, it's just for fun.

Reward: None; a fun mini-game as a break from saving the world, etc. etc.

Beetle Race

Location: Booster Tower, with gear at Beetles 'R' Us in Seaside Town

Cost: 100 coin start-up fee, then 50 coins to rent a beetle box (at Seaside Town)

How: At Booster Hill, you'll automatically run up a hill with beetles appearing as Snifits run behind you and barrels come tumbling in front. Jump on the barrels and Snifits to leap forward and catch a beetle (male-large= 50 coins; female-small= 1 coin; gold= 1 Frog Coin). Hit any barrels or Snifits and you fall back.

Strategy: Time your jumps accordingly with the barrels and Snifits. Not much else to add here.

Rewards: Return to Beetles 'R' Us and receive coin payments based on criteria above.

Sky Bridge

Location: Land's End

Cost: 5 coins

How: Use B to jump from block to block, timing it according to the limits of the course. There are 3 difficulty levels to choose from: normal (jump from block to block), special (blocks will fall after a while), and expert (blocks fall and you jump over bullet bills shot out). At the end of the course, you have the opportunity to double your win by completing it again, going the back the other way with the same travails as before.

Strategy: Time your jumps to avoid falling or being hit by a bullet bill. Your performance in the first run-through should determine whether or not to take a chance going the other way for double or nothing.

Rewards: 5 coins (normal), 8 coins (special), Frog Coin (expert)...and obviously double of each for a perfect repeat.

Cricket Jam Side Quest

Location: Land's End, the cave under the Sky Bridge

How: Jump through the cave and navigate normally. If you jump left while standing on the crates, you'll uncover a Frog Coin. In the next area, jump down when the barrel falls and hit the box for a Recovery Mushroom. Use the trampoline to end up at Kero Sewers. Carefully jump across to the Cricket Jam at left. Jump down and save, then use the pipe at right. Take the Midas River course to Tadpole Pond, then visit Frogfucius.

Reward: 10 Frog Coins

**SHORTCUT:

When you go to Kero Sewers the first time you can get the Cricket Jam by standing near the chest that heals you (the one close to the pipe that sends you to where Belome is) and wait for one of the Boos to touch you, now instead of fighting it just choose run away. When you run away from a battle you can temporarily touch that monster without engaging battle so just jump on top of him and then jump on the chest, after that you can reach the arches. And if you go down the pipe that sends you to Land's End the monster in there will fly towards you and say "This is a dead end, so it's best to turn back now" which is advice you should follow for obvious reasons.

Seems like my memory discarded an important part about it, if you get it too early you get a flower, but I don't remember if you can still get the jam after doing that. I'm going to check that and get back to you on it in a few days.

--from Jose

Culex Battle

Culex Found at: Monstro Town HP- 4096 Attack- 250 Powers- Shredder, Meteor Blast, Flame Stone, Dark Star Weakness-Strength- ice, fear, poison, sleep, mute Notes- Lazy Shell armour is a must, uses four elemental crystals to attack as well

Earth Crystal Found at: Monstro Town HP- 3200 Attack- 0 Powers- Storm, Sand Storm, Blast, Water Blast, Boulder Strength- fear, poison, sleep, mute Notes- Use physical attacks.

Fire Crystal Found at: Monstro Town HP- 2500 Attack- 0 Powers- Drain, Mega Drain, Flame Wall, Flame, Corona Weakness- thunder, ice Strength- fire, fear, poison, sleep, mute

Water Crystal Found at: Monstro Town HP- 1800 Attack- 0 Powers- Ice Rock, Diamond Saw, Solidify, Crystal, Blizzard Weakness- fire Strength- ice, fear, poison, sleep, mute

Wind Crystal Found at: Monstro Town HP- 800 Attack- 0 Powers- Bolt, Petal Blast, Light Beam, Electroshock, Lightning Orb, Static E! Weakness- jump Strength- thunder, fear, poison, sleep, mute Notes- Weakest of the crystals.

Location: Monstro Town

Cost: 500 coins (to unlock door)

How: The door to the battle remains locked, so to open it, go to Moleville and enter the top left house. Take to the man in the corner and buy a batch of fireworks for 500 coins. Go right in town to the girl with the yellow bow. Swap Fireworks for a Shiny Stone. In Monstro Town, enter the door with A. You'll be entering a battle with Culex and his four elemental crystals (Fire, Water, Earth & Wind)

Strategy: You are warned to be prepared, and prepared you should be for this fight. He's not as hard as Smithy's second stage, but it's tough without good stuff. Equip Mario with the Lazy Shell weapon & armour, Safety Ring, and have good healing items for HP and FP. The battle will be easier if you have the Star Egg (see Grate Guy's Casino on this page), but if not, you might be okay without it. Use Geno and Princess as partners. Geno's Boost will help increase attack and defense. Use A-button attacks on them all, eliminating the crystals first. The Star Egg is great with 150 HP dealt to all.

Reward: Quartz Charm

Hide the Flag

Location: Monstro Town Inn

Cost: Free

How: Press A at the Amanita nightlight to go to sleep where you'll be visited by the three musty fears who give you cryptic clues to find their hidden flags. First, go to Yo'ster Isle and press A between the "O" and "A" in GOAL at the Mushroom Derby track. Second, go to Mario's Pad (very first location on map) and press A at the bed. Lastly, go to Rose Town and press A at the welcome sign in front. Revisit the inn in Monstro Town and sleep again to be rewarded.

Reward: Ghost Medal

Dojo Tournament

Jagger Found at: Monstro Town HP- 600 Attack- 120 Powers- Terrapunch Strength- jump, fire, poison

Jinx (First Battle) Found at: Monstro Town HP- 600 Attack- 140 Powers- Jinxed, Valor Up, Triple Kick Strength- fire, thunder, ice, fear, poison, sleep, mute

(Second Battle)
Found at: Monstro Town
HP- 800
Attack- 160
Powers- Quicksilver, Silver Bullet, Jinxed, Triple Kick, Valor Up
Strength- fire, thunder, ice, fear, poison, sleep, mute
Notes- Silver Bullet is an instant death attack.

(Third Battle)
Found at: Monstro Town
HP- 1000
Attack- 180
Powers- Bombs Away, Vigor Up, Valor Up, Quicksilver, Silver Bullet,
Jinxed, Triple Kick
Strength- fire, thunder, ice, fear, poison, sleep, mute

Location: Monstro Town, top door

Cost: Free

How: Enter the dojo and volunteer to fight Jagger. He's very easy, just like a regular enemy you find along your journey. Use A-button attacks. No problem. But the next three fights against his master, Jinx, are incredibly tough.

Strategy: Equip the Safety Ring and Lazy Shell. Have several Max Mushrooms, Maple/Royal Syrups, and Pick Me Ups at hand. The first fight with Jinx is not too bad, just use A-button and have Princess heal occasionally. The second fight is much tougher. Have Princess heal every turn if needed and use power-up items (or use Geno's Boost) to defend against Jinx's Silver Bullet. The third battle is the penultimate one. Jinx's Bombs Away is purely apocalyptic! Use Group Hug every turn and Lazy Shell. Star Egg is excellent here!

Reward: Jinx Belt...and a really cute "re-training" session between Jinx and Jagger...*hop hop hop*

Scale the Cliff

Location: Land's End

Cost: Free (part of walkthrough, beat time record for reward)

How: Jump from Koopa to Koopa to "scale the cliff," jumping to the top, attempting to beat the previously set record

Strategy: AstroBlue has a great map, which is basically in my crude terms: Jump to the first Koopa (1), then the next (2), hold it as you move right and jump (3), jump slightly left to the next Koopa (4), left again to the next one (5), up and jump left (6), up and jump right (7), down and right to last one (8), jump to the top ledge.

Reward: Finish in under 12 seconds for Troopa Pin. Under 11 seconds for 5 Frog Coins. After that, beating the record nets you a Frog Coin.

Grate Guy's Casino

Location: On the map (see walkthrough on how to uncover it)

Cost: Depends on game (see below)

How: Enter the casino, and choose from three games:

Slot Machine Box- 10 coins per game- uncover three of the symbols to win a Frog Coin

Blackjack- 1 Frog Coin per game- like the card game (21), win a match for a Frog Coin

Look the Other Way- a weird game with Crate Guy- no real strategy here, just guess left or right- you win a range of prizes in increasingly better increments (Mushroom, Moldy Mush, Rotten Mush, Wilt Shroom, Royal Syrip, Kerokero Cola, Rock Candy, Red Essence), on your hundredth win (total) you get the Star Egg.

Six Doors Challenge

Location: Bowser's Keep (see walkthrough for exact location)

Cost: Free

How: Choose a door and go through a random challenge from 3 types (2 varieties within each type): Action, Battle, and Puzzle. Complete 4 of the doors for a new weapon and to continue on.

Strategy: The door's challenge is randomly picked from these types. Match the description to what you see to follow along:

ACTION CHALLENGE # 1

An invisible path over a pit of lava. Jump on the pathway to light it up and follow the safe path. The treasure boxes are a gamble, but try if you're game. Next, follow the white platforms across the lava pit. In a nostalgic return to classic Jumpman, avoid Donkey Kong's barrels and climb up until you reach him to scare him off. In the next room is the Super Slap.

ACTION CHALLENGE # 2

Begins with white platforms over a lava pit. Follow along to the last one and jump at its highest point for a Kerokero Cola. In the next area, jump on the cannonball to move carefully amongst the Bob-ombs. Here, your directions are reversed on the cannonball (press right to go left, etc.). Collect the items if you want, but your main priority is to reach the end. The next section is like in Bandit's Way with the rotating yellow platforms...this time over a boiling lake of lava! Collect the items if you want, and make your way (carefully) forward to the treasure, Sonic Cymbals.

BATTLE COURSE # 1 This is fairly routine to Mario's daily excursions in saving the Princess. You will fight two rooms of enemies at separate junctions. Basically, just use A-button attacks and magic if need be for special enemies that require it to fall. At the end, you get the Star Gun.

BATTLE COURSE # 2 Same idea as # 1, but different enemies. Clear them all for the Drill Claw.

PUZZLE COURSE # 1 Hope you have a good memory and a quick trigger finger. This one begins with a quiz show. You're asked 12 questions about the game with 5 seconds to answer each one. A correct answer raises your platform and a wrong answer lowers it. Hit the ground and you lose; rise to his face and you win. The best strategy is to rely on your memory and your instinct, but here are all the possible Q&As (cheater):

Q: What was Toadstool doing when she was kidnapped by Bowser? A: She was looking at flowers

Q: What color are the curtains in Mario's house? A: Blue

Q: What is the fourth selection on the Menu screen? A: Equip

Q: What is Rani's husband's name? A: Raz

Q: The boy at the Inn in the Mushroom Kingdom was playing with what?
A: Game Boy

Q: What was Mallow asked to get for Frogfucius? A: Cricket Pie

Q: Where was the first Star Piece found? A: Mushroom Kingdom

Q: What does Belome really like to turn people into? A: Scarecrows

Q: Who is the famous composer at Tadpole Pond? A: Toadofsky

Q: How many legs does Wiggler have? A: 6

Q: What does the Red Essence do? A: Gives you strength

Q: What's the first monster you see in the Pipe Vault? A: Sparky

Q: Mite is Dyna's what? A: Little brother Q: How many underlings does Croco have? 3 A: Q: Where was the third Star Piece found? A: Moleville Q: In the Moleville Blues, it's said that moles are covered in what? A: Soil Q: What did Carroboscis turn into? A: A carrot Q: What technique does Bowser learn at Level 15? A: Crusher Q: Which monster does not appear in Booster Tower? A: Terrapin Q: Booster is what generation? A: 7th Q: What's the chef's name at Marrymore? A: Torte Q: The man getting his picture taken at Marrymore hates what? Getting his picture taken A: Q: The boy getting his picture taken at Marrymore can't wait 'til which season? A: Skiing How long have the couple inside the Chapel been waiting for their 0: wedding? A: 30 minutes Q: What's the password in the Sunken Ship? A: Pearls Q: What's the full name of the boss at the Sunken Ship? A: Jonathan Jones Q: What's the nickname of the boss at the Sunken Ship? A: Johnny Q: Johnny loves which beverage? A: Currant Juice Q: Yaridovich is what? A: A boss Q: How much does a female beetle cost? A: 1 coin Q: What do Culex, Jinx, and Goomba have in common? A: They live in Monstro Town Q: What's the name of Jagger's "sensei"?

A: Jinx Q: Who helped you up the cliff at Land's End? A: Sky Troopas Q: What words does Shy Away sing? A: La dee dah~ Q: Who is the famous sculptor at Nimbus Land? A: Garro Q: What color is the end of Dodo's beak? A: Red Q: What does Birdo come out of? A: An eggshell Q: What is Hinopio in charge of at the middle counter? The inn A: Q: Who is the leader of the Axem Rangers? A: Red Q: Who is the ultimate enemy in this adventure? A: Smithy

The next puzzle in this course is barrel counting. You need to have good eyes and a good memory with this one. You need to count the rows and the number of barrels in each row, so it requires a bit of math. The first room should have 12 barrels and the second should have 45, in case you can't figure it out. The last mini-puzzle is a tricky ordering problem. The solution should be: the fish finished 3rd, the skeleton outrode, the Goomba placed 4th, and the Boo placed the same. You are finally rewarded with a Rock Candy.

PUZZLE COURSE # 2

This challenge begins with a Coin Collecting game. The rules are simple, just hit the box anywhere from 1-4 times to collect that many coins from a stash of 21. The goal is to avoid taking the 21st coin. Keep track of how many you and your opponent take and any combo should pretty much work in your favour. Generally, you should aim to stop at 20 so that your opponent must take # 21. The next game is called Magic Buttons. Here's a great map (thanks AstroBlue), with the buttons numbered as follows:

Hit the numbers in order: 2, 8, 9, 15. Another possible combo is 3, 5, 12, 14. The next game is called Ball Solitaire. You kick each ball to clear them all from the screen with none left standing. Follow this map:

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

ENTRANCE

Hit the balls in this order (kick/over): 1/2, 9/5, 10/6, 12/11, 14/10, 16/15, 13/14, 3/7, 15/11, 1/2, 4/8, 6/7, 12/8, and 4/3. You are rewarded with Rock Candy

Rewards: New weapons- Sonic Cymbals (Mallow), Star Gun (Geno), Drill Claw (Bowser), Super Slap (Princess)- and Rock Candy (an item, not a weapon)

^^*^*

Secrets & Rumours

Secrets are things you can actually do in the game that you might not have known. Rumours are supposed secrets which may or may not be true.

Secrets:

*After saving Rose Town, sleep in the inn for free and Link from Legend of Zelda is sleeping in the bed next to yours! Press A at his bed to hear a familiar Zelda tune.

*After getting the Marine Star, go to Mushroom Kingdom's palace and in the guest bedroom, Samus (from Metroid series) is sleeping in the bed.

*Supposedly Luigi is hiding behind the button-controlled stairs in Rose Town. It's unconfirmed, but there is somebody there. Behind the stairs, press A while walking around to find him.

*The boss Culex in Monstro Town is modeled after a character in Final Fantasy.

*The RPG battle sequences are all modeled after Final Fantasy.

*The boy in Mushroom Kingdom's inn is playing with a Game Boy.

*This is the first Mario game where Bowser is an ally!

*The Axem Rangers are a knock-off of the Power Rangers from a popular 1990s kid's TV show.

*Mack the Knife is named for a popular Bobby Darin song.

*Toadofsky looks like and is modeled after Mozart.

*The Chained Kong enemy is modeled after Donkey Kong.

*Part of an action challenge at the Six Doors Challenge in Bowser's Keep is taken from Jumpman with Mario and Donkey Kong.

*From Mordechai: If you go to the item shop in the mushroom kingdom and jump up on the back shelf then when you're in the middle mario will make peace sign then the shopkeeper will scream, "What are you doing!? Get down from there!"

Rumours:

None that I know of.

Have any secrets or rumours for Super Mario RPG that aren't here? Send me an e-mail. Please include as many details as necessary. I'll have to check the secret out for myself first, and if it's legit, I'll post it here with credit to you. You'll also make my Thank-Yous page. Lucky you :oD

^^*^*

FAQs & Other Oddities

Q: I heard that there is a way to get Princess Toadstool and play with her early in Super Mario RPG. Is this really true? If so, how is it possible? -- from Jon

A: I'm glad there are still people who play the old SMRPG game. You're the first one to e-mail me about this game. After doing a bit of searching on Google and GameFAQS, as far as I know, you can only obtain her as a partner after saving her from Booster during the Purple Star adventure.

- Q: A long time ago when I was playing as a kid I remember going to a casino around the lands end area. You have to have the Bright Card to enter though. I can't remember how to get there. Any info on this would be helpful. thanks-- from Pierce
- A: To access Grate Guy's Casino, you need to activate the location on the map in Bean Valley. See my Red Star walkthrough for info. Then you need to get the Bright Card from Knife Guy's juggling game, located at Booster Tower. See my Games section for info on playing. Once you have the card, you can enter the casino & play. See my Games section again for info on the games.

^^*

- Q: In boosters tower, at the spot where the snifit is shooting bullet bills, how are you supossed to jump onto the yellow ledge so you can get to the ledge with the snifit that shoots the bullet bills?-- from Aaron
- A: In my walkthrough under The Purple Star section, I have written this: "The last one who is shooting Bullet Bills at you can be avoided by hugging the left wall or you can engage battle. It's funny...if you pass him and then come back, he's looking out the window. Guess it's his break time now."

I'm not sure if that's the area you're talking about, but if you just time it right & jump up, you can sidle past the Bullet Bills to the next room.

FOLLOW-UP

Q: He needs to do a running jump to reach the ledge, as a normal jump would land him just shy of getting there. The Pipe Vault has a similar situation, I believe-- from Ronney

A: Thanks for the additional info!

Q: When are more FAQs going to be listed? -- from nintendo_girl21 A: When more people e-mail me with questions! Sheesh (lol).

^^*

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walkthrough or checklists, to share game anecdotes, shoot the breeze,

etc. If you need additional help with the game, please keep e-mails as detailed as possible. Any e-mails with @&*&@&* excessive profanity, speling erors (thats a jok btw), 2 manE shrt frms lk ths, eMaILs tYpEd lIkE tHiS, or otherwise unreadable e-mails will be promptly deleted.

PLEASE SEE VERSION 1.0, OCTOBER 6, 2007, REGARDING E-MAILS SEND BETWEEN OCTOBER 1-6

Any additions to this walkthrough will be credited to you, faithful reader, in the Thank-You section. I look forward to the sleepless nights reading your messages by the light of the moon...he he he.

THE END

...That's it, I quit!!

...No more scroll jokes!

....I'm on strike effective immediately...

....starting.....

.....N

....NO

....NOW!

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