

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.

~~HAPPY HOLIDAYS & NEW YEAR 2009*~*~

Version 1.0
February 4, 2009

Added secret on Mushroom Kingdom item shop.

~~HAPPY HOLIDAYS & NEW YEAR 2009*~*~

Version 1.0
January 14, 2009

Walkthrough now available at ChapterCheats.com.

~~HAPPY HOLIDAYS & NEW YEAR 2009*~*~

Version 1.0
January 9, 2009

Walkthrough now available at Vgnerd.com.

~~HAPPY HOLIDAYS & NEW YEAR 2009*~*~

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*~*~

~~HAPPY HOLIDAYS & NEW YEAR 2009*~*~

Version 1.0
October 3, 2008

Added FAQ on getting Princess Toadstool early.

~~HAPPY HOLIDAYS & NEW YEAR 2009*~*~

Version 1.0
September 15, 2008

Walkthrough now available at MyCheats.com

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

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. If 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

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. If 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

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 (creeeeepy...). 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 would-be 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

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 Frog 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 ever-patient 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 mini-game 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 Frog 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

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. Buy 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 = 6 possibilities. 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,

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

[M7.1]

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

Ice Bomb

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

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

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

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

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 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).

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

Eggbert

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 Snowy 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 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. 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

Strength- thunder, fear, poison, sleep, mute

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

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.

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.

Blobber

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.

Hippopo
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
Weakness- jump

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

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, Mastadom, 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

Used by: 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, Spinhra, 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: Puppo, 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

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 coins

Rabbit 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

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)

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

- 4) Where: Bandit's Way
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

8) Where: Forest Maze
How: Once out of the first cave, jump in the left area
Reward: Frog Coin

9) Where: Forest Maze
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

12) Where: Forest Maze
How: After first save box, jump in top right corner
Reward: Red Essence

13) Where: Pipe Vault
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

15) Where: Yo'ster Isle
How: Jump behind the save box
Reward: Frog Coin

16) Where: Booster Pass
How: In the far left of the first area, jump on the plant on the hill, then jump again
Reward: Flower

17) Where: Booster Pass
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

Reward: Frog Coin

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

21) Where: Booster Tower

How: Same room as #20, jump in the bottom right corner

Reward: Recovery Mushroom

22) Where: Marrymore, Hotel

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

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 when 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

Goomba Thumpin'

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?

A: 3

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?

A: Getting his picture taken

Q: The boy getting his picture taken at Marrymore can't wait 'til which season?

A: Skiing

Q: How long have the couple inside the Chapel been waiting for their 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?

A: The inn

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:

```

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

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:

EXIT

*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

[M13]

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.

Mario is a registered trademark of Nintendo and I am not directly affiliated with the corporation. Of course, you knew that already, right?

I would like to thank Nintendo for creating such excellent games.

Thanks to all the Mario sites out there for spending so much time in making their walkthroughs and FAQs.

Many thanks to AstroBlue for her awesome SMRPG walkthrough and additional maps & mini-game tips.

Thanks again to Geocities for hosting my web sites.

Thanks to GameFAQS.com for an awesome community of gamers and walkthroughs. And thanks for giving my walkthroughs another home on the Web.

Thanks to:

- Dennis at SuperCheats.com
- Leo at Neoseeker.com
- Tyler at Gamesradar.com and Cheatplanet.com
- Blake at Gamerevolution.com
- Marcel at Cheatingdome.com
- Kuponut.com
- Chris at CheatHappens.com
- Steve at CheatCodes.com
- Justin at MyCheats.com
- Kris at Vgnerd.com
- Eelco at ChapterCheats.com
- Gracie at Mywii.com.au

...for posting my walkthroughs.

Thanks to the following for their secrets, rumours, tips, etc.:

- Mordechai
- Jose

Thanks to the following for their FAQs:

- Jon
- Pierce

Contacting Me...

Please do. I can really only be reached by e-mail at mlynch2[at]rogers.com. Remove the brackets & change at to @ before sending (or keep them there if you like to get Mailer-Daemons... freakazoid). The brackets and "at" are there only to avoid additional spam e-mail. I get enough of those already as it is.

****A REPLY MAY TAKE UP TO 1 WEEK****

E-mail me with additional information, secrets, errors within my 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, spelling errors (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!