

Super Mario RPG: Legend of the Seven Stars FAQ/Walkthrough (w/ nm14)

by DaLadiesMan

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Super Mario RPG: Legend of the Seven Stars
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nm14's Introduction

Hello and welcome to our Super Mario RPG FAQ for the SNES. I am teaming up with the great Psycho Penguin to bring a fantastic and informative FAQ for you readers. Because this RPG game is such a legendary game, we couldn't resist to pass this game up, so we present this FAQ to you. Finally, I would like to encourage you to e-mail us with any questions, concerns, and certainly any other strategies to beat certain parts of the game. We want to make this the ultimate document for this game, and we really could use your help. Also, check out our other work at the CRP's listed at the end of the document. Enjoy!

Psycho Penguin's Introduction

I always wanted to write for Super Mario RPG, but then again, there's so many games I always wanted to write for, that it's hard to write for all of them. That's why when nintendomaster14 made a topic asking for a co writer on any SNES game, I figured it would be a good time to write for this classic finally. I took half the walkthrough and all the lists, as well as some side quests, and I must say nm14 and I really rolled through this guide in less than a week. And I feel it's definitely up to our usual quality. I hope you enjoy this FAQ!

=== 1.1 - Legal Information =====ma_ll===

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2. Game Overview

dk_go

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Welcome to the Game Overview portion of this FAQ/Walkthrough. We will basically give you the essentials in completing this game, and a little background information on the characters.

=== 2.1 - Story =====ma_st===

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

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

Bowser's chandeliers), everyone felt Bowser's Keep beginning to shake!

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

(thanks to the Instruction Manual)

=== 2.2 - Controls =====ma_co===

START: Pauses game

SELECT: Changes options in options menu

L: Changes options in options menu

R: Changes options in options menu

A: Speak to people in different worlds; Item screen when at shop; when in a battle, this performs attacks (more on this in the battle section)

B: Jump when in a world; also a "back" button; when in a battle, this performs cancel or defend (more on this in the battle section)

Y: Run when out of a world; when in a battle, this performs special attacks

X: Bring up start menu; when in a battle, this accesses the item screen

=== 2.3 - Characters =====ma_ch===

Source: Some statistics based on RPG Classic information.

+-----+

|Mario|

+-----+-----o

Initial Stats|

o-----o

Level: 1

HP: 20

Speed: 20

Attack: 20

Defense: 0

Magic Attack: 10

Magic Defense: 2

Special Attack: Jump

~Description~

IT'S A MEEE A MARIO! Sorry, I had to do that. Anyway, Mario is the same old Mario that you always play with, the red crap, Italian accent, large mustache. Mario is, of course, the hero, and the main chracter of this game. His mission is to save Princess Peach, who has been captured, once again.

+-----+

|Mallow|

+-----+-----o

Initial Stats|

o-----o

Level: 2
HP: 20
Speed: 18
Attack: 22
Defense: 3
Magic Attack: 15
Magic Defense: 10
Special Attack: Thunderbolt

~Description~

Son of Frogfucious (I love that name). He is supposed to be a frog, even though he looks more like a monkey. You meet Mallow early on, and he is really useful in terms of magic spell attacks and healing. His attacks and healing methods usually use some type of nature, such as rain or thunder. The basic elements of the earth.

+-----+
|Geno|
+-----+-----o
Initial Stats|
o-----o
Level: 6
HP: 45
Speed: 30
Attack: 60
Defense: 23
Magic Attack: 25
Magic Defense: 17
Special Attack: Geno Beam

~Description~

Geno is one crazy dude, and he looks pretty cool as well. You meet up with him in the Forest, and he starts off with amazing attack points. He likes to use his Beam attacks to take off massive amounts of damage, which can be really helpful when your characters have lower health. He is certainly one of those characters that you usually want out fighting.

+-----+
|Bowser|
+-----+-----o
Initial Stats|
o-----o
Level: 8
HP: 80
Speed: 15
Attack: 85
Defense: 52
Magic Attack: 20
Magic Defense: 30
Special Attack: Terrorize

~Description~

Bowser is that large scary bad guy in most Mario games, but since Mario and

Bowser seem to have a common enemy, Smithy, they decide to team up to defeat this even larger foe. Bowser is huge, and very powerful, but is rather slow and weak in terms of defense. He is someone you want out battling when you are on the offensive. He isn't someone you want out there when you are on the defensive, though.

```
-----  
+-----+  
|Princess Toadstool|  
+-----o-----+  
Initial Stats|  
o-----o  
Level: 9  
HP: 50  
Speed: 24  
Attack: 40  
Defense: 24  
Magic Attack: 40  
Magic Defense: 28  
Special Attack: Therapy, Group Hug
```

~Description~

Princess Toadstool, aka Peach, is the person that causes so much damn trouble in all the Mario games. She is constantly being captured, and Mario has to constantly save her. Luckily, she actually helps your towards the end of the game, but still, learn how to protect yourself. She is pretty good with her attacks and magic attacks, and is a well rounded character during battle.

=== 2.4 - Battle System =====ma_bs===

Much like a Final Fantasy RPG, you will enter a battle when you run into one of the enemies scattered throughout the worlds. Basically, you will have a few options once you enter the battle screen. Somethings to note, in a battle, you will have turns. Each character gets a turn to do something, and there is no time limit as to how fast you have to perform some action. As for the actions, I will describe each button in a battle system below.

A Button

The A button performs basic physical attacks. Of course, one of the things that you learn early on in the game is to time your attacks by pressing A again, just as you hit the character, to do a double hit, and take off twice as much damage!

B Button

The B button performs the Etc. actions in the battle menu. This basically includes Defense and Run Away. If you don't feel like fighting a battle that you were forced into, you are always welcome to run away from the battle. I would recommend that you do not do this very often, since you need all the experience that you can get. Finally, Defense will use a turn, but it will diminish the amount of damage that your character takes if an attack is performed on them within the next cycle of turns.

Y Button

Ah, one of the most important buttons in the game. This performs your special attacks, which basically includes magical spells. These spells are great because they often damage more than one enemy, and can also heal your own party, depending on the spell. In general, the spells are more powerful than regular attacks, but they do cost mana, which is obtained through Flowers. If you press Y at the correct moment, you will also take off twice as much damage, just like you can with a normal physical attack.

X Button

This is the items screen. Basically, you can use various items to help your character during a battle. Some of these items include gaining HP or MP, so that you can continue fighting at a maximum potential. Also, if a character happens to lose all of their HP, you can revive them using an item. Continue to use items throughout the battle, even if you feel like you do not have to, because you never know when you actually need some extra HP or MP towards the end of a battle.

Statistics are also an important part of the game. Statistics are basically the numbers that indicate how strong a certain character is compared to their initial statistics. Below is a description of each category of statistics:

Attack

Attack applies solely to the physical attacks that a character performs. The larger the character, the higher their attack rating will start out, as you probably will assume. Finally, if you time your attacks correctly, you can do double the damage on your enemies, which is something you certainly want to use as much as possible.

Speed

Speed does a few things. First, it determined which character will go first in the turn cycle during battle. Usually, the smaller characters are quicker, and the bigger characters are slower; common sense. Also, speed determines the chance that your characters will be able to run from a battle. Quick people are the ones that you want to use to run away from the battle, as they are more likely to escape.

Defense

Obviously, defense is how well your character can defend against attacks. Now, these attacks are not any attacks. Only physical attacks apply to your defense statistic. Magical attacks go into the magical defense category, which I will get to very soon.

Magic Attack

Magic attack is the ability to attack an enemy with magical spells that you have learned as you increased your levels. Your magical attacks can also be doubled if you do the timed attack like I mentioned in the physical attack section.

Magic Defense

Magic Defense is your defense against magical spells. This in no way applies to your physical defense stat. When a character does magic defense, the higher this score, the less damage you will take. Good deal.

=== 2.5 - Leveling Up =====ma_lu===

Leveling up is a very important factor in Super Mario RPG. There are a few ways to level up: you can win battles and you will gain experience points, or you can use power stars and run into enemies to gain experience. If you head into your menu, then click on status, you will notice at the bottom of the screen, the number of points needed to get to the next level. I would really recommend leveling up in certain parts of the game, specifically before the bosses. Sometimes you do not want to fight enemies in critical situations, or you don't want to waste potions. This is where leveling up comes in handy.

Let's take a look at what happens when you do level up:

First, the screens shows how your statistics have improved because of the level which is automatic. Once that is taken care of, you will have the option of adding one of three choices to your statistics as an added bonus. From this list, you will be able to choose: Attack Bonus, HP Bonus, or Magic Bonus. The best recommendation is to place one character in each category, and simply give that character added bonuses every time they level up. HP Bonus is probably the worst choice, since HP is really easy to gain, and refill. Now, each enemy has a specific number of experience points each time you win a battle.

That's about it, good luck leveling up.

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                                3. Walkthrough                                dk_wt
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-----
```

Welcome to the walkthrough portion of this FAQ. When you begin the game, you will have the obvious option of creating a new file. Pick a name of your choice for Mario, then watch the initial cutscenes. Basically, Bowser steals Princess Peach as usual, and Mario has to save her. Oddly enough, you are going to start at Bowser's castle.

```

.: '* ':.=====.: '* ':.
----- Area #1 - Bowser's Keep -----
':.*.':=====':.*.':
```

Items:

None

Enemies:

Terrapin

As you enter the castle, you will see a door straight in front of you. No enemies in sight, so just head on through. Now, there are plenty of enemies to keep you occupied. As you run into an enemy, a separate battle screen will begin, much like that of Final Fantasy games. This is an RPG after all. These enemies are unarmored, so just attack them with the A button (you have four buttons to choose from: A,B,X, and Y. You cannot run from these battles just yet either. Take the entire crew out, then head through the next room. Dodge the flame balls, then head across the bridge. In the next room, you will see a bright chandelier straight above you. Then, Princess Peach comes into view. Suddenly, you can Bowser are on separate platforms, each being held by a chain.

=====
Boss: Bowser | Difficulty: 1/10
=====

Not much to say here. You don't, and are not supposed to hit Bowser at all. Instead, take out the chain that holds his platform up. Hit it about six times and Bowser will fall down. Watch some more cutscenes, and eventually you will get control of Mario in a house, met by Toad.

..*':.=====.*':.
----- Area #2 - Mario's Pad -----
'.*:.'====='.*:'

Items:

3x Mushrooms

Enemies:

None

Jump off the wall onto the floor of the house. Go outside, and to your left is a save area. Speak to Toad and explain the situation. He says if you are tired, you can turn off the Fungi Light and take a snooze. You may go inside and do that if you want, but there is no real reason. Head to the Castle again, and watch the short cutscene. The bridge is destroyed, and you have to report this news to the chancellor at Mushroom Kingdom. So, speak to Toad and you will get a Mushroom. This helps restore HP when lost. Follow his Tutorial on Timed Attacks and you will gain three more Mushrooms. Head out and into Mushroom Way.

..*':.=====.*':.
----- Area #3 - Mushroom Way -----
'.*:.'====='.*:'

Items:

[] 13x Coins + Bonus from enemies

[] Honey Syrup

Enemies:

[] Goombas

[] Sky Troopas

[] Spikeys

[] Hammer Bros

There are two parts to this area, and of course, you are in the first part. Head down the path, battling the Goombas using the same strategies that Toad talked about before you entered this area. Just attack the Goombas and use special attacks on the Sky Troopas. You might as well kill as many enemies as you can, because you have a boss battle coming up again. Jump below the chest in the air to gain several coins, then do the same to the second chest towards the end of part one. Jus to the right of this chest is a Goomba attacking Toad. Enter the battle and take out the two Goombas. Toad will reward you with a Honey Syrup. Enter the second part of this area.

Fight some of the enemies to gain more experience. You should be leveling up at this point. The screen will ask which section you would like to upgrade, attacking, defending, or special skills. I chose attacking because right now, killing enemies as fast as possible is probably your prime objective. Head onto the Goomba spinning on the flower. Then, jump to the large platform with the captured Toad. Take out this Sky Troopa, then grab the Flower Tab. Head down to the right and open the treasure chest for a Flower, which is used for those special attacks, in case you were wondering. You have a boss battle coming up, so level up as much as possible before entering the next area. More enemies are in the area, and to the right is the boss.

=====

Boss: Hammer Bros | Difficulty: 3/10

=====

There are two Hammer Bros that you have to defeat. First there attacks are pretty basic. One of them is a simple hammer strike, which will take off about 3 HP. If you time the A button like Toad told you, you can defend this attack very well. The next attack is Hammer Strike, which is when a Hammer Bro throws several hammers at Mario. This will take off 6 HP if you miss time your defense and let the hammers strike you. Basically, use your potions if you get sort of low, and try to use your defense as best you can. I would use the super hits once only one Bro is left, because they cast Valor on themselves, which halves your attack damage. Once you defeat this boss, you will get a Hammer for your own attacking methods. Equip it in the start menu.

```

.: '* ':.=====.: '* ':.
      ----- Area #4 - Mushroom Kingdom -----
': .* ':.=====': .* ':.

```

Items:

- [] Items from shop
- [] 2x Flowers
- [] 10x Coins
- [] Map

Enemies:

- [x] None

Finally, a nice peaceful area. No enemies here, and lots of people to speak to. I would recommend speaking to a few people just to get a handle of what is going on in the area. Also, the item shop is a place you might want to enter, especially if you need flowers or health mushrooms. You should have plenty of coins to spend, which you gained through defeating enemies and especially the boss. Now, head downstairs and talk to another person. She will tell you to stand in front of her, so do so, then jump as she says. This will reveal a hidden treasure, which contains a flower. Do as she says, then head back up and out of the item shop.

Now speak to Toad in the front of the area, and he will lead you to the Chancellor. Speak to the man, and he will give you a Map, and allow you to take any necessary items from his stash. Grab the coins, as well as a Flower and Full HP/F. This area is located to the right, just outside where you meet the Chancellor. Now, head all the way back outside and you will see a chase in the happening. Head down to Mallow, the new creature, and talk to him. After the scene, you will gain Mallow as one of your party members! Now you can use two people to attack other enemies. Continue to the right into Bandit's Way.

```
..*':.=====.*':.  
----- Area #5 - Bandit's Way -----  
'..*':.=====.*':.
```

Items:

- [] Kerokero Cola
- [] Flower
- [] Wallet

Enemies:

- [] Goombas
- [] Spikeys
- [] K-9s
- [] Croco

Through the first area, there are only a few enemies. A Goomba is to your right, which should be really easy. Some more Spikeys will meet you along the path to the south. Once you have taken out the majority of enemies, simply head to the second section of this level. In this section, you will see Croco run away, but you can follow him by jumping onto the spinning flower, then on the platform. Now, jump to the yellow platform, and to the next. The previous platform will spin in front of you, and you can continue jumping to the large

platform. Below you are K-9 enemies, so if you want experience, you might want to fight them. Finally, jump onto the last spinning flower, then over to the blue flower, and you will gain a Kerokero Cola in a secret chest! Head to the next area.

Again, you will meet up with Croco, and he will dare you to chase him. Ignore him, and use the platforms to get the chests above. The first chest has a shiny star inside, which makes Mario invincible. Just run over all the enemies below, and you will automatically get the experience for all those enemies! In the next chest is a flower, which is obviously nice. Continue to the final area of this level, which is where the boss battle occurs. You can take out some of the enemies here, but your prime objective is to catch the boss from behind. Basically, Croco will run around and face in a certain direction. Try to hop up behind him, and he will taunt you. Do this a few times, and you will finally begin the boss battle.

```
=====
Boss: Croco | Difficulty: 6/10
=====
```

Croco is really pretty difficult unless you know exactly how to defeat him from the beginning. Of course, that is what I am here for, so you should have little to no problem. Anyway, Mario's Fire Orb, and Mallow's Thunderbolt and HP Rain are going to be the most important moves in this battle. This is because they take the most damage from Croco, and you have to beat this guy fast because of his destructive moves. Cast Fire Orb and press Y several times to burn Croco's tail. He will lose a turn on the next round, which is VERY helpful during the battle. Use Flowers when your mana runs low, because you are going to want to use Fire Orb on as many of Mario's turns as possible. If Croco ever hits one of your enemies, make sure you use a mushroom or HP Rain to heal whichever character needs HP. Remember, Mario is more important in terms of attacking, so his health is most important in the battle. Good luck.

```
..*':.=====.*':.
----- Area #6 - Mushroom Kingdom -----
':.*.: '=====':.*.:'
```

```
-----
Items:
-----
```

- 20x Coins
- Flower Tabs
- Lose Wallet
- Wake up Pin

```
-----
Enemies:
-----
```

- Shysters

Back in Mushroom Kingdom, except it is not as peaceful as last time. Now the entire city is crawling with Shysters, and the background is very dark! First kill the Shyster stalking the Toad ahead. If you rescue him, you gain 10 Coins and entrance to the Item shop. Buy some items if you would like. Hope down and kill the enemies down here, and exchange the wallet for a Flower Tab. Now, head back to the middle of the city and to the right you should head into the castle

to find exactly what is going on. As you head in, go to the right just as you did before, and into the secret stash of items. If you head upstairs, you will gain a wake up pin from Toad. Head back out and then up to the main area. If your characters are not level 5 or 6, I would suggest going back and leveling them up by killing several Shysters. This will make the next battle much, much easier. I will assume that your characters are at least at level 5.

Listen the short conversation and taunting of the Shysters. Then, the boss of the Shysters reveals himself, and his name happens to be Mack. They all surround you, and then jump into, beginning the next boss battle.

```
=====  
Boss: Mack | Difficulty: 5/10  
=====
```

Mack is a rather easy boss, as long as you are leveled up to about 5 or 6. Basically, there are four bodyguards, also Shysters. They all surround one big boss, named Mack. Mack has a few different attacks, such as Flame and Flame Wall, each take off minor damage if you are skilled against magic attacks. This is probably good for Mallow if you increased magic for him. Always perform the Thunderbolt attack, which will hopefully kill all of the bodyguards in one hit. If not, do it twice, but never have Mario attack a bodyguard. It is only a waste of a turn, and you could use this turn attacking Mack. Use HP heal if one of the body guards takes significant damage off a character, otherwise, your characters should be pretty healthy throughout the entire battle. Good luck.

Now, talk to the Chancellor who is in the corner, and he will thank you very much as usual. Then, Mallow says we have to visit his grandfather because he knows so many things. Before heading off, head to the item shop and exchange Mallow's coin for a cricket pie for Mallow's grandfather. Now, head to Kero Sewer, the next part of the map.

```
.: '*':.=====.: '*':.  
----- Area #7 - Kero Sewer -----  
' : .* :.'=====': .* :.'
```

```
-----  
Items:  
-----
```

- [] Trueform Pin
- [] Flower

```
-----  
Enemies:  
-----
```

- [] Pandorites
- [] Rat Funks

Welcome to Kero Sewer. I am sure you guessed there was going to be plenty of water and pipes in this level, and you are correct. First, save your game at the beginning of the level, then drop down the next pipe. Head down the second pipe and head down the area to the next pipe. Again, head down this pipe. Look closely, and jump down to a secret area with a chest. Jump below this chest to fight a battle. Use magic spells with Mallow and attacks with Mario to defeat the Pandorites. You will obtain a Trueform Pin for your efforts in winning this battle. Head back up by standing on the step, and then jumping to the

area above.

Continue up this area until you reach a pipe again. If you need to level up, this might be a good place, but if not, head down the pipe. There is a nearby chest here, which will give you a Star and make you invincible. This is a good time to take out all of the enemies nearby and gain extra and valuable experience. Quickly head up the stairs and fight the Boo, another new enemy. Use the same tactics, however, and continue to the left and down the next area. There are plenty of enemies to fight here as well, so KO as you please, and then move past the cordon of enemies. Jump up to the enemy on the ledge, and over to the pipe platform. Head down this pipe to get to the next area. Head up the area and you will see a platform with an exclamation mark on it. Hit this and it will drain the water.

Now you are back into a previous room, except you can access that new pipe now that the water is drained. Head into the pipe and save your game, as well as hit the treasure chest with the Mushroom in it. Head to the right and into the next area for the boss fight.

```
=====  
Boss: Belome | Difficulty: 6/10  
=====
```

Belome is pretty easy if you use the right tactics (as usual). He basically has a few attacks. One his a tongue swipe, which takes off a decent amount of HP from your characters, but is rather easy to defend if timed correctly. His second attack is where preparation is the key. The Trueform Pin will prevent his scarecrow attack from taking any effect on your character. See, when he uses this attack, your character is basically stupified, and you can't attack. The Trueform Pin prevents any of these effects from happening. Finally, he can and will eat one of your characters, and you have to attack as much as possible with one character to get the second character out. Do so and you will defeat this enemy!

Watch the cutscene of Mario falling into Midas River!

```
.:*':.=====.:*':.  
----- Area #8 - Midas River -----  
'.*:.'=====':.*:.'
```

```
-----  
Items:  
-----
```

- [] NokNok Shell
- [] Flower

```
-----  
Enemies:  
-----
```

- [x] None

This is pretty easy, and rather useful as the game goes on. Basically, you will start swimming. Press the jump button to swim up and move in the water. Grab the coins. Frog Coins are the green coins, and are very important in this game. I would advise that you collect as many of these coins as possible. So, first head into the first area and collect the Frog Coin. Head down the path until you reach a two-way water area. Take the left way and grab the next Frog Coin.

Ignore the cave, and continue to the next area, grabbing the Frog Coin on your way.

Head into the next cave and you will find another Frog Coin in this area. Head to the right to find one final Frog Coin once you are out of the cave, and then you come to the difficult part. Complete the barrel jumping course, which might take you a couple of tries, but you have to time when to jump without falling. At the end, you can exchange your Frog Coins for money, and you will gain the NokNok Shell, a new weapon for your characters.

```
.: '*':.=====.: '*':.  
----- Area #9 - Tadpole Pond -----  
' :*.:'=====':*.:'
```

Items:

[] Froggie stick

Enemies:

[x] None

Not much happening here, just a lot of cutscenes. Jump across the line of tadpoles to get to the lone area with Frogfucious. After speaking to the frog, you will have the opportunity to check out a few shops. You should have a few Frog Coins in your inventory, which can be used to purchase some new and interesting items. If not, you can prepare for Rose Way, the next area on the map.

```
.: '*':.=====.: '*':.  
----- Area #10 - Rose Way -----  
' :*.:'=====':*.:'
```

Items:

[] Recovery Mushroom
[] Flower
[] Frog Coin

Enemies:

[] Shy Guys

Sort of like platform perils in the beginning, first jump to the moving area, and you will meet up with another platform. Jump to this platform, and ride it to the extra Flower item. Finally, jump to the next platform and head out to the next area. You will see a few Shy Guys lurking on the platforms ahead, and I would recommend that you fight them to get the experience for leveling, and for future fighting. You will have to time your jumps here, as the platforms are swinging side by side. Just work with one platform at a time, and please

do not try to dodge the enemies, it will only make things worse in the long run. Finally, jump to the area with a floating treasure chest, hit it, and you will gain a Frog Coin.

Back to the platform peril place, ride the platform up to the upper area, which should be the third stop, then into the next area. Take out the large number of Shy Guys in a line and grab the extra item. There will be several treasure chests in a row here, so if you feel like risking and jumping to grab the treasures, be my guest. There really is not anything except coins, so it is not that big of a deal. Watch the cutscene, and then head into the next area.

```
.: '*':.=====.: '*':.  
----- Area #11 - Rose Town -----  
' : * : '===== ' : * : '
```

Items:

- Flower
- Frog Coin
- Armour upgrades

Enemies:

- None

Ahh, a nice place. Not! Arrows are harming, but shops for buying. Sort of like Christmas. Anyway, head into the item shop. Notice that you can now buy thicker clothing, which will certainly help your defense and armour. Now we must complete a small quest. Head to the western house with a man who claims he is locked out of his house. This is true, but you can still enter his house by jumping on his head, then into the house. Go upstairs and hit the button to open the door. Go on and talk to the man, and he will thank you by giving you a tip for the oncoming level. He says, in this order, head "left, left, straight, right." Head back into the house and grab the coins that were in the chests. Now it is time to go to Forest Maze, the next area. Get there using the map.

```
.: '*':.=====.: '*':.  
----- Area #12 - Forest Maze -----  
' : * : '===== ' : * : '
```

Items:

- Recovery Mushroom

Enemies:

- Wiggler
- Bowyer

Grab the recovery mushroom just above you, then head into the tree stump and down below to the next area. The trick to this level is the massive number of recovery mushrooms all around the ground. Unfortunately, some of them are Wiggler enemies, and some of them are actual mushrooms, so you have to take your chances sometimes. Make your way through this tunnel, then bounce on the spring at the end into the outer area. You should see several tree stumps all in a row, ascending up to a higher area. Go all the way up and head down the last tree stump to find another sleeping Wiggler. Touch this Wiggler to trigger an event, which creates a way to a new area from the room with many tree stumps. Head back there and into the new area.

Now you have to apply the hint given by the man in the previous area. You are to go left, left, straight, and right. You will find Geno, a new character and follow him until you lose him. Once you lose him, then you apply the directions that I just gave you, and you will meet up again. That is the basic trick, and since you know it, there should be no problem. Continue following the character until you lose him one final time, in this case, simply take a right and you will have completed the level, except for the boss. Watch the cutscene and then get ready for the next boss battle of this game.

```
=====  
Boss: Bowyer | Difficulty: 8/10  
=====
```

Bowyer will have plenty of attacks to keep you on your feet, so you are going to have to plan this out carefully. First of all, his basic arrow shoot will not be much of a threat as long as you are leveled up significantly. His Bolt attack will take off a lot of damage, so make sure you use healing items or HP Rain to heal your characters. Static E is a huge attack that takes plenty of damage away from all three of your party members. Now, the final attack deals with a button puzzle. Basically, you have four options in your battle screen, and Bowyer will prevent you from using one of those options. The A Button might be prevented at one point, so you cannot attack. Some other buttons will be prevented as well.

Mario should use spells in this battle, since his spells are the strongest. Fire Orb is pretty good, and Super Jump is a good idea. HP Rain is going to be one of the most useful tactics in this battle because you will be losing a lot of HP. Have Geno simply attack for maximum HP damage. Good luck on this one.

```
.:*':.=====.:*':.  
----- Area #13 - Moleville -----  
':.*.:''=====':.*.:'
```

```
-----  
Items:  
-----
```

- [] Armour upgrades
- [] Flower Tabs
- [] Coins from 3 enemies
- [] Frog Coin
- [] Recovery Mushroom
- [] Flower

```
-----  
Enemies:  
-----
```

- [] Shy Guys
- [] Croco
- [] Punchinello

If you want to complete some of the extra mini-games before Moleville, refer to the mini-game section of this guide. Anyway, you can buy some armour upgrades at the local store in Moleville, which includes a Punch Glove attack weapon. As you probably guessed, we need to head to the entrance to the cave area and watch the new cutscene. Jump onto the mole and into the cave to enter the real portion of this level. Head onto the spring jump and watch the cutscene. Once you obtain control of Mario again, you will see Croco, the same stupid boss that you owned before. I guess this means you will be seeing him again soon. Anyway, all your coins have been stolen by Croco and his companions, so your job is to get those back, as well as defeat Croco again.

Look behind the crate to find a companion. Take him out and you will receive a Flower Tab as well as some of your coins. Straight ahead is the second enemy, and to your right is the third and final enemy. Finally, chase after Croco. He will be trapped, but in this cutscene, takes a bomb and blows up the wall. He then runs through, and you are to chase him and eventually begin the Boss Battle with Croco.

=====
Boss: Croco #2 | Difficulty: 6/10
=====

Alright, Croco is very similar as before, with a few new attacks. Of course, these attacks make him a lot harder than last time, so listen carefully. Croco has a few important attacks, such as Charge and Chomp. Charge will ram your characters and cause all of their items to be gone throughout the battle. For this reason, use HP Rain as much as possible to refill health. Don't waste Flower mana on your other characters, because this is your only source of HP recovery. Chomp will throw an enemy at you, which is pretty easy to defend against. My best strategy is to use regular attacks, and save your mana for HP recovery. Just repeat this, and if your characters are leveled up like they should be, you will easily defeat Croco.

Beating Croco gives you a new item called the Bambino Bomb. You also get all your lost items during the battle and throughout the chase. Head to the left and you will see another mole. Speak to him and accept giving him the Bambino Bomb. Head through the new opening, and as the Shy Guy pops out, defeat him. Then grab the Frog Coin in the area. You will see a treasure chest which contains a Star that makes you invincible. Use this Star to take out some nearby enemies and gain experience. Now head down to the save point and hit the treasure chest which contains a recovery mushroom. Finally, there is a Flower in a high floating treasure chest, which can be obtained by jumping on the crates around the edges. Head to the next area to fight the second boss, and final of this stage.

=====
Boss: Punchinello | Difficulty: 7/10
=====

First of all, equip the Fearless Pin with as many enemies as possible. This clown enemy has a few different attacks. His physical attack is pretty weak, but his sand blinding attack is a bit more destructive. The extra effect of this attack is an auto-weakening of your characters, but the Fearless Pin will prevent this effect, which is REALLY helpful. Use HP Rain to heal, and also use Super Jump and other spells with Mario, and attacks with Geno. As for his

bombs, Thunderbolt is a great way of destroying all of his bombs in one hit. Geno's boost will also spark some really damage following. Good luck on this one.

Finally, you have to finish this stage with a mini-game. Basically, you are in a minecart and you have to jump over gaps in the railway, and slow down at turns, or you will fall off the track. It is similar to a Donkey Kong mine track, with a few exceptions. Once you are done, you can finish off Moleville by picking up a few items. Hopefully you have a few hundred coins. You can buy a Lucky Jewel at the Item Shop for 100 coins, and in a western house, you can buy fireworks for 500 coins, which can be traded to a little girl just next to the house for a Shiny Stone, which will be useful later in the game. Yay, we are done with this LONG stage. On to Booster Pass.

```
..*':.=====..*':.  
----- Area #14 - Booster Pass -----  
'::*::'=====':*::'
```

Items:

[] Flower

Enemies:

[] Lakitus
[] Spikesters

First thing, the flower/bushes contain enemies in them. If you run into one of them, you will trigger a battle scene. I would recommend spending some time fighting these enemies for experience, unless you have already done that in a previous stage. You have a long stage coming up next, so it would be a very good idea. Head to the left and jump on the flower, then up to the treasure chest to gain a Flower. Head up via the flowers to a new area. There is a switch to the left, which when pressed, will destroy all the enemies that are blocking the entrance to the next area. Head through this area and you will eventually enter a loooong stage, Booster Tower.

```
..*':.=====..*':.  
----- Area #15 - Booster Tower -----  
'::*::'=====':*::'
```

Items:

[] Flower Tab
[] Elder Key
[] Masher
[] Chomper
[] Room Key
[] Frog Coins
[] Amulet

Enemies:

- [] Lakitus
- [] Spikesters
- [] Bob-ombs
- [] Spookums

Welcome. Enter the castle and watch the cutscene. Mario will be extremely scared as usual, but reenter and you can now enter the castle because Peach is waiting for you at the top. If you think you are close to the end of the game, you are sadly mistaken, just for your information. Anyway, once inside the castle, head to the platform and make your way up until you trigger yet another cutscene. Speak to Booster, who talks about Princess Peach and what happened. You also have the ability to switch allies because you have more than three (Bowser). Switch Bowser into your party, then continue up. Defeat the Bob-ombs in this area. Continue down the train tracks ahead and grab the Flower Tab at the end.

Head down the next path and you will see a floating treasure chest with a teeter-tautter below. A bomb is placed on one edge, so use your jumping skills and timing methods to hit the treasure chest. This is really important, because you will get the Masher, a new weapon for Mario, which is very powerful. Now that you have this secret weapon, you can head back up to the original area. There is another path that you can take, just ahead, so take it down. Press the button here, and save your game in the next area. Now, head down the hall to get to the next area, a bit more tricky.

In this next room, you have to solve a tricky puzzle, which is to determine the order of six pictures from youngest to oldest. Luckily, I have the order for you, so you don't have to worry. If you did do this on your own, everytime you get one wrong, you have to start all over. So, the order from left to right is going to be: 4, 5, 3, 6, 2, 1. Watch the cutscene and you will also get a new weapon for Bowser, called the Chomp. Head to the next area with another teeter-tautter. Just jump on the higher side, and you will be flug up to the next level. There are several traps on this floor, as well as several coins, including a Room Key. To obtain these, you will have to go through several enemy battles, which isn't a bad thing, considering you have a really tough boss coming up. I would try to level up if you can.

Meet up with Booster again, then head to the opening that his bombs create. You will have to climb some steps, but you will eventually get to a save point which is quite a relief! Now enter the next area to get to a mini-game with the Snifits, where they are looking for you, and you have to hide from them. Use your instincts and reflexes to get away from them. They follow patterns for the beginning, but start arbitrarily flashing on you, which makes things a bit harder. If you are successful, however, you will gain an Amulet for your efforts. Head on to the next area for the boss battle to end this level.

=====
Boss: Grate Guy n' Knife Guy | Difficulty: 9/10
=====

There are a few attacks that you have to worry about. The physical attacks are pretty powerful, so you have to try to time your defense as best you can. As for their mana attacks, they have a sleep attack, which takes an entire party member out of the battle for a turn. They also have an echo attack, which will annul all of your mana attacks as well, which is really harmful. This is why you want to use combination attacks with your characters as best as possible. Bowser is obviously a character you want out there. Mallow is probably the

least useful, so take him out and focus on the other three characters. Use recovery mushrooms as needed.

The second stage of this battle is when the two enemies walk on each other. Crystal, Blizzard, and Meteor are all viable attacks that you will experience. Most of them hit your entire party, which is really bad, so Mallow might be a good character here, since he can heal. Have Geno boost characters, and have Mario use his Super Jump for the most part. This will take the most damage off the other enemies. Oh, and one other thing. NEVER spread your attacking out. Only attack one character at a time, because once there is only one left, you will have an easier time. That means, take out Knife Guy first, since he has about 200 less HP than Grate Guy. Hopefully this helps you, and good luck.

```
..*':.=====..*':.  
----- Area #16 - Booster Hill -----  
':.*.:''=====':.*.:'
```

Items:

Flower

Enemies:

None

This is a pretty interesting little break from the normal pace of the game. This time, your goal is to race Booster to the top of his hill. If you catch the Princess when progressing up the hill, you'll get a Flower Point from her, which is useful for the next battle. You won't be able to fully catch up to Booster, but try your best by using the barrels and enemies to boost forward. Once you get to the top, you'll end up in Marrymore.

```
..*':.=====..*':.  
----- Area #17 - Marrymore -----  
':.*.:''=====':.*.:'
```

Items:

None

Enemies:

Chef Torte
 Bundt
 Raspberry

Time to go shopping here when you enter this town. Buy the Whomp Glove, Hand Gun, Happy Shirt, Happy Pants, and Happy Cape. Then, give them to the appropriate party members. Now, proceed to the church and talk to the people in front of it. You'll have to find a way to sneak into the church now. Go

around to the right side and you'll see a hidden door here. This door will take you to the back of the church.

In here, go down into the kitchen, then proceed up. The Snifit will ask you for help. You simply need to run up to the door and hit it at the same time he does, like the first "mini game" in Final Fantasy VII. The next room has a save spot, so you should probably save your game at this time. Just a helpful hint. :-P When you've saved, then try to go out the door. You'll have to help Booster do the same thing you just accomplished, and it's still not challenging in the least.

In this room, you'll crash into Booster and the Princess's accessories will go flying all over the place. Talk to all of the Snifits to get back three of them, then find the crown on top of Booster's head by jumping up onto it. Then, talk to Booster, and watch the scene. You'll now have to face an.. interesting boss.

=====
Boss: Chef Torte/Bundt/Raspberry | Difficulty: 4/10
=====

A few people I know claim that this boss is really challenging or something, but I've never really gotten that idea from it. The main thing to watch out for are its attacks, which include a nasty Diamond Saw attack that attacks one character for a large amount of damage. Blizzard does a moderate amount of damage to every character, and Drain Beam, which does even more damage to everyone. Make sure to keep healed throughout this battle, and you won't need to worry TOO much. Dedicated healers rule!

The battle starts with the two chefs, but you'll quickly see that you can't actually harm them, so the focus has to shift to the cake behind them. It doesn't really matter what attacks you use, so save your Flower Points for now. Instead, use normal physical attacks to slowly burn out the candles. Once you've inflicted enough damage, the chefs go away, and then you can unleash the devastating attacks. Don't worry about "wasting" FP or whatever, you won't really need it any more and you can always rest at the Inn before entering the next area.

=====

When you defeat the boss, rest at the Inn and leave Marrymore. You will automatically return to Mushroom Kingdom. Once done with the scene, return to Tadpole Pond. Your next destination will be made clear.

```
.: '*':.=====.: '*':.  
----- Area #18 - Star Hill -----  
' : * . : '===== ' : * . : '
```

Items:

[] None

Enemies:

[] Gecko

- Mastadoom
- Mukumuku
- Pulsar
- Sackit

This is the weirdest "dungeon" yet in the game, but there's no real maze and nothing to collect except for pieces of star flower that when all lit up will give you the big star to collect. When you enter, go left and hit the green star. It will activate and allow you to enter the gate. In here, you need to find five pieces. They're easy to find, but here's where they are in case you are having trouble for some reason:

1. To the left of where you enter.
2. Right in front of you when you enter, on the other side of the gate.
3. Top left corner.
4. Left of the third one.
5. Lower right hand corner.

When you find all five, the gate to the next area will open, and you need to find even MORE star flowers. Hoorah. Here's the locations for all of these:

1. Down and left from where you enter.
2. Up and left from the first star flower.
3. Middle part of this area.
4. Lower right hand corner of this area.
5. Upper right hand corner.

When you find all five, you'll get to go through the next gate. Whoo hoo. Making progress! These are so easy to find that I'm not even going to bother to list them by number. They're all on the same path and are really easy to point out. You'll get the star at the top of the hill, and then the gate will lead you out of here and to the next town in the game.

```

.: '*':.=====.: '*':.
      ----- Area #19 - Seaside Town -----
':.*.: '=====':.*.: '

```

Items:

- None

Enemies:

- None

I wish I could actually give you items to find, but since I (Psycho Penguin) took over the walkthrough back at Booster Hill, there's been virtually nothing

to locate. Oh well. The music in this town is weird, since it's usually the "danger" theme of the game when someone is in trouble, but everyone here appears to be okay. Oh well. Enter the town and proceed straight up to the Inn, where you can rest for free. Well, isn't that just the sweetest thing?

After resting, go west and then up to a shopping area. Buy a Fire Bomb for 200 coins from the shop on the left. Go up the stairs, then the next set as well. Talk to the elder, who needs some assistance in getting back a star that fell into the sea. Whoo hoo, a CLUE! Go up the stairs and talk to the student. If you have enough frog coins, Experience Booster is an excellent accessory that raises the experience points that you earn in battle, even if the character is not actually participating in the battle! It only costs 22 Frog Coins, too.

Leave the town now, and head west on the world map to get to the Sea, the next dungeon. PREPARE YOURSELVES! Just kidding, it's not that challenging.

```
..*':.=====.:*':.  
----- Area #20 - Under The Sea -----  
':.*.:''=====':.*.:'
```

Items:

- Flower
- Frog Coin
- Max Mushroom

Enemies:

- Bloober
- Zeostar

Bloobers make their epic return from every other normal SMB game! That's so awesome. I really missed the suckers. Come down on the spring, then go out the door. Follow the path and talk to the guy who runs a pretty awesome shop. Buy upgrades for everyone here, you know the deal by now. The Hurly Gloves and every armor are a considerable upgrade from what you are currently wearing. He'll then talk about a group of people who entered the Sunken Ship but never returned. Ooh, spooky or something.

I feel like randomly breaking out into a Little Mermaid theme song right now. Sue me!

Okay, back to the game. Head through the left path of the storekeeper to get to a save block. Leave the room, then go south and you'll soon see another path. This next room has sleeping enemies, so carefully walk around them, until you eventually get to a chest containing a Star. Go crazy, running through the room killing all of these suckers!

Go west of the treasure chest that contained the Star, then follow the path until you can see a small doorway in the northwestern part of a wall. Go through this path to get a Max Mushroom, Frog Coin, and Flower from these chests. Go back to the previous room and head through the other passageway now.

Go into the water, then swim into the whirlpool. Walk along the bottom of the

pool towards the northwestern part of the room, then follow the path to the next area. Go to the light and you'll be transported above again. Jump out of the water, then get the Max Mushroom from the treasure box. Follow the path until you reach the exit.

Jump in the water here, and begin swimming. Head to the whirlpool and fall in it. Go north to the end of the area, then jump to the top of the ship. You'll fall in it, and now you'll finally be in the sunken ship!

```
..*':.=====.*':.  
----- Area #21 - Sunken Ship -----  
'..*':.=====.*':.
```

Items:

- [] Royal Syrup
- [] Mushroom
- [] KeroKero Cola
- [] Safety Badge
- [] Safety Ring
- [] Frog Coins x6

Enemies:

- [] Alley Rat
- [] Bandana Blue
- [] Bandana Red
- [] Bloober
- [] Crusty
- [] Dry Bones
- [] Gorgon
- [] Greaper
- [] Hidon
- [] Jonathan Jones
- [] King Calamari
- [] Lueko
- [] Mr. Kipper
- [] Reacher
- [] Straw Head

This is by far the longest and most annoying dungeon in the game yet, so pop open a pepsi or something! Use the save point on the room to the right, then go left a few rooms until you get to a large staircase. Our objective is to find a password out, which is just FUN, I assure you. Go down the staircase and get some coins from the treasure block, then enter the first room. Run to the top of the room and position yourself on the opposite side so the troopa knocks the heavy ball down onto the button. You'll get a mushroom as well as a clue to the password.. "There is a S in the word." Well, big freaking deal.

One clue down, five to go. The anticipation is deafening. The next room has three switches and three springs. You need to hit the switches in order to stop the springs. The far left switch needs to be hit when the spring is close to the right. The middle switch needs to be hit when the spring is close to the ring. The far right switch has to be hit when the spring is close to the middle. You'll get a Flower and your second clue: "It is found on the bed of

the ocean." I'm going to guess the answer is "this game" at this rate, since I'm getting annoyed. :-P

Two clues down, four to go. FEEL THE EXCITEMENT! The next room has a maze, you'll have to jump a lot to get through this maze. You can just give up by going to the menu when you wish. At the end, you'll get a "Royal Syrup" and your third amazing clue. "It has two vowels". So, it has an S in the name, can be found at the bed of the ocean, and has two vowels. Okay.

Go down and in the next room, get a bunch of Coins after beating a few Dry Bones. Magic spells work instantly against these pile of bones. The guy here has the same shop as before, so if you didn't have enough coins for something before, now is a good chance to buy the stuff you missed. Buy a few items if you need them, but the Princess can be really good for healing at this point so I am not sure exactly how much you'll need.

The next room has a pretty odd puzzle. A coin will appear, then disappear, and a trail of coins will start following the same pattern. A moving flashing coin will be at the end of the trail, but you can't hit it. Instead, get the coins as they appear but before they disappear. At the end of the trail, you'll get the fourth clue. "There are four consonants." Okay, four clues down, two more to go!

The next room has a cannon and a bunch of switches. Hit the low switch on the right, and the cannon will fire. Knock the cannonball onto the second switch, then keep doing that to the end. You'll get a Mushroom and the fifth clue. "At least.. two consonants are side by side." Do you really have any clue whatsoever what the answer is, yet? ;)

The last room is in the save point room, and it has a bunch of barrels. Jump on the right hand side ones, then knock one of them down. Keep jumping on the barrel, and it will roll onto the switch. Jump on the other one. You'll eventually get a Mushroom and a final clue: "The R comes before the L." Save your game now, then enter the next room. The password is "PEARLS" believe it or not. I'm sure you figured it out all on your own, though. :P There's a boss fight upcoming, so beware.

=====
Boss: King Calamari | Difficulty: 5/10
=====

This is another two part fight. The first part of the fight is a battle against his three tentacles. They have around 200 HP each. Their main attack is one that removes a character from battle for a round or two. Hopefully they don't remove the Princess, but if they do, you can use healing items, and they don't hit for very much damage anyways. Especially since their other attack only hits one character and can be blocked. Have Mallow use magic while the other two attack or heal. You'll actually have to kill two sets of tentacles apiece before getting to King Calamari himself.

He comes with two tentacles, so kill them off first before focusing on him. He has a physical attack that hits one character, as well as a status ailment attack on a single character. Mario should have Super Flame at this point, and since King Calamari is a water based creature, he's quite weak against fire. Use this while Mallow uses HP rain and the other character attacks or heals, and you'll be finished with this boss before you know it.

=====
You'll be dropped down into the next part of the Sunken Ship now. Ugh. Oh

well, it's almost over. Go into the next room, then jump to the door. This room has three cannons that randomly shoot out cannon balls, and if you are hit by one you need to repeat the room over again. So, take your time and progress through here until you get to the other side. Go down the stairs to the next room in here.

Here, run to the other side, then stand on the barrels and jump on them to get to the two chests containing Coins. Once you get them, go through the door, and you'll find a Mario clone who duplicates what you do. How do you get by him? Simple, do a running jump and jump over his head. Go through the lower door and into the next room. Kill the Dry Bones to get through a path. The next room contains a Frog Coin. Go down the stairs and get the Mushroom from the chest. Jump up the boxes and onto the other side. Fight the chest, who's challenging, but perform a Super Jump and keep jumping to cause massive damage to it. You'll earn a Safety Badge for beating this tough enemy.

Go up two rooms, then use the whirlpool. Go down to get four Frog Coins. Nice! Go to the previous room now, then head up and go down the stairs. Go down and head through the upper left corner. Behind the barrels, you'll find a hidden door containing a Safety Ring in the chest. Jump up to the right, then swim across the water to the left to get a Frog Coin. Now, go through the upper right hand corner door and get the Mushroom from the chest. You'll come to a boss at the end of this room.

```
=====
Boss: Johnny | Difficulty: 7/10
=====
```

Use Thunderbolt to absolutely murder the four Bandana Blues that he comes with. They are more of a nuisance but killing them off quickly never hurt. Use normal physical attacks on this part of the battle, and once he uses "Get Tough" the battle becomes much tougher, since he suddenly gets much tougher defensively and offensively.

Your attacks will rarely do that much damage, so you need to alternate between attacking and healing. This will be a long and drawn out battle, as he is incredibly strong for this point in the game. As long as you follow the pattern and don't think "Oh, I've hit him 14 times already, he's pretty much dead!" you should win. But watch out, as he's much more challenging than any boss I've had to cover to this point.

```
=====
```

After this, you'll get the star! Whoo hoo! Use the trampoline to bounce back to the world map, then return to Seaside Town.

```
.:*':.=====.:*':.
----- Area #22 - Seaside Town -----
':*.: '=====':*.:'
```

```
-----
Items:
-----
```

- [] Shed Key
- [] Flower Jar

```
-----
Enemies:
```

[] Yaridovich

When you enter, agree to hand over the star, then head left and follow the path heading out. You'll have to fight another boss to get the star back.

=====
Boss: Yaridovich | Difficulty: 9/10
=====

Here we go, yet another really challenging boss. The reason he's tough is because of his powerful attacks. The Water Blast is the worst one, as it'll do 45-55 damage to each character! Flame Stone and Willow Wisp are single character attacks that do decent damage, and he also has the ability to split into two separate forms. You can easily tell them apart, however, because of the fact that one of them has weak ass defense.

Focus your attacks on the main one always, and go to work with your strongest attacks. Super Jump doesn't work well, so just use attacks with Mario and your other characters should attack or heal. Healing is more important here, since he has strong attacks that can kill you in two turns if you are not careful.

=====

Once you have the star piece back, grab the Shed Key and use it to unlock the door of the large house in the town. You'll get a Flower Jar for your troubles. Make sure to upgrade your weapons and armor before speaking with the Elder, who will open up the path to your next destination!

..*':.=====.*':.
----- Area #23 - Land's End -----
'..*.:''====='.*.:'

Items:

[x] None

Enemies:

- [] Chewy
- [] Chow
- [] Fink Flower
- [] Kriffid
- [] Octovader
- [] Ribbite
- [] Shogun
- [] Shy Away
- [] Stinger

Save your game, then jump in the cannon and press B when it goes forward. You'll land on a yellow platform. Jump up when the platform is at its highest point and get a Surprise Box with a Flower in it, then go up to the next area. Jump between the platform with the cannon and the ledge to get a floating yellow platform, then jump in the cannon and press B when it's about to go

forward. Land on the platform, then jump in the spot just below the hole to get another yellow platform.

Jump up when it is below the box to get a Frog Coin, then jump to the highest platform and jump in the west corner to get a Kerokero Cola from the surprise box before heading to the next area. Jump across the platforms and head to the next area, then save and head right to the two blue flowers. Go left and go up the platforms, using the spinning flowers to boost you up. Go across the bridge and to the desert. Talk to the mouse, then head to the next section.

You'll see a bunch of sand whirlpools here, as well as enemies popping out of some of them. You have to go down the ones that are guarded by an enemy. Once you do this once, talk to the mouse then do it again. You'll be in a cave. Save at the save box, then get the Star from the box and run through all the enemies here. You'll end up in a cave with a bunch of enemies after this. Go left and buy a star for 400 coins and clear out all of the enemies here again. Head up to get to the temple.

```
..*':.=====..*':.  
----- Area #24 - Belome Temple -----  
'..*':'=====':*':'
```

Items:

[] Random Item

Enemies:

[] Belome
[] Chow
[] Shy Away

Go up to the next area and jump under the treasure box to get a TON of coins. It'll take you a little while to clear out this box. Talk to the shaman and you'll randomly get an item depending on your fortune. After getting the item, jump up to the next area. Go down the pipe, and hit the treasure box. Go to the next room and get a lot more coins from the treasure box in here, then jump on top of the box and jump to get a Frog Coin from the secret treasure box.

Go down the stairs and jump in the corner just above the end of the stairs to get another Frog Coin from a secret treasure box, then go up and get the Frog Coin from another box before heading up to the next room. Hit the tongue and if it says "Mmm, I'm so hungry! Wish I had something to eat" you can use the yellow platform. Otherwise, exit and enter again until you get this message. Go down the elevator, go up and down the pipe to fight the boss of the temple, Belome.

```
=====  
Boss: Belome | Difficulty: 5/10  
=====
```

He's not the most challenging boss in the world. He can clone various members of your party, but he can only have a maximum of 2 at a time. He's still weak against thunder, so you should really use it for an easier time. Have the

other two characters focus on the clone, while Mallow uses Shocker on Belome every time. It shouldn't take you too long to kill this boss at all.

=====

Jump on the switch, then go up to the next room. Talk to the mouse, then go down the pipe.

```
..'*':.=====.'*':.  
----- Area #25 - Monstro Town -----  
'..*.:''====='.*.:'
```

Items:

- Ghost Medal
- Temple Key

Enemies:

None

Go in through the door and talk to the mushroom. Go upstairs, and talk to the sea star to hear a lullaby. Talk to the mouse. Go back down the stairs and talk to the mushroom again, and she'll help you get to Bean Valley. You can go there now if you wish, but let's do a few things first. A thwomp in this town has to be talked to eight times to get a Temple Key. You can do some side quests and mini games here now, check the side quests section for more details. Buy the Spiked Link and Courage Shell from the shop, then head to Land's End again.

Here, go left then up the elevator. Hit the statue's tongue until you get a message that says "Sorry, I'm not accepting visitors past my bedtime." Go down the elevator, then go right and into the new area. Give him the temple key, then get all the items here. Go to the section with the trampoline and shaman, and give him the 100 coins now. Jump on the trampoline, and you'll be in the desert area. Go up the cliff and exit this area to get to Bean Valley finally.

```
..'*':.=====.'*':.  
----- Area #26 - Bean Valley -----  
'..*.:''====='.*.:'
```

Items:

- Flower

Enemies:

None

Go through the right pipe, then go directly left until you hit the grassy

area, where there's a surprise box. Go down the pipe, and hit the box for a Flower. Go back down the pipe, then go left to the next section. There's pipes here that all do different things. Once you go down all the pipes, save and go up to the next area. There's a boss here.

=====
Boss: Megasmilax | Difficulty: 4/10
=====

The enemies you face at first are really easy. There's a bunch of easy plants you have to kill that go down in a few physical attacks. Once you waste a few groups of them, the Pirahna Plant waters a Megasmilax. Flame Wall is a bad attack that does serious fire damage to everyone. Its most devastating attack is Petal Blast, which does just as much damage and can turn everyone into mushrooms. If this happens, they won't be able to act for a little while. This really sucks, so hopefully it misses or you have a Trueform Pin equipped.

In order to beat him easily, have Mallow use the Snowy attack, since it is weak against blizzard spells. Have the Princess give everyone a Group Hug right away, then keep her healing or use physical attack. Mario can do a physical attack or Super Jump, it really doesn't matter.

=====

The Shy Away will shy away (heh), so grab the letter that he drops. Go through the tube, then jump up and hit the brick floating in the air. In classic Mario game fashion, a beanstalk will come out of it. Hehe, I love these nods to the classic games of the series. Hit the block again to climb it. Grab all the coins along the way as you climb up the vines. Take the red vine at the intersection to get a Flower, then jump to the middle one.

Climb up the vine and jump from the middle one to the left. Go up the yellow vine here, then jump from the blue to the red to the yellow to the green. Jump on the second trampoline to get to Nimbus Land.

```
.: '* ':.=====.: '* ':.  
----- Area #27 - Nimbus Land -----  
' : * :.'=====': * :'
```

Items:

- [] Red Essence x2
- [] Feather
- [] Flower Jar x2
- [] Castle Key 1
- [] Castle Key 2
- [] Signal Ring
- [] Fertilizer

Enemies:

- [] Birdy
- [] Bluebird
- [] Dodo
- [] Heavy Troopa

- [] Jawful
- [] Muckle
- [] Orbison
- [] Pinwheel
- [] Shaman
- [] Shelly/Birdo
- [] Sling Shy
- [] Valentina/Dodo

Talk to the guards, then jump on the trampoline. Watch the scene, then go to the item shop on the left. Buy the Mega Glove, War Fan, Hand Cannon, Sticky Glove, Fuzzy Shirt, Fuzzy Pants, Fuzzy Cape, and Fuzzy Dress. Equip all that stuff, since it'll really help everyone's attack power and defense. Go to the inn and save. If you have 30 extra coins, you'll get some extra dream sequences and a chance to get a Red Essence.

Exit the Inn and go to the house in the top left corner. Look inside the house for a status of Mallow, and they will figure out that Mallow is a Prince. Wow, who would have thunk it? Talk to Garro again and he will decide to paint Mario gold, which allows Mario to sneak into the castle. You'll be taken to the statue hall. When you get control, go left and save. Try going through the left door and watch the scene, then jump just before he pecks at you and he'll go away eventually. Go left and get the Feather, then save your game.

Go left, then go into the next room after the scene. Jump down and get a Flower from the box. Go down, right, up, then left. Go up to the next area, then get the Flower from the box. Go into the top left door and follow it to get to a room. Go up the stairs, go down and follow the hidden path to a dead end. Go right to the next room, then talk to the guy on the far left to get Castle Key 1. Talk to the person wearing blue. Go left and up the stairs. Go down twice and press A to open the middle door. Go up, talk to the egg, select "Sure", and you'll face a boss.

=====
Boss: Shelly/Birdo | Difficulty: 2/10
=====

First, you need to beat the shell, but it's really easy. After doing this, the real Birdo appears. This is a really easy boss since it only has single character attacks, so just focus on doing whatever while Mallow heals the injured person and you'll win eventually.

=====

You'll get the Castle Key 2 now. Open the door behind the boss. Wait for the fan to slow down before moving to the next room. Try to go through the door. Watch the scene, then go up into the door with the queen. Follow her down the hall, then use the save point. Along the path, you'll see a chest floating in the air. Jump under it to reveal a hidden yellow platform. Hit the chest, and you'll get a star. Run to the next room and you can kill the next boss without actually having to fight it! Nice. Go through the door and use the trampoline at the bottom to fight another boss.

=====
Boss: Valentina/Dodo | Difficulty: 9/10
=====

This boss is ridiculously tough because Dodo will challenge one person to a one on one battle, then when you defeat it, you'll have to face Valentina with the other two characters. The strategy for fighting these bosses depends on

which characters you are forced to use. Dodo is a challenge, but can be defeated. He wastes turns on occasion, which let you heal. Focus on using your strongest attacks, and heal every few rounds to keep safe.

Valentina is even tougher. She has a bunch of spells that can cause massive damage to every character, so focus on healing on almost every round for the easiest time. Hopefully, you have leveled up decently and have accessories that protect against status effects, because she can randomly do attacks that cause status ailments as well. Keep healed and use your strongest attacks, until the other two come back and you'll have to finish them both off with your three characters.

=====

After you defeat the boss, watch the scene and leave the castle. Return to the town, and you can do some side quests and mini games now if you wish. Otherwise, drop down the hole beside the trampoline to reach the hot springs, then drop down to the right.

```
.: '*':.=====.: '*':.  
----- Area #28 - Barrel Volcano -----  
' : .* : '===== ' : .* : '
```

Items:

- [] Flower x5
- [] Flower Jar

Enemies:

- [] Armored Ant
- [] Axem Rangers
- [] Chained Kong
- [] Corkpedite (Body)
- [] Corkpedite (Head)
- [] Czar Dragon/Zombone
- [] Magmus
- [] Oerlikon
- [] Pyrosphere
- [] Stumpet
- [] Vomer

Here we go, another super confusing and annoying dungeon. Yipee. Go out of the first room, then down. Go down the panels to get to a room containing two Flowers, then go up through a few rooms to get another Flower chest, as well as a treasure box with a bunch of coins in it. The next room has a Star, so barrel your way through the next few rooms. Jump from the upper left corner of this room to get to the Frog Coin. Then continue on the path, jumping across some platforms.

Go into the next room, then come back and fall in the lava on purpose to get another Frog Coin. The next few rooms contain more flowers and Frog Coins, then the following room has a save point. Follow the path until you get to a dude selling some stuff. Upgrade your equipment now, then save your game at the next save point. Jump across all the platforms and you'll get to the first

of a few bosses in here.

=====
Boss: Czar Dragon | Difficulty: 5/10
=====

The most important thing to note about this battle is that when it calls out little dots from the magma, kill them before they go airborne on your party and cause some serious damage. His main attacks aren't that big of a deal. The physical attack causes decent amounts of damage, but it's only on one character, and the Flame Wall spell does 45-65 HP usually to everyone, so have Mallow perform HP Rain after he performs this attack on your party. Use Mallow's Snowy spell over and over until you get to the second form, which has low defense and you'll win in like 3 or 4 rounds at the most.

=====

Get the star from the next room! Whoo hoo! Watch the scene, then follow the rangers up the volcano until you get to fight them.

=====
Boss: Axem Rangers | Difficulty: 7/10
=====

The most important thing here is figuring out the order in which you want to fight them, since there's five of them. The Pink one has the ability to heal, so you'd really want to focus on taking care of her first. Axem Black should go next, followed by Axem Green, then Axem Blue, and finally Axem Red. If you want, you can use multi-target attacks to focus on all of them at once (after you kill Pink, of course), but this takes longer and you'll have to deal with four people attacking instead of one.

Once they're all defeated, you'll have to face.. The Megazord! This is too funny. Go go Power Rangers, indeed. This boss is kind of hard, since it does 150 damage or so to everyone every other turn. The good news is that it recharges the following turn, so you can heal on this turn and keep following the typical attack/heal pattern until it is defeated.

=====

Return to Nimbus Castle. Go to the room before the throne room, and head into the room that was locked. The man who gave you the key will now give you a Flower Jar. Talk to the king, then take the exit in the throne room. Get a Flower from the chest, then go in the upper left corner of Nimbus Land and take the Air Bus to get to Bowser's Keep.

.. '*':.=====.'*':.
----- Area #29 - Bowser's Keep -----
' :.*.: '=====':.*.: '

Items:

- [] Fright Bomb
- [] Royal Syrup
- [] Kerokero Cola x2
- [] Rock Candy
- [] Sonic Cymbals

- [] Star Gun
- [] Drill Claw
- [] Super Slap
- [] Pick Me Up
- [] Max Mushroom
- [] Fire Bomb

Enemies:

- [] Alley Rat
- [] Amanita
- [] Armored Ant
- [] Big Bertha
- [] Bloober
- [] Boomer
- [] Chained Kong
- [] Chester
- [] Chewy
- [] Chow
- [] Exor
- [] Forkies
- [] Geckit
- [] Glum Reaper
- [] Greaper
- [] Gu Goomba
- [] Lakitu
- [] Magikoopa
- [] Magmus
- [] Malakoopa
- [] Muckle
- [] Oerlikon
- [] Orbison
- [] Pulsar
- [] Pyrosphere
- [] Rob-Omb
- [] Sackit
- [] Shaman
- [] Shy Away
- [] Sling Shy
- [] Star Cruster
- [] Stinger
- [] Terra Cotta
- [] The Big Boo
- [] Tub-O-Troopa
- [] Vomer
- [] Zeostar

If you have Bowser in your party, a bunch of enemies will run away in here, making it easier for you to progress. Go up to the room where you fought Bowser way back when, and the bridge will now have donut blocks on them. Head up to a dark room and go to the next room. Buy some stuff from Croco if you wish, then head up to the next room and you will see six doors.

These six doors have battle courses and puzzle courses. You need to finish 4 of them in order to progress to the next room. Once you do so, go right to the next room and you'll drop into a room with a save box. Save your game, then enter the next room to fight a boss.

=====
Boss: Magikoopa | Difficulty: 3/10
=====

He's not so hard at all. The most problem you will have is the enemies that he summons, especially Bahamut. If he summons an enemy, dispose of it before focusing on Magikoopa again. Use physical attacks at will, while one character is devoted to healing. You know the drill by now...

=====
Once you owned him, he'll turn back into his normal color. Talk to him to be healed, and get as much coins as you need from his neverending coin box, then go in the door on the left and buy all the special armor from Croco here. Exit through the right door, then run to the next room. Walk up and you'll face a boss in the next room.

=====
Boss: Boomer | Difficulty: 2/10
=====

This guy is a joke. Have Toadstool heal while the other two alternate between healing and special attacks, depending on his color. If it's blue, use physical attacks, and if it's red, use magic. Not really a hard concept, especially for a boss this late in the game...

=====
You'll move up to face the sword you saw at the beginning of the game.

=====
Boss: Exor | Difficulty: 6/10
=====

I don't know, he's not really all that tough. He has two eyes and a Neosquid enemy to deal with as well. Focus on the eyes first, by using attacks like Ultra Jump, Bowser Crush, and Snowy, depending on who you are using. Once the eyes are taken care of, pound Exor until the eyes are revived, then focus on them again. Repeat this pattern while healing and he will eventually be defeated.

=====
You'll now be at the final dungeon!

```
..'*':.=====..'*':.  
----- Area #30 - Smithy's Factory -----  
':.*.:''=====':.*.:'
```

Items:

- [] Royal Syrup
- [[Max Mushroom
- [] Rock Candy
- [] Ultra Hammer

Here we go, the final boss. I hope you leveled up a lot and did some side quests so you have powerful weapons and armor equipped. The first form of Smithy is not that challenging, but still can be a pain in the ass if you are not careful. He has 2000 HP and can do some serious damage with his physical attacks, Meteor Swarm, and Mega Drain. All of these are not pleasant, and you may need to have Mallow and Princess curing from time to time just to make up for what this guy is doing.

Fortunately, you can now use WHATEVER you need to in order to win this battle, so use up some Rock Candies, Fire Bombs, etc. They are free and will do some decent damage. After that, focus on strong attacks like Ultra Jump, Super Flame, Snowy, etc. It really depends on what characters you are using at this point.

After you deal enough damage, the music will change into something slightly less cooler, and the final form will be here. He has 8000 HP and switches forms a lot. Like I said, use whatever you need to use. Keep following the pattern you were using before. If you use a bunch of rock candies, you'll have to deal less damage than you think by the time you're done. Good luck!

```
***|~~+~~|***|~~+~~|***|~~+~~|***|~~+~~|***|~~+~~|***|~~+~~|***|~~+~~|***|
```

4. Enemies

dk_en

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***|~~+~~|***|~~+~~|***|~~+~~|***|~~+~~|***|~~+~~|***|~~+~~|***|~~+~~|***|
```

We would like to thank Pseudonym for allowing us to use this fantastic enemy list. His e-mail can be found below.

Email: shdwswrn@hotmail.com

=====
The Basics
=====

Terminology

NAME: The proper name for the monster.

HP: Also called Hit Points or Health Points. It's the amount of hits the character can take before they are knocked out.

ATTACK:

DEFENCE:

MATTACK:

MDEFENCE: This represents an enemy's ability to absorb your special attack. The higher this stat is, the less damage your special attack will do to the enemy you attacked.

RESISTS: The enemy or boss is strong against that particular attack or special attack resulting in less or sometimes no damage at all.

WEAKNESS: The enemy or boss is weak against that particular attack or special attack resulting in more damage overall.

SPECIAL ATTACK (ATK): An attack that an enemy uses that doesn't result in physical damage. In other RPGs, these kind of attacks would be called magic.

COINS: The currency of the Mushroom Kingdom. Enemies will also drop these once you defeat them.

EXPERIENCE (EXP): This is what determines when you get a level-up. You'll get some from each enemy when you defeat them all.

COOKIE: These are known as Yoshi Cookies in the game. Use one on an enemy and Yoshi will turn that enemy into an item.

FLOWER: This shouldn't be confused with FP (Flower Points). Sometimes when you defeat an enemy, you'll get a flower that will have various effects. Note that the effect only works on the character that killed the enemy that revealed the flower in the first place.

Once Again - Allows a character to attack a second time.

HP Max - Fully recovers a character's HP.

Defense Up - Raises a character's Defense rating.

Attack Up - Raises a character's Attack rating.

Lucky - Lets you play the lucky mini-game once you've defeated the enemies.

ITEM: Typically the item you win when you defeat a particular enemy.

LOCATION: Where an enemy can be found in the game.

THOUGHT: It tells you what an enemy is thinking. Use Mallow's "Psychopath" special then press X just as the two spot lights connect to see the HP and the thought of that particular enemy.

TIMED HIT: Press A just before, or at the same time, you hit an enemy with your weapon and it will do more damage than usual. The timing depends on the weapon the character is using at the time you attack the enemy. I believe this will effect the calculation of the DEFENCE stat for the enemy you attacked.

TIMED DEFENCE: Press A just as an enemy is about to hit you and you won't suffer as much damage as usual. I believe this will effect the calculation of the ATTACK stat for the enemy that attacked you.

MAttack of Special Attacks

Arrow Rain: +40

Spear Rain: +60

Sword Rain: +80

Meteor Swarm: +100

Meteor Blast: +30

Drain: +4

Mega Drain: +40
Solidify: +47
Corona: +88
Electroshock: +102
Dark Star: +160
Flame: +12
Flame Wall: +8
Lightning Orb: +8
Blizzard: +22

=====
Bestiary
=====

A

Name	Alley Rat
HP	105
Attack	70
Defence	55
MAttack	13
MDefence	12
Resists	-
Weakness	-
SpecialAtk	Poison
Coins	3
Exp	9
Cookie	Able Juice
Flower	Once Again
Item	Mushroom
Location	Sunken Ship
Thought	Don't pity me, Mario!

Notes: Nothing special here.

Name	Amanita
HP	52
Attack	35
Defence	30
MAttack	31
MDefence	18
Resists	-
Weakness	Thunder
SpecialAtk	Sporocyst
Coins	0
Exp	3
Cookie	Bad Mushroom
Flower	HP Max
Item	Mushroom
Location	Forest Maze
Thought	Gotta work on my tan!

Notes: Nothing special here.

Name	Ameboid
HP	220
Attack	130
Defence	1

MAttack		30
MDefence		120
Resists		Jump
Weakness		Fire
SpecialAtk		Psycho Plasm, Viro Plasm
Coins		0
Exp		10
Cookie		Max Mushroom
Flower		HP Max
Item		Royal Syrup
Location		Factory
Thought		Get outta my face.

Notes: Nothing special here.

Name		Apprentice
HP		120
Attack		50
Defence		50
MAttack		20
MDefence		20
Resists		-
Weakness		Ice
SpecialAtk		Static E!, Gunk Ball, Bolt
Coins		4
Exp		1
Cookie		Yoshi Candy
Flower		n/a
Item		Mid Mushroom
Location		Booster Pass
Thought		I've had ENOUGH.

Notes: One of Booster's goons, or he's training to be. He's simple enough.

Name		Arache
HP		82
Attack		35
Defence		35
MAttack		6
MDefence		0
Resists		n/a
Weakness		Ice
SpecialAtk		Venom Drool
Coins		6
Exp		6
Cookie		Energizer
Flower		Defence Up
Item		Able Juice
Location		Rose Way
Thought		Day-o...

Name		Armored Ant
HP		230
Attack		130
Defence		120
MAttack		24
MDefence		80
Resists		Fire
Weakness		Ice
SpecialAtk		Vigor Up, Endobubble

Coins | 5
Exp | 30
Cookie | Power Blast
Flower | Defence Up
Item | -
Location | Barrel Volcano
Thought | Do one good turn a day!

Name | Artichocker
HP | 200
Attack | 50
Defence | 54
MAttack | 27
MDefence | 24
Resists | Thunder
Weakness | Jump, Fire
SpecialAtk | Static E!, Starch
Coins | 10
Exp | 12
Cookie | Mid Mushroom
Flower | Defence Up
Item | Fear Bomb
Location | Booster Pass
Thought | Relax a little, okay?

Name | AXEM BLACK
HP | 550
Attack | 140
Defence | 120
MAttack | 4
MDefence | 40
Resists | Fear, Sleep
Weakness | Thunder
SpecialAtk | Spritz Bomb
Coins | 0
Exp | 40
Cookie | Yoshi Cookie
Flower | -
Item | -
Location | Barrel Volcano
Thought | Your timing stinks!

Name | AXEM GREEN
HP | 450
Attack | 110
Defence | 60
MAttack | 90
MDefence | 120
Resists | Sleep, Mute
Weakness | Ice
SpecialAtk | Solidify, Static E!, Meteor Blast, Elegy
Coins | 0
Exp | 20
Cookie | Yoshi Cookie
Flower | -
Item | -
Location | Barrel Volcano
Thought | Are we done here?

Note: The token offensive magic-user ranger.

Name	AXEM PINK
HP	400
Attack	120
Defence	80
MAttack	80
MDefence	100
Resists	Ice, Sleep, Mute
Weakness	Fire
SpecialAtk	Mega Recover, Recover, Petal Blast
Coins	0
Exp	10
Cookie	Yoshi Cookie
Flower	-
Item	-
Location	Barrel Volcano
Thought	Red, WRONG POSTION!

Name	AXEM RANGERS
HP	999
Attack	0
Defence	100
MAttack	120
MDefence	100
Resists	Fire, Poison, Sleep, Mute
Weakness	Thunder
SpecialAtk	Breaker Beam
Coins	0
Exp	50
Cookie	Yoshi Cookie
Flower	-
Item	Star Piece #6
Location	Barrel Volcano
Thought	It's a melee!

Name	AXEM RED
HP	800
Attack	150
Defence	100
MAttack	24
MDefence	80
Resists	Fire, Fear, Sleep
Weakness	Ice
SpecialAtk	Vigor Up
Coins	0
Exp	40
Cookie	Yoshi Cookie
Flower	-
Item	-
Location	Barrel Volcano
Thought	I'm all thumbs today!

Name	AXEM YELLOW
HP	600
Attack	170
Defence	130
MAttack	6
MDefence	60
Resists	Thunder, Poison, Sleep
Weakness	Jump

SpecialAtk| Body Slam
Coins | 0
Exp | 30
Cookie | Yoshi Cookie
Flower | -
Item | -
Location | Barrel Volcano
Thought | We're lookin' GOOD!

B

Name | Bahamutt
HP | 1200
Attack | 220
Defence | 120
MAttack | 120
MDefence | 80
Resists | Fire, Fear, Sleep
Weakness | Ice
SpecialAtk| Iron Maiden, Drain
Coins | 200
Exp | 50
Cookie | Yoshi Cnady
Flower | -
Item | -
Location | Bean Valley, Bowser's Castle
Thought | Give me a chance, here.

Name | Bandana Blue
HP | 150
Attack | 80
Defence | 60
MAttack | 20
MDefence | 30
Resists | -
Weakness | Fire, Thunder
SpecialAtk| Pierce
Coins | 0
Exp | 20
Cookie | Mushroom
Flower | Lucky
Item | -
Location | Sunken Ship
Thought | Color me blue, mates.

Name | Bandana Red
HP | 150
Attack | 78
Defence | 60
MAttack | 25
MDefence | 25
Resists | -
Weakness | Fire, Thunder
SpecialAtk| Skewer
Coins | 10
Exp | 18
Cookie | Energizer
Flower | Once Again

Item | Mushroom
Location | Sunken Ship
Thought | I love the color RED!

Name | BELOME 1
HP | 500
Attack | 30
Defence | 25
MAttack | 15
MDefence | 20
Resists | Sleep
Weakness | Thunder
SpecialAtk | S'crow Funk, Sleep Sauce
Coins | 40
Exp | 30
Cookie | Yoshi Cookie
Flower | -
Item | -
Location | Kero Sewers
Thought | I just... want to sleep.

Name | BELOME 2
HP | 1200
Attack | 120
Defence | 80
MAttack | 20
MDefence | 40
Resists | Sleep
Weakness | Thunder
SpecialAtk | Light Beam, Aurora, Lulla-Bye
Coins | 20
Exp | 80
Cookie | Yoshi Cookie
Flower | -
Item | -
Location | Belome's Temple
Thought | Gotta yummy in my tummy.

Name | Big Bertha
HP | 350
Attack | 170
Defence | 130
MAttack | 0
MDefence | 0
Resists | -
Weakness | Thunder
SpecialAtk | Blazer
Coins | 7
Exp | 35
Cookie | Pick Me Up
Flower | Defence Up
Item | -
Location | Bowser's Keep
Thought | Adabing, ADABING!

Name | BIRDO
HP | 777
Attack | 160
Defence | 130
MAttack | 6

MDefence | 100
Resists | Fire, Fear, Sleep, Poison, Mute
Weakness | -
SpecialAtk | -
Coins | 30
Exp | 60
Cookie | Yoshi Cookie
Flower | -
Item | Castle Key 2
Location | Nimbus Castle
Thought | I just love life.

Name | Birdy
HP | 150
Attack | 110
Defence | 75
MAttack | 55
MDefence | 13
Resists | Fire, Sleep
Weakness | Ice
SpecialAtk | Grinder
Coins | 3
Exp | 16
Cookie | Energizer
Flower | Attack Up
Item | Energizer
Location | Nimbus Castle
Thought | I HATE Valentina.

Name | Blaster
HP | 120
Attack | 70
Defence | 70
MAttack | 0
MDefence | 10
Resists | -
Weakness | Thunder
SpecialAtk | Blazer
Coins | 0
Exp | 12
Cookie | Yoshi Cookie
Flower | Defence Up
Item | Pick Me Up
Location | Booster Tower
Thought | Wanna join me?

Name | Blooper
HP | 130
Attack | 80
Defence | 36
MAttack | 21
MDefence | 16
Resists | -
Weakness | Thunder, Fire
SpecialAtk | Ink Blast
Coins | 0
Exp | 12
Cookie | Elixir
Flower | Lucky
Item | -

Location | Sea, Sunken Ship
Thought | I love floating around.

Name | Blue Bird
HP | 200
Attack | 95
Defence | 50
MAttack | 80
MDefence | 94
Resists | Ice, Sleep
Weakness | Fire
SpecialAtk | Crystal, Blizzard
Coins | 6
Exp | 14
Cookie | Bracer
Flower | Defence Up
Item | Bracer
Location | Nimbus Castle
Thought | You are... magnificent

Name | Bomb-om
HP | 90
Attack | 50
Defence | 38
MAttack | 1
MDefence | 10
Resists | Fire
Weakness | Jump
SpecialAtk | -
Coins | 1
Exp | 4
Cookie | Yoshi Candy
Flower | -
Item | Pick Me Up
Location | Mole Mines
Thought | Ouch. HEY! Watch it!

Name | Body (Corkpedite)
HP | 300
Attack | 100
Defence | 99
MAttack | 6
MDefence | 1
Resists | Fire, Fear, Sleep, Poison, Mute
Weakness | Ice
SpecialAtk | Migraine
Coins | 0
Exp | 30
Cookie | Mushroom
Flower | Defence Up
Item | Royal Syrup
Location | Barrel Volcano
Thought |

Name | Bodyguard
HP | 30
Attack | 20
Defence | 26
MAttack | 18
MDefence | 10

Resists	-
Weakness	-
SpecialAtk	Drain
Coins	0
Exp	0
Cookie	Yoshi Cookie
Flower	HP Max
Item	-
Location	Mushroom Kingdom
Thought	Boing, boing, boing.

Name	BOOMER
HP	2000
Attack	200
Defence	140
MAttack	35
MDefence	26
Resists	Sleep, Mute, Poison, Fear
Weakness	-
SpecialAtk	Blizzard, Storm, Shaker, Blast, Skewer
Coins	0
Exp	0
Cookie	Yoshi Cookie
Flower	-
Item	-
Location	Bowser's Castle
Thought	It's all over now...

Name	BOOSTER
HP	800
Attack	75
Defence	55
MAttack	1
MDefence	40
Resists	Sleep
Weakness	Jump
SpecialAtk	Spritz Bomb, Loco Express
Coins	100
Exp	60
Cookie	Yoshi Cookie
Flower	-
Item	Flower
Location	Booster's Tower
Thought	This is like realizing you're outside without your clothes on.

Name	BOWSER
HP	- (probably infinite; you can't kill him)
Attack	-
Defence	-
MAttack	-
MDefence	-
Resists	-
Weakness	-
SpecialAtk	-
Coins	0
Exp	0
Cookie	-
Flower	-
Item	-
Location	Bowser's Keep

Thought | -

Name | Bowser Clone
HP | 300
Attack | 130
Defence | 100
MAttack | 12
MDefence | 0
Resists | Jump, Fear, Sleep, Mute, Poison, Fire
Weakness | Ice
SpecialAtk | -
Coins | 0
Exp | 0
Cookie | Yoshi Cookie
Flower | -
Item | -
Location | Belome's Temple
Thought | Grr... my castle...

Name | BOWYER
HP | 720
Attack | 50
Defence | 40
MAttack | 30
MDefence | 35
Resists | Sleep, Mute, Poison, Fear
Weakness | -
SpecialAtk | G'nite, Bolt, Static E!, Lightning Orb
Coins | 50
Exp | 60
Cookie | Yoshi Cookie
Flower | -
Item | Star Piece #2, Flower Box
Location | Forest Maze
Thought | What's with these folks?

Name | Box Boy
HP | 900
Attack | 180
Defence | 110
MAttack | 80
MDefence | 40
Resists | Sleep, Poison, Fear, Fire, Ice, Mute, Thunder
Weakness | Jump
SpecialAtk | Blast, Carni Kiss, Scream
Coins | 150
Exp | 100
Cookie | Yoshi Cookie
Flower | -
Item | -
Location | Bean Valley
Thought | Been waiting 100 years!

Name | BUNDT
HP | 900
Attack | 65
Defence | 10
MAttack | 25
MDefence | 50
Resists | Sleep, Poison, Fear, Fire, Ice, Mute, Thunder

Weakness | Jump
SpecialAtk| Diamond Saw, Blizzard, Lulla-Bye
Coins | 0
Exp | 25
Cookie | Yoshi Cookie
Flower | -
Item | -
Location | Merrymore
Thought | Congratulations.

Name | Buzzer
HP | 43
Attack | 37
Defence | 15
MAttack | 4
MDefence | 1
Resists | -
Weakness | Ice, Fire
SpecialAtk| Thornlet
Coins | 1
Exp | 4
Cookie | Mushroom
Flower | Attack Up
Item | -
Location | Forest Maze
Thought | Buzzzzz...

C

Name | Carriboscis
HP | 90
Attack | 55
Defence | 44
MAttack | 28
MDefence | 22
Resists | -
Weakness | Jump, Fire
SpecialAtk| Doom Reverb, Spore Chimes, S'crow Bell
Coins | 4
Exp | 10
Cookie | Honey Syrup
Flower | HP Max
Item | Able Juice
Location | Booster Pass
Thought | I ALWAYS eat my vegetables.

Name | Chained Kong
HP | 355
Attack | 150
Defence | 80
MAttack | 22
MDefence | 50
Resists | Fire
Weakness | Ice
SpecialAtk| -
Coins | 8
Exp | 35
Cookie | Pick Me Up

Flower | HP Max
Item | Max Mushroom
Location | Barrel Volcano
Thought | A tad warm, isn't it?

Name | Chester
HP | 500
Attack | 170
Defence | 100
MAttack | 80
MDefence | 20
Resists | Ice, Fear, Sleep, Mute, Sleep, Thunder, Fire
Weakness | Jump
SpecialAtk | Mega Recover, Sand Storm, Flame Wall
Coins | 0
Exp | 0
Cookie | Yoshi Cookie
Flower | -
Item | -
Location | Bowser's Keep
Thought | I love my job!

Name | Chewy
HP | 90
Attack | 110
Defence | 82
MAttack | 70
MDefence | 52
Resists | Fear, Poison, Jump, Sleep, Mute
Weakness | -
SpecialAtk | Drain, Mega Drain, Pollen Nap
Coins | 0
Exp | 14
Cookie | Bad Mushroom
Flower | Attack Up
Item | Sleep Bomb
Location | Bean Valley
Thought | I'm just a fresh flower.

Name | Chomp
HP | 100
Attack | 60
Defence | 65
MAttack | 5
MDefence | 31
Resists | -
Weakness | Thunder
SpecialAtk | Iron Maiden, Carni Kiss
Coins | 0
Exp | 10
Cookie | Bracer
Flower | Attack Up
Item | Mushroom
Location | Booster's Tower
Thought | Workin' on a chain gang.

Name | Chomp Chomp
HP | 150
Attack | 100
Defence | 92

MAttack | 14
MDefence | 30
Resists | -
Weakness | Thunder
SpecialAtk| Carni Kiss
Coins | 5
Exp | 12
Cookie | Mushroom
Flower | Attack Up
Item | -
Location | Bean Valley
Thought | Hey, let's PLAY!

Name | Chow
HP | 80
Attack | 82
Defence | 77
MAttack | 8
MDefence | 28
Resists | Fear, Sleep
Weakness | -
SpecialAtk| Howl, Poison, Claw
Coins | 3
Exp | 15
Cookie | Fright Bomb
Flower | Attack Up
Item | -
Location | Land's End
Thought | Hey, I fought you already!

Name | CLERK
HP | 500
Attack | 160
Defence | 100
MAttack | 47
MDefence | 0
Resists | -
Weakness | -
SpecialAtk| Vigor Up, Valor Up
Coins | 0
Exp | 0
Cookie | Yoshi Cookie
Flower | -
Item | -
Location | Factory
Thought | 10 years I've been working here!

Name | CLOAKER 1
HP | 1200
Attack | 170
Defence | 130
MAttack | 12
MDefence | 20
Resists | Sleep, Mute, Poison, Fear
Weakness | -
SpecialAtk| -
Coins | 0
Exp | 60
Cookie | -
Flower | -

Item | -
Location | Factory
Thought | I love cold hard steel!

Name | CLOAKER 2 (with Earthlink if you killed Domino)
HP | 1200
Attack | 180
Defence | 130
MAttack | 12
MDefence | 20
Resists | Sleep, Mute, Poison, Fear
Weakness | -
SpecialAtk | -
Coins | 0
Exp | 60
Cookie | -
Flower | -
Item | -
Location | Factory
Thought | I can't think straight!

Name | Cluster
HP | 60
Attack | 50
Defence | 50
MAttack | 21
MDefence | 10
Resists | Jump
Weakness | -
SpecialAtk | Psyche!, Crystal
Coins | 8
Exp | 8
Cookie | Pick Me Up
Flower | Defence Up
Item | Pick Me Up
Location | Mole Mines
Thought | I'll psyche you out!

Name | Corkpedite (Head)
HP | 200
Attack | 130
Defence | 110
MAttack | 80
MDefence | 20
Resists | Sleep, Mute, Poison, Fire, Fear
Weakness | Ice
SpecialAtk | Sand Storm
Coins | 10
Exp | 50
Cookie | Crystalline
Flower | Attack Up
Item | Fear Bomb
Location | Barrel Volcano
Thought | Off! FORGET IT!

Name | COUNTDOWN
HP | 2400
Attack | 0
Defence | 80
MAttack | 120

MDefence | 80
Resists | Sleep, Mute, Fear, Poison
Weakness | Jump, Thunder
SpecialAtk | Water Blast, Crystal, Mega Recover, Corona, Recover, Aurora Flash,
Petal Blast
Coins | 100
Exp | 140
Cookie | Yoshi Cookie
Flower | -
Item | -
Location | Factory
Thought | We're into overtime!

Name | CROCO 1
HP | 320
Attack | 25
Defence | 25
MAttack | 30
MDefence | 18
Resists | Sleep
Weakness | Fire
SpecialAtk | Weird Mushroom
Coins | 10
Exp | 16
Cookie | -
Flower | -
Item | Wallet, Frog Coin
Location | Bandit's Way
Thought | Gosh, I'm good!

Name | CROCO 2
HP | 750
Attack | 52
Defence | 50
MAttack | 27
MDefence | 50
Resists | Sleep
Weakness | Fire
SpecialAtk | Chomp
Coins | 50
Exp | 30
Cookie | Yoshi Cookie
Flower | -
Item | Bambino Bomb, Flower Jar
Location | Mole Mines
Thought | Ohh, I'm good!

Name | Crook
HP | 38
Attack | 38
Defence | 35
MAttack | 32
MDefence | 12
Resists | -
Weakness | -
SpecialAtk | -
Coins | 10
Exp | 10
Cookie | Mid Mushroom
Flower | Once Again

Item | Honey Syrup
Location | Rose Way, Mole Mines
Thought | You can't run away! Ha!

Name | Crusty
HP | 80
Attack | 100
Defence | 100
MAttack | 12
MDefence | 35
Resists | Jump
Weakness | Fire, Thunder
SpecialAtk | -
Coins | 7
Exp | 25
Cookie | Bracer
Flower | Attack Up
Item | Mushroom
Location | Sunken Ship
Thought | Look at THIS!

Name | CULEX
HP | 4096
Attack | 250
Defence | 100
MAttack | 100
MDefence | 80
Resists | Sleep, Mute, Poison, Ice, Fear
Weakness | -
SpecialAtk | Dark Star, Meteor Blast, Shredder, Flame Stone
Coins | 0
Exp | 600
Cookie | -
Flower | -
Item | Quartz Charm
Location | Monstro Town
Thought | A little off, eh?

Name | CZAR DRAGON
HP | 1400
Attack | 160
Defence | 100
MAttack | 120
MDefence | 70
Resists | Fire, Sleep
Weakness | Ice
SpecialAtk | Water Blast, Iron Maiden, Flame Wall
Coins | 0
Exp | 100
Cookie | Yoshi Cookie
Flower | -
Item | -
Location | Barrel Volcano
Thought | Flamin' hot, right at ya!

D

Name | DING-A-LING

HP		1200
Attack		180
Defence		120
MAttack		20
MDefence		50
Resists		Sleep, Fear, Poison
Weakness		Ice
SpecialAtk		Spore Chimes, Fear Roulette, Dark Star, Doom Reverb, S'crow Bell
Coins		0
Exp		30
Cookie		Yoshi Cookie
Flower		Attack Up
Item		-
Location		Factory
Thought		Wake up sleepy heads

Name		DIRECTOR
HP		1000
Attack		190
Defence		120
MAttack		57
MDefence		80
Resists		Sleep, Fear, Poison, Mute
Weakness		Thunder
SpecialAtk		Spritz Bomb, Vigor Up, Valor Up
Coins		0
Exp		0
Cookie		Yoshi Cookie
Flower		Attack Up
Item		-
Location		Factory
Thought		I just lost EVERYTHING!

Name		DODO 1
HP		800
Attack		140
Defence		100
MAttack		9
MDefence		60
Resists		Sleep, Mute
Weakness		Fire
SpecialAtk		Multistrike, Flutter Hush
Coins		0
Exp		70
Cookie		Yoshi Cookie
Flower		-
Item		-
Location		Nimbus Castle
Thought		I'm STARVED!

Name		DODO 2
HP		1000
Attack		140
Defence		100
MAttack		9
MDefence		60
Resists		Sleep, Mute
Weakness		Fire
SpecialAtk		Multistrike, Flutter Hush
Coins		0

Exp | 70
Cookie | -
Flower | -
Item | -
Location | Nimbus Castle
Thought | I'm Starved... later!

Name | DOMINO 1
HP | 900
Attack | 65
Defence | 140
MAttack | 120
MDefence | 150
Resists | Sleep, Mute
Weakness | Fire
SpecialAtk | Flame Stone, Blizzard, Endobubble, Lightning Orb
Coins | 0
Exp | 60
Cookie | Yoshi Cookie
Flower | -
Item | -
Location | Factory
Thought | MAGIC! DEAL with it!

Name | DOMINO 2 (with Mad Adder if you killed Cloaker)
HP | 900
Attack | 65
Defence | 80
MAttack | 120
MDefence | 150
Resists | Sleep, Mute, Fear, Poison
Weakness | -
SpecialAtk | Ice Rock, Solidify, Blizzard, Diamond Saw, Bolt, Light Beam
Coins | 0
Exp | 60
Cookie | Yoshi Cookie
Flower | -
Item | -
Location | Factory
Thought | Sh... sho... shocked!

Name | Doppel
HP | 333
Attack | 140
Defence | 60
MAttack | 44
MDefence | 50
Resists | Jump
Weakness | -
SpecialAtk | Echofinder, Endobubble
Coins | 12
Exp | 40
Cookie | Pick Me Up
Flower | Attack Up
Item | Pure Water
Location | Factory
Thought | This has been a bad year!

Name | Dry Bones
HP | - (infinite)

Attack | 74
Defence | 0
MAttack | 7
MDefence | 0
Resists | -
Weakness | Thunder
SpecialAtk | -
Coins | 5
Exp | 12
Cookie | Mushroom
Flower | Once Again
Item | Pure Water
Location | Sunken Ship
Thought | I'm sick of gettin' hit!

E

Name | EARTH CRYSTAL
HP | 3200
Attack | 0
Defence | 70
MAttack | 80
MDefence | 33
Resists | Sleep, Mute, Fear, Poison
Weakness | -
SpecialAtk | Boulder, Storm, Blast, Sand Storm, Water Blast
Coins | 0
Exp | 0
Cookie | -
Flower | Attack Up
Item | -
Location | Monstro Town
Thought | I hate being awakened.

Name | EARTHLINK
HP | 2500
Attack | 220
Defence | 120
MAttack | 5
MDefence | 10
Resists | Sleep, Mute, Fear, Poison
Weakness | -
SpecialAtk | Poison, Carni Kiss
Coins | 0
Exp | 200
Cookie | Yoshi Cookie
Flower | -
Item | -
Location | Factory
Thought | What a royal pain!

Name | Eggbert
HP | 10
Attack | 210
Defence | 0
MAttack | 0
MDefence | 0
Resists | Sleep, Mute, Poison, Fear

Weakness | -
SpecialAtk | -
Coins | 0
Exp | 0
Cookie | Yoshi Cookie
Flower | -
Item | -
Location | Nimbus Castle
Thought | What a glorious day!

Name | Enigma
HP | 150
Attack | 55
Defence | 40
MAttack | 30
MDefence | 35
Resists | -
Weakness | Jump
SpecialAtk | Echofinder
Coins | 5
Exp | 10
Cookie | Energizer
Flower | HP Max
Item | Maple Syrup
Location | Mole Mines
Thought | Gather around! Watch it!

Name | EXOR (part of Neosquid, Left Eye, and Right Eye)
HP | 1800
Attack | 0
Defence | 120
MAttack | 0
MDefence | 80
Resists | Thunder, Fear, Sleep, Mute, Poison
Weakness | -
SpecialAtk | -
Coins | 0
Exp | 100
Cookie | Yoshi Cookie
Flower | -
Item | -
Location | Bowser's Keep
Thought | Gotta mow the lawn now!

F

Name | FACTORY CHIEF
HP | 1000
Attack | 200
Defence | 120
MAttack | 70
MDefence | 90
Resists | Thunder
Weakness | -
SpecialAtk | Thornlet, Funguspike
Coins | 0
Exp | 0
Cookie | Yoshi Cookie

Flower | Attack Up
Item | -
Location | Factory
Thought | Who DARES to fight ME?!

Name | Fautso
HP | 420
Attack | 130
Defence | 100
MAttack | 60
MDefence | 60
Resists | Fire, Thunder, Poison, Mute, Fear
Weakness | Ice, Jump
SpecialAtk | Boulder, Aurora Flash, Meteor Blast
Coins | 0
Exp | 5
Cookie | Yoshi Cookie
Flower | -
Item | -
Location | Bean Valley
Thought | Thanks to you I'm free!

Name | Fink Flower
HP | 200
Attack | 95
Defence | 32
MAttack | 63
MDefence | 90
Resists | Fear, Poison, Sleep, Mute
Weakness | Fire
SpecialAtk | Recover, S'crow
Coins | 2
Exp | 20
Cookie | Max Mushroom
Flower | HP Max
Item | Mid Mushroom
Location | Land's End, Bean Valley
Thought | Gimme your best shot!

Name | Fireball
HP | 10
Attack | 55
Defence | 16
MAttack | 30
MDefence | 16
Resists | Fire
Weakness | Ice, Jump
SpecialAtk | Mega Drain, Drain
Coins | 0
Exp | 8
Cookie | Fire Bomb
Flower | Lucky
Item | Pick Me Up
Location | Booster's Tower
Thought | Blurb, blurb, blurb...

Name | FIRE CRYSTAL
HP | 2500
Attack | 0
Defence | 100

MAttack | 130
MDefence | 60
Resists | Sleep, Mute, Poison, Fear, Fire
Weakness | Thunder, Ice
SpecialAtk| Flame Wall, Flame, Mega Drain, Drain, Corona
Coins | 0
Exp | 0
Cookie | Yoshi Cookie
Flower | Attack Up
Item | -
Location | Monstro Town
Thought | I gotta vacuum tonight!

Name | Forkies
HP | 350
Attack | 170
Defence | 120
MAttack | 158
MDefence | 128
Resists | -
Weakness | -
SpecialAtk| Storm
Coins | 7
Exp | 34
Cookie | Royal Syrup
Flower | HP Max
Item | -
Location | Bowser's Keep
Thought | Shikashikashili~~!

Name | Formless
HP | 10
Attack | -
Defence | -
MAttack | -
MDefence | -
Resists | -
Weakness | -
SpecialAtk| -
Coins | 0
Exp | 0
Cookie | Yoshi Cookie
Flower | -
Item | -
Location | Land's End, Belome's Temple
Thought | I have a secret!

Name | Frogog
HP | 80
Attack | 15
Defence | 8
MAttack | 0
MDefence | 8
Resists | -
Weakness | Thunder, Fire
SpecialAtk| -
Coins | 4
Exp | 3
Cookie | Able Juice
Flower | HP Max

Item | Mushroom
Location | Bandit's Way
Thought | This bright sunshine better not fry me!

Name | Geckit
HP | 100
Attack | 84
Defence | 63
MAttack | 20
MDefence | 8
Resists | Fire
Weakness | Ice
SpecialAtk | Sleep Sauce
Coins | 0
Exp | 18
Cookie | Energizer
Flower | Once Again
Item | Able Juice
Location | Land's End, Bean Valley
Thought | Geck... geck... GOCK?

Name | Gecko
HP | 92
Attack | 68
Defence | 46
MAttack | 9
MDefence | 32
Resists | Thunder
Weakness | Fire
SpecialAtk | Fun & Run, Sleep Sauce
Coins | 0
Exp | 10
Cookie | FroggieDrink
Flower | HP Max
Item | -
Location | Star Hill
Thought | Red? What about green?

Name | Geno Clone
HP | 250
Attack | 120
Defence | 80
MAttack | 60
MDefence | 30
Resists | Sleep, Mute, Poison, Ice, Fear
Weakness | -
SpecialAtk | Flame Stone
Coins | 0
Exp | 0
Cookie | Yoshi Cookie
Flower | -
Item | -
Location | Belome's Temple
Thought | Star pieces... star

Name | Glum Reaper
HP | 180
Attack | 120
Defence | 55
MAttack | 60

MDefence | 80
Resists | Jump
Weakness | -
SpecialAtk | Deathsickle, Lightning Orb, Willy Wisp, Scythe, Drain Beam
Coins | 3
Exp | 35
Cookie | Pure Water
Flower | Attack Up
Item | Pure Water
Location | Factory
Thought | Comin' through...

Name | Goby
HP | 40
Attack | 22
Defence | 14
MAttack | 2
MDefence | 10
Resists | -
Weakness | Thunder
SpecialAtk | -
Coins | 2
Exp | 3
Cookie | Mushroom
Flower | Once Again
Item | Mushroom
Location | Kero Sewers
Thought | Blub, blub, blub...

Name | Goomba
HP | 16
Attack | 3
Defence | 3
MAttack | 1
MDefence | 1
Resists | -
Weakness | Fire
SpecialAtk | -
Coins | 0
Exp | 1
Cookie | Mushroom
Flower | HP Max
Item | -
Location | Mushroom Way, Bandit's Way, Pipe Vault
Thought | Goomba, gumba... phew!

Name | Goombette
HP | 100
Attack | 90
Defence | 10
MAttack | 30
MDefence | 30
Resists | -
Weakness | Fire, Jump, Thunder
SpecialAtk | Poison
Coins | 0
Exp | 0
Cookie | Yoshi Cookie
Flower | Attack Up
Item | -

Location | Sunken Ship
Thought | Me speak soft, BIG STICK!

Name | Gorgon
HP | 140
Attack | 86
Defence | 73
MAttack | 24
MDefence | 52
Resists | -
Weakness | Thunder
SpecialAtk | Diamond Saw, Echofinder, Willy Wisp
Coins | 0
Exp | 20
Cookie | Maple Syrup
Flower | HP Max
Item | Mid Mushroom
Location | Sunken Ship
Thought | I just wanna go home.

Name | GRATE GUY
HP | 900
Attack | 60
Defence | 40
MAttack | 25
MDefence | 40
Resists | Fire, Sleep
Weakness | Thunder
SpecialAtk | Meteor Blast, Echofinder
Coins | 15
Exp | 40
Cookie | Yoshi Cookie
Flower | -
Item | -
Location | Booster's Tower
Thought | Peace is just a dream.

Name | Greaper
HP | 148
Attack | 72
Defence | 50
MAttack | 40
MDefence | 20
Resists | -
Weakness | -
SpecialAtk | Crystal, Deathsickle, Lightning Orb, Blizzard
Coins | 0
Exp | 5
Cookie | Honey Syrup
Flower | Lucky
Item | -
Location | Sunken Ship
Thought | Any reaping to be done?

Name | Gu Goomba
HP | 132
Attack | 115
Defence | 66
MAttack | 13
MDefence | 66

Resists | -
Weakness | -
SpecialAtk | Thornlet
Coins | 1
Exp | 15
Cookie | FroggieDrink
Flower | HP Max
Item | Max Mushroom
Location | Bowser's Keep
Thought | Hey, maybe I CAN win!

Name | Guerilla
HP | 135
Attack | 42
Defence | 32
MAttack | 1
MDefence | 5
Resists | -
Weakness | Thunder
SpecialAtk | -
Coins | 8
Exp | 8
Cookie | Able Juice
Flower | Attack Up
Item | Able Juice
Location | Forest Maze
Thought | Don't confuse me with someone else!

Name | GUN YOLK
HP | 1500
Attack | 200
Defence | 130
MAttack | 120
MDefence | 80
Resists | Fire
Weakness | Thunder
SpecialAtk | Breaker Beam, Mega Drain, Echofinder, Electroshock
Coins | 0
Exp | 0
Cookie | -
Flower | -
Item | -
Location | Factory
Thought | If we're defeated, the boss is alone!

H

Name | HAMMER BRO
HP | 50
Attack | 6
Defence | 13
MAttack | 6
MDefence | 8
Resists | -
Weakness | -
SpecialAtk | Valor Up, Hammer Time
Coins | 10
Exp | 3

Cookie | -
Flower | -
Item | Flower Jar, Hammer
Location | Mushroom Way
Thought | -

Name | Heavy Troopa
HP | 250
Attack | 160
Defence | 100
MAttack | 1
MDefence | 50
Resists | -
Weakness | Jump
SpecialAtk | -
Coins | 4
Exp | 32
Cookie | Yoshi Candy
Flower | Defence Up
Item | -
Location | Numbus Castle
Thought | I'll make ya beautiful!

Name | Helio
HP | 10
Attack | -
Defence | -
MAttack | -
MDefence | -
Resists | -
Weakness | Ice
SpecialAtk | -
Coins | 0
Exp | 0
Cookie | Yoshi Cookie
Flower | -
Item | -
Location | Barrel Volcano
Thought | I'm burnin' up inside.

Name | Hidon
HP | 600
Attack | 110
Defence | 90
MAttack | 60
MDefence | 30
Resists | Sleep, Mute, Fire, Ice, Thunder, Fear, Poison
Weakness | Jump
SpecialAtk | Willy Wisp, Static E!, Flame Stone
Coins | 100
Exp | 50
Cookie | Yoshi Cookie
Flower | -
Item | Safety Badge
Location | Sunken Ship
Thought | You wanna run, huh?!

Name | Hippopo
HP | 400
Attack | 150

Defence		110
MAttack		85
MDefence		53
Resists		Sleep, Mute, Poison, Fear
Weakness		Thunder
SpecialAtk		Drain Beam, Mega Drain, Sand Storm, Solidify, Blast
Coins		50
Exp		80
Cookie		Yoshi Cookie
Flower		Lucky
Item		-
Location		Factory
Thought		This is a drag...

Name		Hobgoblin
HP		50
Attack		22
Defence		22
MAttack		8
MDefence		12
Resists		-
Weakness		Jump
SpecialAtk		Elegy
Coins		3
Exp		4
Cookie		Pure Water
Flower		HP Max
Item		Pure Water
Location		Kero Sewers
Thought		Havin' a blast today!

J

Name		Jabit
HP		150
Attack		120
Defence		95
MAttack		27
MDefence		34
Resists		-
Weakness		Thunder
SpecialAtk		Last Shot
Coins		0
Exp		0
Cookie		Bracer
Flower		Defence Up
Item		-
Location		Factory
Thought		This is the pits!

Name		JAGGER
HP		600
Attack		120
Defence		80
MAttack		0
MDefence		50
Resists		Jump, Fire, Poison
Weakness		-

SpecialAtk| Terrapunch
Coins | 0
Exp | 0
Cookie | Yoshi Cookie
Flower | -
Item | -
Location | Monstro Town
Thought | Oh! I'm so excited!

Name | Jawful
HP | 278
Attack | 130
Defence | 110
MAttack | 8
MDefence | 12
Resists | Fear
Weakness | -
SpecialAtk| -
Coins | 0
Exp | 27
Cookie | Yoshi Candy
Flower | HP Max
Item | Sleep Bomb
Location | Nimbus Castle
Thought | Huh?

Name | Jester
HP | 151
Attack | 48
Defence | 35
MAttack | 22
MDefence | 35
Resists | Thunder, Ice
Weakness | Fire
SpecialAtk| Full House, Flame Stone, Wild Card
Coins | 10
Exp | 10
Cookie | Honey Syrup
Flower | Attack Up
Item | -
Location | Booster's Tower
Thought | I've failed my king...

Name | JINX 1
HP | 600
Attack | 140
Defence | 100
MAttack | 0
MDefence | 80
Resists | Ice, Thunder, Fear, Sleep, Mute, Poison, Fire
Weakness | -
SpecialAtk| Valor Up, Jinxed, Triple Kick
Coins | 0
Exp | 0
Cookie | -
Flower | -
Item | -
Location | Monstro Town
Thought | You're just a beginner!

Name | JINX 2
HP | 800
Attack | 160
Defence | 120
MAttack | 0
MDefence | 90
Resists | Ice, Thunder, Fear, Sleep, Mute, Poison, Fire
Weakness | -
SpecialAtk | Valor Up, Jinxed, Triple Kick, Silver Bullet, Quicksilver
Coins | 0
Exp | 0
Cookie | -
Flower | -
Item | -
Location | Monstro Town
Thought | Sympathy?! Not from me!

Name | JINX 3
HP | 1000
Attack | 180
Defence | 140
MAttack | 0
MDefence | 100
Resists | Ice, Thunder, Fear, Sleep, Mute, Poison, Fire
Weakness | -
SpecialAtk | Valor Up, Jinxed, Triple Kick, Silver Bullet, Quicksilver, Vigor
Up, Bombs Away
Coins | 0
Exp | 0
Cookie | -
Flower | -
Item | Jinx Belt
Location | Monstro Town
Thought | Ooh! I'm gonna hurt ya!

Name | Jinx Clone
HP | 320
Attack | -
Defence | -
MAttack | -
MDefence | -
Resists | Ice, Thunder, Fear, Sleep, Mute, Poison, Fire
Weakness | -
SpecialAtk | Jinxed, Triple Kick, Silver Bullet, Quicksilver, Bombs Away
Coins | 0
Exp | 0
Cookie | Yoshi Cookie
Flower | -
Item | -
Location | Bowser's Keep
Thought | I'm the real thing!

Name | JOHNNY
HP | 820
Attack | 85
Defence | 80
MAttack | 25
MDefence | 60
Resists | Sleep
Weakness | -

SpecialAtk| Diamond Saw, Get Tough, Skewer, Mega Drain
Coins | 50
Exp | 90
Cookie | -
Flower | -
Item | -
Location | Sunken Ship
Thought | Whoa! It's all over!

K

Name | K-9
HP | 30
Attack | 13
Defence | 13
MAttack | 1
MDefence | 10
Resists | -
Weakness | -
SpecialAtk| Fangs, Howl
Coins | 0
Exp | 2
Cookie | Energizer
Flower | Once Again
Item | -
Location | Bandit's Way
Thought | May I take a BITE?

Name | King Bomb
HP | 500
Attack | 0
Defence | 130
MAttack | 80
MDefence | 0
Resists | Sleep, Mute, Poison, Fear
Weakness | Jump, Fire
SpecialAtk| Big Bang
Coins | 0
Exp | 0
Cookie | Yoshi Cookie
Flower | -
Item | -
Location | Mole Mines, Bowser's Keep
Thought | I LIVE to explode!

Name | KING CALIMARI
HP | 800
Attack | 100
Defence | 80
MAttack | 30
MDefence | 40
Resists | Sleep, Mute, Fear, Poison
Weakness | Fire
SpecialAtk| Sand Storm, Ink Blast, Drain Beam, Venom Drool
Coins | 100
Exp | 100
Cookie | -
Flower | -

Item | -
Location | Sunken Ship
Thought | The ship is MINE! SCRAM!

Name | Kinklink
HP | 65
Attack | 0
Defence | 0
MAttack | 0
MDefence | 0
Resists | -
Weakness | -
SpecialAtk | -
Coins | 0
Exp | 0
Cookie | -
Flower | -
Item | -
Location | Bowser's Keep
Thought | -

Name | KNIFE GUY
HP | 700
Attack | 70
Defence | 55
MAttack | 20
MDefence | 10
Resists | Thunder, Sleep
Weakness | Fire
SpecialAtk | Blizzard, Crystal
Coins | 10
Exp | 50
Cookie | Yoshi Cookie
Flower | -
Item | Flower Jar
Location | Booster's Tower
Thought | Happiness is hip!

Name | Kriffid
HP | 320
Attack | 95
Defence | 100
MAttack | 50
MDefence | 40
Resists | Poison, Fire
Weakness | Ice
SpecialAtk | Blast, Sand Storm, Flame
Coins | 6
Exp | 35
Cookie | Crystalline
Flower | Defence Up
Item | -
Location | Land's End, Bean Valley
Thought | Aloe~there!

L

Name | Lakitu

HP		124
Attack		45
Defence		43
MAttack		35
MDefence		40
Resists		Thunder
Weakness		-
SpecialAtk		Bolt, Static E!, Chomp
Coins		3
Exp		10
Cookie		Maple Syrup
Flower		Attack Up
Item		Mid Mushroom, Maple Syrup
Location		Booster Pass
Thought		Why do people hate me?

Name		LEFT EYE (part of Neosquid, Exor, and Right Eye)
HP		300
Attack		153
Defence		130
MAttack		47
MDefence		80
Resists		Thunder, Sleep
Weakness		Fire, Jump
SpecialAtk		Diamond Saw, Dark Star, Blast, Flame Stone, Bolt, Mega Drain
Coins		0
Exp		30
Cookie		-
Flower		-
Item		-
Location		Bowser's Keep
Thought		I can't see a thing!

Name		Leuko
HP		220
Attack		65
Defence		50
MAttack		42
MDefence		60
Resists		Thunder
Weakness		Fire
SpecialAtk		Static E!, Bolt
Coins		3
Exp		20
Cookie		Megalixer
Flower		HP Max
Item		Mid Mushroom
Location		Sea, Sunken Ship
Thought		Floating is a bad habit.

Name		Lil' Boo
HP		66
Attack		120
Defence		20
MAttack		74
MDefence		120
Resists		Jump
Weakness		-
SpecialAtk		Lightning Orb, Scream
Coins		0

Exp		28
Cookie		Freshen Up
Flower		Defence Up
Item		-
Location		Factory
Thought		Beep pa doodle-dee!

M

Name		Machine Made (Axem Black)
HP		120
Attack		120
Defence		110
MAttack		4
MDefence		40
Resists		Sleep, Fear
Weakness		Thunder
SpecialAtk		-
Coins		0
Exp		20
Cookie		Yoshi Cookie
Flower		Once Again
Item		Max Mushroom
Location		Factory
Thought		Will I make the team?

Name		Machine Made (Axem Green)
HP		80
Attack		105
Defence		80
MAttack		80
MDefence		120
Resists		Sleep, Mute
Weakness		Ice
SpecialAtk		Elegy, Flame Stone, Meteor Blast
Coins		0
Exp		10
Cookie		Yoshi Cookie
Flower		Defence Up
Item		Royal Syrup
Location		Factory
Thought		Whew! Vertigo!

Name		Machine Made (Axem Pink)
HP		100
Attack		95
Defence		90
MAttack		40
MDefence		100
Resists		Sleep, Mute
Weakness		Fire, Ice
SpecialAtk		Recover, Mega Recover, Petal Blast
Coins		0
Exp		30
Cookie		Yoshi Cookie
Flower		Attack Up
Item		Maple Syrup
Location		Factory

Thought | Oh! My makeup!

Name | Machine Made (Axem Red)

HP | 180

Attack | 135

Defence | 95

MAttack | 24

MDefence | 80

Resists | Sleep, Fear, Fire

Weakness | Ice

SpecialAtk | Vigor Up, Valor Up

Coins | 0

Exp | 50

Cookie | Yoshi Cookie

Flower | Lucky

Item | Royal Syrup

Location | Factory

Thought | Gotta fight for evil!

Name | Machine Made (Axem Yellow)

HP | 200

Attack | 140

Defence | 130

MAttack | 16

MDefence | 20

Resists | Sleep, Poison, Thunder

Weakness | Jump

SpecialAtk | Body Slam

Coins | 0

Exp | 25

Cookie | Yoshi Cookie

Flower | HP Max

Item | Max Mushroom

Location | Factory

Thought | I'm STARVED!

Name | Machine Made (Bodyguard)

HP | 100

Attack | 135

Defence | 95

MAttack | 90

MDefence | 65

Resists | -

Weakness | -

SpecialAtk | Drain

Coins | 0

Exp | 0

Cookie | Mushroom

Flower | Attack Up

Item | -

Location | Factory

Thought | Boing, boing, boing.

Name | Machine Made (Boywer)

HP | 1000

Attack | 150

Defence | 120

MAttack | 90

MDefence | 80

Resists | Sleep, Mute, Fear, Poison

Weakness | -
SpecialAtk| G'nite, Static E!, Lightning Orb, Bolt
Coins | 40
Exp | 150
Cookie | Yoshi Cookie
Flower | -
Item | Ice Bomb
Location | Factory
Thought | Nya! I'll SNUFF ya! NYA!

Name | Machine Made (Drill Bit; part of Machine Made Yaridovich)
HP | 180
Attack | 130
Defence | 82
MAttack | 31
MDefence | 69
Resists | -
Weakness | -
SpecialAtk| Skewer
Coins | 0
Exp | 0
Cookie | Yoshi Cookie
Flower | Attack Up
Item | -
Location | Factory
Thought | Look up, LOSERS!

Name | Machine Made (Mack)
HP | 300
Attack | 160
Defence | 120
MAttack | 95
MDefence | 40
Resists | Sleep, Fear, Mute, Poison
Weakness | Thunder
SpecialAtk| Flame Wall, Flame
Coins | 30
Exp | 120
Cookie | Yoshi Cookie
Flower | -
Item | Fire Bomb
Location | Factory
Thought | Mario! I'm BAAAAAAAACK!

Name | Machine Made (Yaridovich)
HP | 800
Attack | 180
Defence | 130
MAttack | 90
MDefence | 50
Resists | Sleep, Mute, Fear, Poison
Weakness | -
SpecialAtk| Flame Stone, Meteor Blast, Multiplier
Coins | 50
Exp | 180
Cookie | Yoshi Cookie
Flower | -
Item | Rock Candy
Location | Factory
Thought | My promotions at stake!

Name	MACK
HP	480
Attack	22
Defence	25
MAttack	15
MDefence	20
Resists	Sleep, Mute, Fear, Poison
Weakness	Thunder
SpecialAtk	Flame Wall, Flame
Coins	20
Exp	24
Cookie	-
Flower	-
Item	1st Star Piece
Location	Mushroom Kingdom
Thought	Boing, boing, boing.

Name	MAD ADDER
HP	1500
Attack	150
Defence	70
MAttack	90
MDefence	180
Resists	Sleep, Mute, Fear, Poison
Weakness	-
SpecialAtk	Water Blast, Sand Storm, Storm, Boulder
Coins	0
Exp	200
Cookie	Yoshi Cookie
Flower	-
Item	-
Location	Factory
Thought	I've alive and kicking.

Name	Mad Mallet
HP	200
Attack	120
Defence	80
MAttack	34
MDefence	85
Resists	-
Weakness	Thunder
SpecialAtk	-
Coins	1
Exp	20
Cookie	Energizer
Flower	Attack Up
Item	-
Location	Factory
Thought	Work, work, work...

Name	MAGIKOOPA
HP	1600
Attack	100
Defence	60
MAttack	120
MDefence	100
Resists	Sleep, Mute, Poison
Weakness	-

SpecialAtk| Willy Wisp, Blast, Flame Wall, Bolt
Coins | 0
Exp | 0
Cookie | Yoshi Cookie
Flower | -
Item | -
Location | Bowser's Keep
Thought | That's... my child.

Name | Magmite
HP | 26
Attack | 45
Defence | 70
MAttack | 3
MDefence | 1
Resists | Jump
Weakness | Ice
SpecialAtk| -
Coins | 1
Exp | 5
Cookie | Bracer
Flower | Lucky
Item | -
Location | Mole Mines
Thought | Got a thorn in my foot.

Name | Magmus
HP | 50
Attack | 110
Defence | 140
MAttack | 3
MDefence | 25
Resists | Sleep, Mute, Fear, Poison, Fire, Jump
Weakness | Ice
SpecialAtk| Valor Up
Coins | 3
Exp | 18
Cookie | Bracer
Flower | Lucky
Item | Bracer
Location | Barrel Volcano
Thought | Clobber me for good life!

Name | Malakoopa
HP | 95
Attack | 130
Defence | 120
MAttack | 47
MDefence | 98
Resists | -
Weakness | Thunder
SpecialAtk| -
Coins | 3
Exp | 23
Cookie | Maple Syrup
Flower | Attack Up
Item | Honey Syrup
Location | Bowser's Keep
Thought | Just call me "General!"

Name		Mallow Clone
HP		150
Attack		80
Defence		65
MAttack		70
MDefence		80
Resists		Sleep, Mute, Fear, Poison, Ice, Thunder
Weakness		-
SpecialAtk		Bolt, Electroshock, Static E!
Coins		0
Exp		0
Cookie		Yoshi Cookie
Flower		-
Item		-
Location		Belome's Temple
Thought		Ma? Pa? Where are ya?

Name		MANAGER
HP		800
Attack		170
Defence		110
MAttack		60
MDefence		70
Resists		-
Weakness		-
SpecialAtk		Spritz Bomb
Coins		0
Exp		0
Cookie		-
Flower		Attack Up
Item		-
Location		Factory
Thought		25 years of working, sigh.

Name		Mario Clone
HP		200
Attack		100
Defence		90
MAttack		33
MDefence		55
Resists		Sleep, Mute, Poison, Fear, Fire, Jump
Weakness		-
SpecialAtk		-
Coins		0
Exp		0
Cookie		Yoshi Cookie
Flower		-
Item		-
Location		Belome's Temple
Thought	

Name		Mastadoom
HP		180
Attack		90
Defence		65
MAttack		30
MDefence		50
Resists		Thunder
Weakness		Fire
SpecialAtk		Drain Beam

Coins | 0
Exp | 20
Cookie | Yoshi Candy
Flower | HP Max
Item | Mid Mushroom
Location | Star Hill
Thought | Phew, I'm FREEZING...

Name | MEGASMILAX
HP | 1000
Attack | 140
Defence | 80
MAttack | 70
MDefence | 80
Resists | Sleep, Mute, Poison, Fear
Weakness | Ice
SpecialAtk | Flame Wall, S'crow Dust, Petal Blast
Coins | 0
Exp | 120
Cookie | -
Flower | -
Item | Seed
Location | Bean Valley
Thought | I was a water baby!

Name | Mezzo Bomb
HP | 150
Attack | 70
Defence | 40
MAttack | 0
MDefence | 10
Resists | Sleep
Weakness | Fire, Jump
SpecialAtk | -
Coins | 0
Exp | 0
Cookie | Yoshi Cookie
Flower | -
Item | -
Location | Mole Mines
Thought | Look out!

Name | Micro Bomb
HP | 30
Attack | 42
Defence | 30
MAttack | 6
MDefence | 10
Resists | Sleep
Weakness | Fire, Jump
SpecialAtk | -
Coins | 0
Exp | 0
Cookie | Yoshi Cookie
Flower | -
Item | -
Location | Mole Mines
Thought | Small is as small does.

Name | Mokura (second form of Formless)

HP | 620
Attack | 0
Defence | 0
MAttack | 50
MDefence | 60
Resists | Sleep, Fear, Mute, Thunder, Fire
Weakness | -
SpecialAtk | Electroshock, Static E!, Solidify, Bolt
Coins | 0
Exp | 30
Cookie | Yoshi Cookie
Flower | -
Item | -
Location | Belome's Temple, Land's End
Thought | Mwa ha ha...

Name | Mr. Kipper
HP | 133
Attack | 75
Defence | 45
MAttack | 14
MDefence | 10
Resists | -
Weakness | Fire, Thunder
SpecialAtk | -
Coins | 2
Exp | 8
Cookie | Mushroom
Flower | Defence Up
Item | Able Juice
Location | Sea, Sunken Ship
Thought | I'm a fresh little fish.

Name | Muckle
HP | 320
Attack | 90
Defence | 44
MAttack | 90
MDefence | 44
Resists | Sleep, Mute, Poison, Ice, Fear
Weakness | Fire
SpecialAtk | Crystal
Coins | 3
Exp | 6
Cookie | Ice Bomb
Flower | HP Max
Item | Ice Bomb
Location | Nimbus Castle
Thought | Gotta know your limits.

Name | Mukumuku
HP | 108
Attack | 60
Defence | 47
MAttack | 22
MDefence | 30
Resists | Thunder
Weakness | Fire
SpecialAtk | -
Coins | 1

Exp | 8
Cookie | Muku Cookie
Flower | Lucky
Item | Maple Syrup
Location | Star Hill
Thought | Ya trying to bug me?!

N

Name | NEOSQUID (part of Left Eye, Right Eye, and Exor)
HP | 800
Attack | 180
Defence | 80
MAttack | 86
MDefence | 50
Resists | Sleep
Weakness | -
SpecialAtk | Aurora Flash, Solidify, Water Blast, Static E!, Carni Kiss, Lulla
Bye, Flame Wall, Corona
Coins | 0
Exp | 40
Cookie | -
Flower | -
Item | -
Location | Bowser's Keep
Thought | I'm so utterly alone...

Name | Ninja
HP | 235
Attack | 130
Defence | 76
MAttack | 51
MDefence | 67
Resists | Sleep, Mute, Fear, Poison, Thunder, Fire, Ice
Weakness | -
SpecialAtk | -
Coins | 6
Exp | 32
Cookie | Power Blast
Flower | -
Item | -
Location | Factory
Thought | Woo HOO! I'm a FOO!

O

Name | Octolot
HP | 99
Attack | 38
Defence | 27
MAttack | 25
MDefence | 30
Resists | -
Weakness | Fire, Thunder
SpecialAtk | Flame Wall, Flame, Lightning Orb
Coins | 4

Exp | 6
Cookie | Honey Syrup
Flower | Attack Up
Item | Honey Syrup
Location | Forest Maze
Thought | Check out my legs!

Name | Octovader
HP | 250
Attack | 90
Defence | 50
MAttack | 63
MDefence | 50
Resists | Thunder
Weakness | Fire
SpecialAtk | Gunk Ball, Drain Beam, Lightning Orb, Bolt, Sleep Sauce
Coins | 8
Exp | 30
Cookie | FroggieDrink
Flower | HP Max
Item | -
Location | Land's End, Bean Valley
Thought | I'm a part time typist!

Name | Oerlikon
HP | 85
Attack | 120
Defence | 125
MAttack | 17
MDefence | 50
Resists | Sleep, Mute, Fear, Poison, Jump, Fire
Weakness | Ice
SpecialAtk | -
Coins | 0
Exp | 22
Cookie | Energizer
Flower | Attack Up
Item | Energizer
Location | Barrel Volcano
Thought | I live to eat.

Name | Orb User
HP | 8
Attack | 42
Defence | 80
MAttack | 28
MDefence | 40
Resists | Thunder, Fire, Ice
Weakness | -
SpecialAtk | Recover, Flame, Flame Wall, Bolt
Coins | 2
Exp | 5
Cookie | Maple Syrup
Flower | HP Max
Item | Honey Syrup
Location | Booster's Tower
Thought | I HATE Kinklinks!

Name | Orbison
HP | 30

Attack | 113
Defence | 140
MAttack | 63
MDefence | 65
Resists | Thunder, Ice, Fire
Weakness | Jump
SpecialAtk | Recover, Mega Recover
Coins | 0
Exp | 18
Cookie | Royal Syrup
Flower | Defence Up
Item | Pure Water
Location | Nimbus Castle
Thought | Don't jump on me!

P

Name | Pandorite
HP | 300
Attack | 30
Defence | 20
MAttack | 20
MDefence | 20
Resists | Sleep, Mute, Fear, Poison, Thunder, Fire, Ice
Weakness | Jump
SpecialAtk | Carni Kiss, Flame Wall, Scream, Flame
Coins | 30
Exp | 20
Cookie | -
Flower | -
Item | Flower Jar, Trueform Pin
Location | Kero Sewers
Thought | I'm trying to sleep, OK?

Name | Pinwheel
HP | 99
Attack | 120
Defence | 90
MAttack | 70
MDefence | 66
Resists | Sleep, Mute, Fear, Poison, Thunder
Weakness | -
SpecialAtk | Static E!
Coins | 0
Exp | 23
Cookie | Pick Me Up
Flower | Once Again
Item | Pick Me Up
Location | Nimbus Castle
Thought | What a day it's been...

Name | Pirahna Plant
HP | 168
Attack | 45
Defence | 14
MAttack | 20
MDefence | 22
Resists | Jump

Weakness | -
SpecialAtk| S'crow Dust, Pollen Nap
Coins | 5
Exp | 5
Cookie | Sleepy Bomb
Flower | Attack Up
Item | Sleepy Bomb
Location | Pipe Vault
Thought | Pretty boring nowadays.

Name | Pounder
HP | 180
Attack | 130
Defence | 70
MAttack | 45
MDefence | 60
Resists | -
Weakness | Thunder
SpecialAtk| -
Coins | 2
Exp | 24
Cookie | Energizer
Flower | Defence Up
Item | -
Location | Factory
Thought | Wham bam SLAM!

Name | Poundette
HP | 150
Attack | 140
Defence | 60
MAttack | 66
MDefence | 45
Resists | -
Weakness | Thunder
SpecialAtk| -
Coins | 3
Exp | 28
Cookie | Energizer
Flower | Once Again
Item | -
Location | Factory
Thought | Love conquers ALL!

Name | Pulsar
HP | 69
Attack | 75
Defence | 90
MAttack | 33
MDefence | 35
Resists | Jump
Weakness | Fire
SpecialAtk| Bolt, Static E!, Migraine, Electroshock
Coins | 12
Exp | 15
Cookie | Pick Me Up
Flower | Lucky
Item | Pick Me Up
Location | Star Hill
Thought | I'm a mini-pulsar.

Name	PUNCHINELLO
HP	1200
Attack	60
Defence	42
MAttack	22
MDefence	40
Resists	Sleep, Mute, Fear, Poison
Weakness	-
SpecialAtk	Sand Storm
Coins	0
Exp	0
Cookie	Yoshi Cookie
Flower	-
Item	3rd Star Piece
Location	Mole Mines
Thought	Yeeha! I see we're already famous!

Name	PuppoX
HP	300
Attack	145
Defence	110
MAttack	20
MDefence	32
Resists	Thunder
Weakness	Fire
SpecialAtk	Somnus Waltz, Eerie Jig
Coins	10
Exp	30
Cookie	Yoshi Candy
Flower	Defence Up
Item	-
Location	Factory
Thought	What does it all MEAN?

Name	Pyrosphere
HP	167
Attack	105
Defence	66
MAttack	100
MDefence	48
Resists	Fire, Poison
Weakness	Ice
SpecialAtk	Flame Stone, Drain
Coins	2
Exp	17
Cookie	Fire Bomb
Flower	Once Again
Item	-
Location	Barrel Volcano
Thought	Vroom, VROOM!!

R

Name	RASPBERRY (with Bundt)
HP	600
Attack	70
Defence	20

MAttack		30
MDefence		30
Resists		Sleep, Fear, Poison, Thunder, Ice, Fire
Weakness		Jump
SpecialAtk		Sand Storm, Drain Beam
Coins		0
Exp		0
Cookie		Yoshi Cookie
Flower		-
Item		-
Location		Marrymore
Thought		Congratulations

Name		Rat Funk
HP		32
Attack		20
Defence		14
MAttack		0
MDefence		6
Resists		-
Weakness		Fire
SpecialAtk		Poison
Coins		6
Exp		2
Cookie		Mushroom
Flower		Once Again
Item		Able Juice
Location		Kero Sewers, Forest Maze
Thought		Squeek, squeek...

Name		Reacher
HP		184
Attack		95
Defence		75
MAttack		8
MDefence		0
Resists		-
Weakness		Thunder
SpecialAtk		Elegy
Coins		8
Exp		30
Cookie		Pick Me Up
Flower		Defence Up
Item		-
Location		Sunken Ship
Thought		Hope you'll stay close.

Name		Remo Con
HP		88
Attack		56
Defence		52
MAttack		25
MDefence		10
Resists		Thunder, Ice
Weakness		Fire
SpecialAtk		Body Slam, Eerie Jig
Coins		8
Exp		22
Cookie		Pick Me Up
Flower		Lucky

Item | Honey Syrup
Location | Booster's Tower
Thought | The world is history.

Name | Ribbite
HP | 250
Attack | 115
Defence | 20
MAttack | 31
MDefence | 29
Resists | Poison
Weakness | Fire
SpecialAtk | Venom Drool, Sleep Sauce
Coins | 8
Exp | 22
Cookie | Exilir
Flower | HP Max
Item | -
Location | Land's End
Thought | My dad says, "Hello."

Name | RIGHT EYE (with Left Eye, Neosquid, and Exor)
HP | 500
Attack | 128
Defence | 100
MAttack | 82
MDefence | 36
Resists | Thunder, Sleep
Weakness | Fire, Jump
SpecialAtk | Gunk Ball, Venom Drool, S'crow Bell
Coins | 0
Exp | 30
Cookie | Yoshi Cookie
Flower | -
Item | -
Location | Bowser's Castle
Thought | I've got an astigmatism!

Name | Rob-om
HP | 42
Attack | 54
Defence | 63
MAttack | 1
MDefence | 20
Resists | -
Weakness | Fire, Jump
SpecialAtk | -
Coins | 1
Exp | 6
Cookie | Pick Me Up
Flower | Defence Up
Item | Pick Me Up
Location | Booster's Tower
Thought | Disappear? Maybe later!

S

Name | Sackit

HP		152
Attack		70
Defence		53
MAttack		13
MDefence		20
Resists		-
Weakness		-
SpecialAtk		-
Coins		30
Exp		20
Cookie		Max Mushroom
Flower		Once Again
Item		Max Mushroom
Location		Star Hill
Thought		This is how I am.

Name		Shadow
HP		85
Attack		24
Defence		5
MAttack		20
MDefence		20
Resists		Jump
Weakness		-
SpecialAtk		Endobubble
Coins		2
Exp		3
Cookie		Honey Syrup
Flower		Lucky
Item		Pick Me Up
Location		Kero Sewers
Thought		You're a model, right?

Name		Shaman
HP		150
Attack		92
Defence		50
MAttack		80
MDefence		90
Resists		-
Weakness		-
SpecialAtk		Crystal, Blizzard, Lightning Orb, Diamond Saw
Coins		4
Exp		17
Cookie		Royal Syrup
Flower		Lucky
Item		Maple Syrup
Location		Nimbus Castle
Thought		I'm losing this fight!

Name		SHELLY
HP		500
Attack		0
Defence		80
MAttack		0
MDefence		0
Resists		Sleep, Mute, Fear, Poison
Weakness		-
SpecialAtk		-
Coins		0

Exp | 0
Cookie | Yoshi Cookie
Flower | -
Item | -
Location | Nimbus Castle
Thought | Slow down!

Name | Shogun
HP | 150
Attack | 100
Defence | 80
MAttack | 1
MDefence | 32
Resists | Fear, Sleep
Weakness | Ice
SpecialAtk | Carni Kiss
Coins | 10
Exp | 24
Cookie | Royal Syrup
Flower | Defence Up
Item | Pick Me Up
Location | Land's End
Thought | Do as you like.

Name | Shy Away
HP | 140
Attack | 90
Defence | 50
MAttack | 39
MDefence | 73
Resists | -
Weakness | Ice
SpecialAtk | Willy Wisp, Elegy
Coins | 30
Exp | 1
Cookie | Maple Syrup
Flower | Lucky
Item | Honey Syrup
Location | Land's End, Bean Valley, Nimbus Castle
Thought | La Dee Da~ Ha Ha

Name | Shy Guy
HP | 78
Attack | 29
Defence | 30
MAttack | 20
MDefence | 6
Resists | -
Weakness | -
SpecialAtk | Lulla-Bye, Doom Reverb
Coins | 1
Exp | 2
Cookie | Honey Syrup
Flower | Attack Up
Item | -
Location | Rose Way
Thought | Hold still, okay?

Name | Shy Ranger
HP | 300

Attack		100
Defence		80
MAttack		4
MDefence		10
Resists		Fire, Ice, Thunder, Jump
Weakness		-
SpecialAtk		-
Coins		1
Exp		60
Cookie		KeroKeroCola
Flower		Lucky
Item		-
Location		Pipe Vault
Thought		Transmitting information. Over and out.

Name		Shyper
HP		400
Attack		170
Defence		80
MAttack		70
MDefence		50
Resists		Sleep, Mute, Fear, Poison
Weakness		-
SpecialAtk		Sword Rain
Coins		0
Exp		0
Cookie		Yoshi Cookie
Flower		-
Item		-
Location		Factory
Thought		Ooh! This'll be fun!

Name		Shyster
HP		30
Attack		20
Defence		26
MAttack		18
MDefence		10
Resists		-
Weakness		-
SpecialAtk		Drain
Coins		2
Exp		3
Cookie		-
Flower		HP Max
Item		Honey Syrup
Location		Mushroom Kingdom
Thought		Boing, boing, boing.

Name		Skytroopa
HP		10
Attack		4
Defence		16
MAttack		6
MDefence		4
Resists		-
Weakness		Jump
SpecialAtk		-
Coins		1
Exp		1

Cookie | Mushroom
Flower | Lucky
Item | Mushroom
Location | Mushroom Way, Bandit's Way, Booster's Pass
Thought | What a gorgeous day!

Name | Sling Shy
HP | 120
Attack | 108
Defence | 80
MAttack | 42
MDefence | 21
Resists | -
Weakness | -
SpecialAtk | S'crow Bell, Spore Chimes, Doom Reverb
Coins | 20
Exp | 3
Cookie | Maple Syrup
Flower | Lucky
Item | Honey Syrup
Location | Nimbus Castle
Thought | Hear my song.

Name | SMELTER
HP | 1500
Attack | 0
Defence | 120
MAttack | 0
MDefence | 100
Resists | Sleep, Mute, Poison, Fear, Fire
Weakness | Thunder
SpecialAtk | -
Coins | 0
Exp | 0
Cookie | Yoshi Cookie
Flower | -
Item | -
Location | Factory
Thought | I brush after every meal!

Name | Smilax
HP | 200
Attack | 100
Defence | 80
MAttack | 70
MDefence | 50
Resists | Sleep, Mute, Poison, Fear
Weakness | Ice
SpecialAtk | Drain, Flame, Pollen Nap
Coins | 0
Exp | 0
Cookie | Yoshi Cookie
Flower | -
Item | -
Location | Bean Valley
Thought | Turn your eyes!

Name | SMITHY 1
HP | 2000
Attack | 230

Defence		130
MAttack		100
MDefence		100
Resists		Sleep, Mute, Poison, Fear
Weakness		-
SpecialAtk		Sledge, Mega Drain, Meteor Swarm
Coins		0
Exp		0
Cookie		-
Flower		-
Item		-
Location		Factory
Thought		Eh? Not bad!

Name		SMITHY 2 (Body)
HP		1000
Attack		180
Defence		80
MAttack		20
MDefence		60
Resists		Sleep, Mute, Poison, Fear
Weakness		-
SpecialAtk		-
Coins		0
Exp		0
Cookie		-
Flower		-
Item		7th Star Piece
Location		Factory
Thought		What a heavy head!

Name		SMITHY 2 (Chest Head)
HP		8000 (shared)
Attack		150
Defence		120
MAttack		78
MDefence		80
Resists		Sleep, Mute, Poison, Fear, Thunder
Weakness		Fire
SpecialAtk		-
Coins		0
Exp		0
Cookie		-
Flower		-
Item		-
Location		Factory
Thought		What's hidden inside?!

Name		SMITHY 2 (Regular Head)
HP		8000 (shared)
Attack		180
Defence		80
MAttack		60
MDefence		50
Resists		Sleep, Mute, Poison, Fear
Weakness		-
SpecialAtk		-
Coins		0
Exp		0
Cookie		-

Flower | -
Item | -
Location | Factory
Thought | This isn't good at all!

Name | SMITHY 2 (Magic Head)
HP | 8000 (shared)
Attack | 135
Defence | 50
MAttack | 130
MDefence | 150
Resists | Sleep, Mute, Fear, Poison, Thunder, Fire, Ice
Weakness | -
SpecialAtk | Sword Rain, Arrow Rain, Meteor Swarm, Boulder, Spear Rain, Dark Star
Coins | 0
Exp | 0
Cookie | -
Flower | -
Item | -
Location | Factory
Thought | Good magic, bad defense.

Name | SMITHY 2 (Safe Head)
HP | 8000 (shared)
Attack | 40
Defence | 150
MAttack | 70
MDefence | 100
Resists | Sleep, Mute, Fear, Poison, Thunder, Fire, Jump
Weakness | Ice
SpecialAtk | Shredder, Recover
Coins | 0
Exp | 0
Cookie | -
Flower | -
Item | -
Location | Factory
Thought | Nothin' can hurt me!

Name | SMITHY 2 (Tank Head)
HP | 8000 (shared)
Attack | 250
Defence | 130
MAttack | 10
MDefence | 50
Resists | Sleep, Mute, Fear, Poison
Weakness | Thunder
SpecialAtk | Magnum
Coins | 0
Exp | 0
Cookie | -
Flower | -
Item | -
Location | Factory
Thought | Don't shock me! DON'T!

Name | Snapdragon
HP | 90
Attack | 28

Defence		25
MAttack		31
MDefence		25
Resists		-
Weakness		Fire
SpecialAtk		Pollen Nap
Coins		3
Exp		4
Cookie		Sleepy Bomb
Flower		HP Max
Item		Mushroom
Location		Rose Way
Thought		I did a lot in my youth.

Name		Snifit
HP		200
Attack		60
Defence		60
MAttack		20
MDefence		20
Resists		-
Weakness		Ice
SpecialAtk		Gunk Ball, Bolt, Static E!, Blizzard
Coins		15
Exp		2
Cookie		Yoshi Candy
Flower		Lucky
Item		Mushroom
Location		Booster's Tower
Thought		Minimum wage for THIS?!

Name		Sparky
HP		120
Attack		40
Defence		1
MAttack		38
MDefence		50
Resists		Fire
Weakness		Ice
SpecialAtk		Drain, Flame
Coins		1
Exp		4
Cookie		Fire Bomb
Flower		Defence Up
Item		-
Location		Pipe Vault, Mole Mines
Thought		Fire EVERYWHERE!

Name		Spikester
HP		50
Attack		48
Defence		60
MAttack		12
MDefence		4
Resists		Jump
Weakness		Ice
SpecialAtk		Funguspike
Coins		2
Exp		6
Cookie		Bracer

Flower | Once Again
Item | -
Location | Booster Pass
Thought | Why, you're afraid of me!

Name | Spikey
HP | 20
Attack | 6
Defence | 11
MAttack | 4
MDefence | 2
Resists | Jump
Weakness | -
SpecialAtk | -
Coins | 2
Exp | 1
Cookie | Bracer
Flower | Attack Up
Item | Honey Syrup
Location | Mushroom Way, Bandit's Way, Pipe Vault, Booster Pass
Thought | Just try and jump on me!

Name | Spinthra
HP | 230
Attack | 110
Defence | 70
MAttack | 4
MDefence | 32
Resists | Poison
Weakness | Ice
SpecialAtk | S'crow Fangs, Poison
Coins | 4
Exp | 30
Cookie | Yoshi Candy
Flower | Attack Up
Item | Bracer
Location | Land's End, Bean Valley
Thought | Oh! I'm gonna poison ya!

Name | Spookum
HP | 98
Attack | 50
Defence | 45
MAttack | 32
MDefence | 5
Resists | -
Weakness | Ice
SpecialAtk | Drain
Coins | 4
Exp | 8
Cookie | Sleepy Bomb
Flower | Once Again
Item | Mid Mushroom
Location | Booster's Tower
Thought | Que Pasa?

Name | Springer
HP | 122
Attack | 155
Defence | 110

MAttack | 100
MDefence | 79
Resists | -
Weakness | -
SpecialAtk| Drain, Somnus Waltz
Coins | 2
Exp | 29
Cookie | Exilir
Flower | Once Again
Item | Energizer
Location | Factory
Thought | What's going on here?

Name | Starcruster
HP | 72
Attack | 135
Defence | 145
MAttack | 16
MDefence | 53
Resists | Jump
Weakness | Ice
SpecialAtk| -
Coins | 30
Exp | 36
Cookie | Crystalline
Flower | Attack Up
Item | -
Location | Bowser's Keep
Thought | I'M NOT A CRAB!

Name | Starslap
HP | 62
Attack | 25
Defence | 24
MAttack | 4
MDefence | 10
Resists | -
Weakness | Thunder, Fire
SpecialAtk| Recover
Coins | 2
Exp | 2
Cookie | Mushroom
Flower | Once Again
Item | -
Location | Rose Way
Thought | They think I'm goofy...

Name | Stinger
HP | 65
Attack | 78
Defence | 80
MAttack | 23
MDefence | 10
Resists | -
Weakness | -
SpecialAtk| Funguspike, Thornlet
Coins | 1
Exp | 13
Cookie | Able Juice
Flower | Once Again

Item | Able Juice
Location | Land's End, Bean Valley
Thought | Strike the pose!

Name | Strawhead
HP | 131
Attack | 80
Defence | 63
MAttack | 18
MDefence | 12
Resists | -
Weakness | Thunder
SpecialAtk | Stench, S'crow Funk
Coins | 12
Exp | 17
Cookie | Pure Water
Flower | Attack Up
Item | Pure Water
Location | Sunken Ship
Thought | Gotta press this shirt!

Name | Stumpet
HP | 500
Attack | 200
Defence | 120
MAttack | 6
MDefence | 60
Resists | Sleep, Mute, Poison, Fear, Fire
Weakness | Ice
SpecialAtk | Va Va Voom, Backfire
Coins | 15
Exp | 70
Cookie | Royal Syrup
Flower | Defence Up
Item | Fear Bomb, Fire Bomb
Location | Barrel Volcano
Thought | Express yourself!

T

Name | TENTACLES (Left)
HP | 260
Attack | 82
Defence | 50
MAttack | 35
MDefence | 40
Resists | Sleep, Mute
Weakness | Fire
SpecialAtk | -
Coins | 0
Exp | 0
Cookie | Yoshi Cookie
Flower | -
Item | -
Location | Sunken Ship
Thought | Keep me in cool!

Name | TENTACLES (Right)

HP		200
Attack		87
Defence		70
MAttack		35
MDefence		23
Resists		Sleep, Mute
Weakness		Fire
SpecialAtk		-
Coins		0
Exp		0
Cookie		Yoshi Cookie
Flower		-
Item		-
Location		Sunken Ship
Thought		You wouldn't... EAT me?!

Name		Terra Cotta
HP		180
Attack		120
Defence		85
MAttack		36
MDefence		35
Resists		Fire
Weakness		-
SpecialAtk		Terrapunch
Coins		0
Exp		35
Cookie		Mid Mushroom
Flower		Once Again
Item		Mushroom
Location		Bowser's Keep
Thought		Oh, Mr. Bowser~~

Name		Terrapin
HP		10
Attack		1
Defence		8
MAttack		0
MDefence		1
Resists		-
Weakness		-
SpecialAtk		-
Coins		0
Exp		0
Cookie		-
Flower		-
Item		-
Location		Bowser's Keep
Thought		-

Name		The Big Boo
HP		43
Attack		18
Defence		0
MAttack		18
MDefence		24
Resists		Jump, Fire
Weakness		-
SpecialAtk		Lightning Orb, Scream, Bolt
Coins		0

Exp | 2
Cookie | Fright Bomb
Flower | Defence Up
Item | Pure Water, Honey Syrup
Location | Kero Sewers
Thought | Stop staring at me!

Name | Toadstool Clone
HP | 120
Attack | 90
Defence | 60
MAttack | 62
MDefence | 70
Resists | Sleep, Mute, Fear, Poison
Weakness | -
SpecialAtk | Recover, Mega Recover
Coins | 0
Exp | 0
Cookie | Yoshi Cookie
Flower | -
Item | -
Location | Belome's Temple
Thought | It's tough to be pretty!

Name | TORTE
HP | 100
Attack | 60
Defence | 50
MAttack | 8
MDefence | 27
Resists | Sleep, Mute, Fear, Poison
Weakness | -
SpecialAtk | -
Coins | 0
Exp | 0
Cookie | Yoshi Cookie
Flower | -
Item | -
Location | Marrymore
Thought | Cake! Vatch zee cake!

Name | Tub-o-Troopa
HP | 500
Attack | 200
Defence | 80
MAttack | 7
MDefence | 34
Resists | -
Weakness | Thunder
SpecialAtk | -
Coins | 11
Exp | 40
Cookie | Exilir
Flower | Lucky
Item | -
Location | Bowser's Keep
Thought | My shell is shot!

Name	VALENTINA
HP	2000
Attack	120
Defence	80
MAttack	80
MDefence	60
Resists	Sleep, Fear, Mute, Poison, Ice
Weakness	-
SpecialAtk	Solidify, Water Blast, Diamond Saw, Crystal, Aurora Flash, Blizzard, Drain Beam
Coins	200
Exp	120
Cookie	Yoshi Cookie
Flower	-
Item	-
Location	Nimbus Castle
Thought	I tell ya, he's NOTHING!

V

Name	Vomer
HP	- (infinite)
Attack	110
Defence	0
MAttack	9
MDefence	0
Resists	Sleep, Mute, Fear, Poison
Weakness	-
SpecialAtk	-
Coins	0
Exp	19
Cookie	Pure Water
Flower	-
Item	Pure Water
Location	Barrel Volcano
Thought	Nobody, NOBODY likes me.

W

Name	WATER CRYSTAL
HP	1800
Attack	0
Defence	130
MAttack	120
MDefence	50
Resists	Sleep, Mute, Fear, Poison, Ice
Weakness	Fire
SpecialAtk	Diamond Saw, Crystal, Ice Rock, Solidify, Blizzard
Coins	0
Exp	0
Cookie	Yoshi Cookie
Flower	Attack Up
Item	-
Location	Monstro Town

Thought | Get me back underground!

Name | Wiggler
HP | 120
Attack | 40
Defence | 25
MAttack | 18
MDefence | 20
Resists | -
Weakness | Thunder
SpecialAtk | Sand Storm, Vigor Up
Coins | 10
Exp | 6
Cookie | Able Juice
Flower | Lucky
Item | Honey Syrup
Location | Forest Maze
Thought | I'm just a helpless wiggler...

Name | WIND CRYSTAL
HP | 800
Attack | 0
Defence | 200
MAttack | 60
MDefence | 88
Resists | Sleep, Mute, Fear, Poison, Thunder
Weakness | Jump
SpecialAtk | Light Beam, Lightning Orb, Electroshock, Static E!, Petal Blast, Bolt
Coins | 0
Exp | 0
Cookie | Yoshi Cookie
Flower | Attack Up
Item | -
Location | Monstro Town
Thought | Whhhhhhooooo...

Y

Name | Yaridovich
HP | 1500
Attack | 125
Defence | 85
MAttack | 70
MDefence | 75
Resists | Sleep, Mute, Poison, Fear
Weakness | Thunder
SpecialAtk | Flame Stone, Water Blast, Pierce, Willy Wisp
Coins | 50
Exp | 120
Cookie | -
Flower | -
Item | Shed Key
Location | Seaside Town
Thought | My promotion is at stake!

Name | Yaridovich (Clone)
HP | 500

Attack | 100
 Defence | 40
 MAttack | 60
 MDefence | 10
 Resists | Sleep, Mute, Poison, Fear
 Weakness | Thunder
 SpecialAtk | Static E!, Meteor Blast
 Coins | 0
 Exp | 0
 Cookie | -
 Flower |
 Item | -
 Location | Seaside Town
 Thought | I'm not the real McCoy!

 Z

Name | Zeostar
 HP | 90
 Attack | 75
 Defence | 60
 MAttack | 28
 MDefence | 20
 Resists | -
 Weakness | Fire
 SpecialAtk | Recover
 Coins | 3
 Exp | 10
 Cookie | Sleepy Bomb
 Flower | Once Again
 Item | Mushroom
 Location | Sea, Sunken Ship
 Thought | Oh, I can't stand him!

Name | ZOMBONE
 HP | 1800
 Attack | 190
 Defence | 60
 MAttack | 80
 MDefence | 100
 Resists | Sleep, Mute, Poison, Fear, Fire, Ice
 Weakness | Jump, Thunder
 SpecialAtk | Blast, Boulder, Storm
 Coins | 0
 Exp | 0
 Cookie | -
 Flower | -
 Item | -
 Location | Barrel Volcano
 Thought | Hey! We're not done yet!

|***| ~+~+~ |***| ~+~+~ |***| ~+~+~ |***| ~+~+~ |***| ~+~+~ |***| ~+~+~ |***| ~+~+~ |***| ~+~+~ |

|~+~||~+~|***|~+~|***|~+~|***|~+~|***|~+~|***|~+~|***|

Just a section where you can view a quick strategy for all of the bosses, in case you are stuck on one in particular.

=====
Boss: Bowser | Difficulty: 1/10
=====

Not much to say here. You don't, and are not supposed to hit Bowser at all. Instead, take out the chain that holds his platform up. Hit it about six times and Bowser will fall down. Watch some more cutscenes, and eventually you will get control of Mario in a house, met by Toad.

=====
Boss: Hammer Bros | Difficulty: 3/10
=====

There are two Hammer Bros that you have to defeat. First their attacks are pretty basic. One of them is a simple hammer strike, which will take off about 3 HP. If you time the A button like Toad told you, you can defend this attack very well. The next attack is Hammer Strike, which is when a Hammer Bro throws several hammers at Mario. This will take off 6 HP if you miss time your defense and let the hammers strike you. Basically, use your potions if you get sort of low, and try to use your defense as best you can. I would use the super hits once only one Bro is left, because they cast Valor on themselves, which halves your attack damage. Once you defeat this boss, you will get a Hammer for your own attacking methods. Equip it in the start menu.

=====
Boss: Croco | Difficulty: 6/10
=====

Croco is really pretty difficult unless you know exactly how to defeat him from the beginning. Of course, that is what I am here for, so you should have little to no problem. Anyway, Mario's Fire Orb, and Mallow's Thunderbolt and HP Rain are going to be the most important moves in this battle. This is because they take the most damage from Croco, and you have to beat this guy fast because of his destructive moves. Cast Fire Orb and press Y several times to burn Croco's tail. He will lose a turn on the next round, which is VERY helpful during the battle. Use Flowers when your mana runs low, because you are going to want to use Fire Orb on as many of Mario's turns as possible. If Croco ever hits one of your enemies, make sure you use a mushroom or HP Rain to heal whichever character needs HP. Remember, Mario is more important in terms of attacking, so his health is most important in the battle. Good luck.

=====
Boss: Mack | Difficulty: 5/10
=====

Mack is a rather easy boss, as long as you are leveled up to about 5 or 6. Basically, there are four bodyguards, also Shysters. They all surround one big boss, named Mack. Mack has a few different attacks, such as Flame and Flame Wall, each take off minor damage if you are skilled against magic attacks. This is probably good for Mallow if you increased magic for him. Always perform the Thunderbolt attack, which will hopefully kill all of the

bodyguards in one hit. If not, do it twice, but never have Mario attack a bodyguard. It is only a waste of a turn, and you could use this turn attacking Mack. Use HP heal if one of the body guards takes significant damage off a character, otherwise, your characters should be pretty healthy throughout the entire battle. Good luck.

=====
Boss: Belome | Difficulty: 6/10
=====

Belome is pretty easy if you use the right tactics (as usual). He basically has a few attacks. One his a tongue swipe, which takes off a decent amount of HP from your characters, but is rather easy to defend if timed correctly. His second attack is where preparation is the key. The Trueform Pin will prevent his scarecrow attack from taking any effect on your character. See, when he uses this attack, your character is basically stupified, and you can't attack. The Trueform Pin prevents any of these effects from happening. Finally, he can and will eat one of your characters, and you have to attack as much as possible with one character to get the second character out. Do so and you will defeat this enemy!

=====
Boss: Bowyer | Difficulty: 8/10
=====

Bowyer will have plenty of attacks to keep you on your feet, so you are going to have to plan this out carefully. First of all, his basic arrow shoot will not be much of a threat as long as you are leveled up significantly. His Bolt attack will take off a lot of damage, so make sure you use healing items or HP Rain to heal your characters. Static E is a huge attack that takes plenty of damage away from all three of your party members. Now, the final attack deals with a button puzzle. Basically, you have four options in your battle screen, and Bowyer will prevent you from using one of those options. The A Button might be prevented at one point, so you cannot attack. Some other buttons will be prevented as well.

=====
Boss: Croco #2 | Difficulty: 6/10
=====

Alright, Croco is very similar as before, with a few new attacks. Of course, these attacks make him a lot harder than last time, so listen carefully. Croco has a few important attacks, such as Charge and Chomp. Charge will ram your characters and cause all of their items to be gone throughout the battle. For this reason, use HP Rain as much as possible to refill health. Don't waste Flower mana on your other characters, because this is your only source of HP recovery. Chomp will throw an enemy at you, which is pretty easy to defend against. My best strategy is to use regular attacks, and save your mana for HP recovery. Just repeat this, and if your characters are leveled up like they should be, you will easily defeat Croco.

=====
Boss: Punchinello | Difficulty: 7/10
=====

First of all, equip the Fearless Pin with as many enemies as possible. This clown enemy has a few different attacks. His physical attack is pretty weak, but his sand blinding attack is a bit more destructive. The extra effect of this attack is an auto-weakening of your characters, but the Fearless Pin will prevent this effect, which is REALLY helpful. Use HP Rain to heal, and also

use Super Jump and other spells with Mario, and attacks with Geno. As for his bombs, Thunderbolt is a great way of destroying all of his bombs in one hit. Geno's boost will also spark some really damage following. Good luck on this one.

=====
Boss: Grate Guy n' Knife Guy | Difficulty: 9/10
=====

There are a few attacks that you have to worry about. The physical attacks are pretty powerful, so you have to try to time your defense as best you can. As for their mana attacks, they have a sleep attack, which takes an entire party member out of the battle for a turn. They also have an echo attack, which will annul all of your mana attacks as well, which is really harmful. This is why you want to use combination attacks with your characters as best as possible. Bowser is obviously a character you want out there. Mallow is probably the least useful, so take him out and focus on the other three characters. Use recovery mushrooms as needed.

The second stage of this battle is when the two enemies walk on each other. Crystal, Blizzard, and Meteor are all viable attacks that you will experience. Most of them hit your entire party, which is really bad, so Mallow might be a good character here, since he can heal. Have Geno boost characters, and have Mario use his Super Jump for the most part. This will take the most damage off the other enemies. Oh, and one other thing. NEVER spread your attacking out. Only attack one character at a time, because once there is only one left, you will have an easier time. That means, take out Knife Guy first, since he has about 200 less HP than Grate Guy. Hopefully this helps you, and good luck.

=====
Boss: Chef Torte/Bundt/Raspberry | Difficulty: 4/10
=====

A few people I know claim that this boss is really challenging or something, but I've never really gotten that idea from it. The main thing to watch out for are its attacks, which include a nasty Diamond Saw attack that attacks one character for a large amount of damage. Blizzard does a moderate amount of damage to every character, and Drain Beam, which does even more damage to everyone. Make sure to keep healed throughout this battle, and you won't need to worry TOO much. Dedicated healers rule!

The battle starts with the two chefs, but you'll quickly see that you can't actually harm them, so the focus has to shift to the cake behind them. It doesn't really matter what attacks you use, so save your Flower Points for now. Instead, use normal physical attacks to slowly burn out the candles. Once you've inflicted enough damage, the chefs go away, and then you can unleash the devastating attacks. Don't worry about "wasting" FP or whatever, you won't really need it any more and you can always rest at the Inn before entering the next area.

=====
Boss: King Calamari | Difficulty: 5/10
=====

This is another two part fight. The first part of the fight is a battle against his three tentacles. They have around 200 HP each. Their main attack is one that removes a character from battle for a round or two. Hopefully they don't remove the Princess, but if they do, you can use healing items, and they don't hit for very much damage anyways. Especially since their other attack only hits one character and can be blocked. Have Mallow use magic while the

other two attack or heal. You'll actually have to kill two sets of tentacles apiece before getting to King Calamari himself.

He comes with two tentacles, so kill them off first before focusing on him. He has a physical attack that hits one character, as well as a status ailment attack on a single character. Mario should have Super Flame at this point, and since King Calamari is a water based creature, he's quite weak against fire. Use this while Mallow uses HP rain and the other character attacks or heals, and you'll be finished with this boss before you know it.

=====
Boss: Johnny | Difficulty: 7/10
=====

Use Thunderbolt to absolutely murder the four Bandana Blues that he comes with. They are more of a nuisance but killing them off quickly never hurt. Use normal physical attacks on this part of the battle, and once he uses "Get Tough" the battle becomes much tougher, since he suddenly gets much tougher defensively and offensively.

Your attacks will rarely do that much damage, so you need to alternate between attacking and healing. This will be a long and drawn out battle, as he is incredibly strong for this point in the game. As long as you follow the pattern and don't think "Oh, I've hit him 14 times already, he's pretty much dead!" you should win. But watch out, as he's much more challenging than any boss I've had to cover to this point.

=====
Boss: Yaridovich | Difficulty: 9/10
=====

Here we go, yet another really challenging boss. The reason he's tough is because of his powerful attacks. The Water Blast is the worst one, as it'll do 45-55 damage to each character! Flame Stone and Willow Wisp are single character attacks that do decent damage, and he also has the ability to split into two separate forms. You can easily tell them apart, however, because of the fact that one of them has weak ass defense.

Focus your attacks on the main one always, and go to work with your strongest attacks. Super Jump doesn't work well, so just use attacks with Mario and your other characters should attack or heal. Healing is more important here, since he has strong attacks that can kill you in two turns if you are not careful.

=====
Boss: Belome | Difficulty: 5/10
=====

He's not the most challenging boss in the world. He can clone various members of your party, but he can only have a maximum of 2 at a time. He's still weak against thunder, so you should really use it for an easier time. Have the other two characters focus on the clone, while Mallow uses Shocker on Belome every time. It shouldn't take you too long to kill this boss at all.

=====
Boss: Megasmilax | Difficulty: 4/10
=====

The enemies you face at first are really easy. There's a bunch of easy plants you have to kill that go down in a few physical attacks. Once you waste a few groups of them, the Pirahna Plant waters a Megasmilax. Flame Wall is a bad

attack that does serious fire damage to everyone. Its most devastating attack is Petal Blast, which does just as much damage and can turn everyone into mushrooms. If this happens, they won't be able to act for a little while. This really sucks, so hopefully it misses or you have a Trueform Pin equipped.

In order to beat him easily, have Mallow use the Snowy attack, since it is weak against blizzard spells. Have the Princess give everyone a Group Hug right away, then keep her healing or use physical attack. Mario can do a physical attack or Super Jump, it really doesn't matter.

=====
Boss: Shelly/Birdo | Difficulty: 2/10
=====

First, you need to beat the shell, but it's really easy. After doing this, the real Birdo appears. This is a really easy boss since it only has single character attacks, so just focus on doing whatever while Mallow heals the injured person and you'll win eventually.

=====
Boss: Valentina/Dodo | Difficulty: 9/10
=====

This boss is ridiculously tough because Dodo will challenge one person to a one on one battle, then when you defeat it, you'll have to face Valentina with the other two characters. The strategy for fighting these bosses depends on which characters you are forced to use. Dodo is a challenge, but can be defeated. He wastes turns on occasion, which let you heal. Focus on using your strongest attacks, and heal every few rounds to keep safe.

Valentina is even tougher. She has a bunch of spells that can cause massive damage to every character, so focus on healing on almost every round for the easiest time. Hopefully, you have leveled up decently and have accessories that protect against status effects, because she can randomly do attacks that cause status ailments as well. Keep healed and use your strongest attacks, until the other two come back and you'll have to finish them both off with your three characters.

=====
Boss: Czar Dragon | Difficulty: 5/10
=====

The most important thing to note about this battle is that when it calls out little dots from the magma, kill them before they go airborne on your party and cause some serious damage. His main attacks aren't that big of a deal. The physical attack causes decent amounts of damage, but it's only on one character, and the Flame Wall spell does 45-65 HP usually to everyone, so have Mallow perform HP Rain after he performs this attack on your party. Use Mallow's Snowy spell over and over until you get to the second form, which has low defense and you'll win in like 3 or 4 rounds at the most.

=====
Boss: Axem Rangers | Difficulty: 7/10
=====

The most important thing here is figuring out the order in which you want to fight them, since there's five of them. The Pink one has the ability to heal, so you'd really want to focus on taking care of her first. Axem Black should go next, followed by Axem Green, then Axem Blue, and finally Axem Red. If you want, you can use multi-target attacks to focus on all of them at once (after

you kill Pink, of course), but this takes longer and you'll have to deal with four people attacking instead of one.

Once they're all defeated, you'll have to face.. The Megazord! This is too funny. Go go Power Rangers, indeed. This boss is kind of hard, since it does 150 damage or so to everyone every other turn. The good news is that it recharges the following turn, so you can heal on this turn and keep following the typical attack/heal pattern until it is defeated.

=====
Boss: Magikoopa | Difficulty: 3/10
=====

He's not so hard at all. The most problem you will have is the enemies that he summons, especially Bahamut. If he summons an enemy, dispose of it before focusing on Magikoopa again. Use physical attacks at will, while one character is devoted to healing. You know the drill by now...

=====
Boss: Boomer | Difficulty: 2/10
=====

This guy is a joke. Have Toadstool heal while the other two alternate between healing and special attacks, depending on his color. If it's blue, use physical attacks, and if it's red, use magic. Not really a hard concept, especially for a boss this late in the game...

=====
Boss: Exor | Difficulty: 6/10
=====

I don't know, he's not really all that tough. He has two eyes and a Neosquid enemy to deal with as well. Focus on the eyes first, by using attacks like Ultra Jump, Bowser Crush, and Snowy, depending on who you are using. Once the eyes are taken care of, pound Exor until the eyes are revived, then focus on them again. Repeat this pattern while healing and he will eventually be defeated.

=====
Boss: Count Down | Difficulty: 4/10
=====

This boss has a clock face as well as two bells. Use multi targeting spells to focus on all three of them at once. The clock will start to get pissed off as you inflict more damage, and it will start to cast powerful spells and status inflicting stuff. So, keep healed and hopefully you have accessories equipped that will prevent the status effects. If you keep healed and use multi targeting spells, you should be able to win with no problems.

=====
Boss: Earth Link | Difficulty: 4/10
=====

Did I end up in a world where the bosses are suddenly easier towards the end of the game? This is crazy. Earth Link comes with two side enemies that you should take care of first, as usual. Once you do so, focus on him. Star Rain and Super Flame are super effective. If you keep doing these while Toadstool keeps healing or attacking, you simply won't lose.

-
-----> FINAL BOSS: Smithy | Difficulty: 9/10 <-----

|Midas River Course| |
O-----O |
|Location: Midas River |
|Cost of game: 30 Coins |
|Goal: Get as many coins as possible |
O-----O |
|Strategy: In this course, there are a total of 100 Coins that you must |
|collect in order to gain the best prizes at the end. There are 36 coins in |
|the first part of the level, and 64 coins in the second part of the level. |
|The first part should be generally easy, as you have swim up and down the |
|waterfall area. The second part is a bit more tricky, and I can help you with|
|that. First of all, you are going to be in a barrel jumping contest. You have|
|a few options. You can either jump to another lane, or you can hit another |
|barrel, which will cause you to fall into another lane. There is a pattern |
|that will get you the majority of coins in this section, and help gain the |
|best prize. First hit a barrel, then jump for the next two. Then hit the next|
|two. Continue jumping two, the hitting two until the end, and you will end up|
|with the majority of coins. The prizes are listed below. |
| |
|Prizes: |
|Initial: 60 Coins = 1 Frog Coin |
|69 and down: 80 Coins = 1 Frog Coin |
|70-79: 75 Coins = 1 Frog Coin |
|80-89: 70 Coins = 1 Frog Coin |
|90-99: 60 Coins = 1 Frog Coin |
|100: 50 Coins = 1 Frog Coin |
O-----O |

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|Goomba Thumping| |
O-----O |
|Location: Pipe Vault |
|Cost of game: 10 Coins |
|Goal: Get as many points as possible |
O-----O |
|Strategy: So you are surrounded by a bunch of pipes, and certain things come |
|out of the pipes. You are supposed to jump on Goombas, which give you one |
|point for each Goomba. If you jump on a Golden Goomba, you will gain three |
|points. If you jump on a Spikey, you will lose a point. The funny thing about|
|this game, is you only have to beat your own score to get prizes. Therefore, |
|once you beat your score, don't try to get any more points, just stay where |
|you are. This will make your next round much easier, because your score is |
|not as high. The first score that you have to beat is 20 points. |
| |
|Prizes: |
|20+ Points = Flower Tab |
|Next record = Flower Jar |
|Next record = Frog Coin |
|Next record = Frog Coin etc. |
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|Mushroom Derby| |
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|Location: Yo'ster Island |
|Cost of game: X amount of Yoshi Cookies |
|Goal: Win as many Yoshi Cookies as possible |
O-----O |

|Strategy: First of all, you need Yoshi Cookies. You can buy this from a Yoshi |
|in town. Now, you have to challenge Boshi to a race, and if you beat him, |
|you will be able to participate in this mini-game. Basically, you have to |
|switch the A and B Button consistent with the rhythm of the music, and when |
|you do this, Yoshi will race. The more accurate you are with the rhythm, the |
|faster your time is going to be. Your prize will be determined on how many |
|Yoshi Cookies you wagered, as well as the "odds" that you are to lose. |

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O-----O
|Moleville Mountain|

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|Location: Moleville

|Cost of game: Win more coins!

|Goal: Beat the current time record

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|Strategy: Well, this is similar to Mario Kart and Donkey Kong. Basically, you |
|are on a mine track, where you have the possibility of falling off the track, |
|or simply getting out of control. For that reason, you must be very careful |
|at turns. You do not want to go fast. In fact, you have to put on your breaks |
|just to be sure. Be aware that the camera changes, so you are going to have |
|to adjust your controls accordingly. Also, mushrooms are scattered all around |
|this mini-game. These mushrooms give you a speed burst, but don't go out of |
|control, or you might fall off the track. |

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O-----O
|Culex Fight|

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|Location: Moleville/Monstro Town

|Goal: Beat a damn hard boss!

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|Strategy: Culex is simply an extra boss fight, and is something that will be |
|extremely challenging if you decide to complete this side quest. Anyway, if |
|you actually want to fight Culex, you have to complete a few tasks first. In |
|Moleville, you must buy fireworks from the mole (mentioned in the walkthrough |
|that you probably saw) and then trade these fireworks to a girl standing near |
|the house. This girl will give you the Shiny Stone. Now, you must head to |
|Monstro Town to use the Shiny Stone on the mysterious locked door. When you |
|open the door, you will begin the boss battle. See the boss section for more |
|information on how to beat Culex. |

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O-----O
|The Three Musty Fears|

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|Location: Monstro Town

|Goal: Find the Flags to get the Ghost Medal

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|Strategy: Ok, so head to the Inn on the east part of Monstro Town. Choose to |
|sleep here, and then you will be haunted by three ghosts: Big Boo, Greaper |
|and Dry Bones. Basically, they challenge you to a game of hide and seek, in |
|the sense that they hid flags, and you must find these flags with a clue for |
|each flag. One flag is behind a wooden flower, one his under a green bed, one |
|is between O and A. Well, the green bed is located at Mario's pad, inside his |
|head. The wooden flower clue is at Rose Town. The final one is at Yo'ster |
|island. Look between the "goal" to find this one. Good luck. You will get the |

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|medal if you complete this.
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O-----O
|Scale the Cliff|
O-----O
|Location: Land's End
|Cost of game: Free
|Goal: Beat the current time record
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|Strategy: You are going to have to scale the mountain in the faster time
|possible. Your first goal is to break the time of 14 seconds. If you do, you
|will have a 1/3 chance of getting a Frog Coin. If you get there in under 12
|seconds you will get a Troopa Pin. If you get there in under 11.49 seconds
|you will gain 1 Frog Coin. The grand prize, for getting to the end in 11
|seconds, if 5 Frog Coins. You just have to time your jumps on the shells, and
|practice this a few times. Good luck.
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7. Guides

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Welcome to the guides section. This section will discuss where all of the shops are located, as well as what each shop contains. Also, Hidden Boxes will be explained! Everything you need in terms of shops and hidden boxes will be explained in this section, so enjoy.

=== 7.1 - Shops =====ma_sh===

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O-----O
|Mushroom Kingdom| Item Shop
O-----O
|          HONEY SYRUP          |          10 Coins
|          PICK ME UP          |           5 Coins
|          ABLE JUICE          |           4 Coins
|          SHIRT                |           7 Coins
|          PANTS                |           7 Coins
|          JUMP SHOES          |          30 Coins
|          ANTIDOTE PIN        |          28 Coins
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O-----O
|Mushroom Kingdom| Inn
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|Rest here for 1 Coin
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Tadpole Pond Frog Coin Emporium		
	SLEEPY BOMB	1 Frog Coins
	BRACER	2 Frog Coins
	ENERGIZER	2 Frog Coins
	CRYSTALLINE	5 Frog Coins
	POWER BLAST	5 Frog Coins

Tadpole Pond Juice Bar		
	FROGGIE DRINK	16 Coins
	ELIXIR (w/Alto Card)	42 Coins
	MEGALIXIR (w/Tenor Card)	90 Coins
	KEROKERO Cola (w/Soprano)	200 Coins

Rose Town Item Shop		
	MUSHROOM	4 Coins
	HONEY SYRUP	10 Coins
	PICK ME UP	5 Coins
	ABLE JUICE	4 Coins

Rose Town Inn		
Rest here for 0 Coins		

Rose Town Accessories		
	THICK SHIRT	14 Coins
	THICH 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 Inn		
Rest here for 10 Coins		

Moleville Item Shop		
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	PUNCH GLOVE		36 Coins	
	FINGER SHOT		50 Coins	
	CYMBALS		42 Coins	
	MEGA SHIRT		22 Coins	
	MEGA CAPE		22 Coins	
	MEGA PANTS		22 Coins	
	WORK PANTS		22 Coins	
	MID MUSHROOM		20 Coins	
	MAPLE SYRUP		30 Coins	
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|Marrymore| Inn |

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|Rest here for 10 Coins or take a Suite for 200 Coins |

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|Marrymore| Item Shop |

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	SUPER HAMMER		36 Coins	
	HAND GUN		50 Coins	
	WHOMP GLOVE		42 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	

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|Seaside Town| Item Shop |

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	BAD MUSHROOM		30 Coins	
	MUKU COOKIE		69 Coins	
	FRIGHT BOMB		100 Coins	
	FIRE BOMB		200 Coins	
	ICE BOMB		250 Coins	

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|Seaside Town| Weapon and Armor Shop |

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	TROOPA SHELL		90 Coins	
	PARASOL		84 Coins	
	HURLY GLOVES		92 Coins	
	DOUBLE PUNCH		88 Coins	
	RIBBIT STICK		86 Coins	
	NOKNOK SHELL		20 Coins	
	PUNCH GLOVE		36 Coins	
	FINGER SHOT		50 Coins	
	CYMBALS		42 Coins	
	CHOMP SHELL		60 Coins	

	SUPER HAMMER		70 Coins	
	HAND GUN		75 Coins	
	WHOMP GLOVE		72 Coins	
	SLAP GLOVE		100 Coins	
	HAMMER		123 Coins	
	SAILOR SHIRT		50 Coins	
	SAILOR PANTS		50 Coins	
	SAILOR CAP		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	
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	Seaside Town		Accessories	
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	JUMP SHOES		30 Coins	
	ANTIDOTE PIN		28 Coins	
	TRUEFORM PIN		60 Coins	
	FEARLESS PIN		130 Coins	
	WAKE UP PIN		42 Coins	
	ZOOM SHOES		100 Coins	
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O---O-----O				
	Sea		Item Shop	
O---O-----O				
	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 CAP		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	
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O-----O				
	Montro Town		Goomba's Shop	
O-----O				
	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	
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|Nimbus Land| Item Shop |

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	MID MUSHROOM		20 Coins	
	MAPLE SYRUP		30 Coins	
	PICK ME UP		5 Coins	
	ABLE JUICE		4 Coins	
	FRESHEN UP		50 Coins	
	MEGA GLOVE		102 Coins	
	WAR FAN		100 Coins	
	HAND CANNON		105 Coins	
	STICKY GLOVE		98 Coins	
	FUZZY SHIRT		70 Coins	
	FUZZY PANTS		70 Coins	
	SPIKED LINK		70 Coins	
	COURAGE SHELL		70 Coins	

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|Barrel Volcano| Hinopio's Shop |

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	MID MUSHROOM		20 Coins	
	MAPLE SYRUP		30 Coins	
	PICK ME UP		5 Coins	
	ABLE JUICE		4 Coins	
	FRESHEN UP		50 Coins	
	FIRE SHIRT		90 Coins	
	FIRE PANTS		90 Coins	
	FIRE CAPE		90 Coins	
	FIRE SHELL		90 Coins	
	FIRE DRESS		90 Coins	

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|Bowser's Keep| Croco's Shop |

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	MID MUSHROOM		20 Coins	
	MAPLE SYRUP		30 Coins	
	PICK ME UP		5 Coins	
	ABLE JUICE		4 Coins	
	FRESHEN UP		50 Coins	
	FIRE SHIRT		90 Coins	
	FIRE PANTS		90 Coins	
	FIRE CAPE		90 Coins	
	FIRE SHELL		90 Coins	
	FIRE DRESS		90 Coins	

O-----O

O-----O

|Smithy's Factory| Toad's Shop |

0-----0-----0
MID MUSHROOM 10 Coins
MAX MUSHROOM 39 Coins
MAPLE SYRUP 15 Coins
PICK ME UP 3 Coins
ABLE JUICE 2 Coins
FRESHEN UP 25 Coins
FROGGIE DRINK 8 Coins
0-----0-----0

=== 7.2 - Hidden Boxes =====ma_hb===

In this section I will give you a short description of each of the hidden boxes that are invisible in the game. There are a total of 39 of them, and I will give you the locations and, again, a short description. You should have enough information to easily find them yourself.

- 1.) Location: Mushroom Kingdom
Treasure: Frog Coin
Description: Just as you enter the castle, jump on Toad, then jump when you get to the door at the end to find the chest.

- 2.) Location: Mushroom Kingdom
Treasure: Flower
Description: Basement of the Item Shop, it is basically given to you.

- 3.) Location: Mushroom Kingdom
Treasure: Flower
Description: In the same area as #2, jump on the Toad's head, then jump at the east corner.

- 4.) Location: Bandit's Way
Treasure: Kerokero Cola
Description: In between the spinning red and purple flower.

- 5.) Location: Rose Town
Treasure: Frog Coin
Description: Top corner of the Items Shop, on the shelf.

- 6.) Location: Rose Town
Treasure: Frog Coin
Description: At the locked out man's house, jump on top of the bed.

- 7.) Location: Forest Maze
Treasure: Kerokero Cola
Description: Directly to the left of the beginning of the level.

- 8.) Location: Forest Maze
Treasure: Frog Coin
Description: Just after the first tunnel, when you get back outside, head left.

- 9.) Location: Forest Maze
Treasure: Kerokero Cola
Description: In the room with several stumps, jump into the last one to the left, then head into the corner and jump to find the chest.

- 10.) Location: Forest Maze

Treasure: Flower

Description: Same as before, but in the far right stump.

11.) Location: Forest Maze

Treasure: None

Description: Same, except in the stump to the left, and the second section

12.) Location: Forest Maze

Treasure: Red Essence

Description: Just to the right of the save point after the stumps.

13.) Location: Pipe Vault

Treasure: Frog Coin

Description: After the six pirhannas, then jump at the end of the platforms.

14.) Location: Pipe Vault

Treasure: Frog Coin

Description: Just to the southwest of the questioned box.

15.) Location: Yo'oster Island

Treasure: Frog Coin

Description: Just to the left of the save station.

16.) Location: Booster Pass

Treasure: Flower

Description: Jump on the plant in the first section of the level.

17.) Location: Booster Pass

Treasure: Rock Candy

Description: Just before the two way exit.

18.) Location: Booster Tower

Treasure: Frog Coin

Description: At the top of the stairs just before the Snipits.

19.) Location: Booster Tower

Treasure: Frog Coin

Description: When you get to the see-saws with the Spookums, head to the left, then jump before falling off.

20.) Location: Booster Tower

Treasure: Goodie Bag

Description: In the save station room, head up the steps to the normal treasure chest, then jump to the hidden one above it.

21.) Location: Booster Tower

Treasure: Mushroom

Description: To the right of #20 on ground level.

22.) Location: Marrymore

Treasure: Frog Coin

Description: After spending the night at the Inn, jump on the bookshelf.

23.) Location: Sunken Ship

Treasure: Flower

Description: Jump on the fake Mario, then jump again.

24.) Location: Land's End

Treasure: Flower

Description: From the cannon, jump up on the yellow platform when it reaches its highest point.

- 25.) Location: Land's End
Treasure: Flower
Description: Just to the right of #24.
- 26.) Location: Land's End
Treasure: Frog Coin
Description: Before the bridge, there are several purple flowers. The chest is between two of these flowers.
- 27.) Location: Land's End
Treasure: Frog Coin
Description: In the cave after the bridge, head to the near corner and jump to reveal the chest.
- 28.) Location: Belome's Temple
Treasure: Frog Coin
Description: Above the two beginning real chests is the secret treasure.
- 29.) Location: Belome's Temple
Treasure: Frog Coin
Description: Head down the stairs from the last one.
- 30.) Location: Monstro Town
Treasure: Flower
Description: Near the hamlet, between the wall and a bush.
- 31.) Location: Bean Valley
Treasure: Rock Candy
Description: Coming from Monstro Town, head into the pipe, then head to the left to find the treasure chest.
- 32.) Location: Bean Valley
Treasure: Kerokero Cola
Description: In the area after the pirhanna pipe on the far left.
- 33.) Location: Bean Valley
Treasure: Red Essence
Description: In the area after the pirhanna pipe on the far right.
- 34.) Location: Nimbus Land
Treasure: Frog Coin
Description: In the item shop, in between the boxes and the man.
- 35.) Location: Nimbus Land
Treasure: Frog Coin
Description: In the corner right next to the bird cage.
- 36.) Location: Nimbus Land
Treasure: Frog Coin
Description: Right next to King Nimbus, as he is held in prison.
- 37.) Location: Nimbus Land
Treasure: Frog Coin
Description: At the threeway entrance, head through the left door to find the next treasure chest.
- 38.) Location: Nimbus Land

Treasure: Frog Coin

Description: Head in the darkness from the last one, then at the dead end, jump and you will get the next treasure chest.

39.) Location: Smithy Factory

Treasure: Mushroom

Description: Just to the left of the save station.

|~+~||~+~|***|~+~|***|~+~|***|~+~|***|~+~|***|~+~|***|

8. Lists

ma_ls

|~+~||~+~|***|~+~|***|~+~|***|~+~|***|~+~|***|~+~|***|

=== 8.1 - Items =====ma_it===

This is a listing of all the items in the game. It's really going to be a simple listing. I am going to list the name of the item, if it's a battle or field item, who it affects, how much it costs, its description, and any special characteristics of the item.

```

-----
Name of Item | Able Juice
Type of Item | Battle
Affected     | One Ally
Buy Price    | 4
Description  | Returns ally's status to normal.
Special      | Cures one ally of scarecrow, poison, sleep, and other bad
              | magic attacks.
-----

```

```

-----
Name of Item | Bad Mushroom
Type of Item | Battle
Affected     | One Enemy
Buy Price    | 30
Description  | Poisons enemy and causes 50 HP of damage.
Special      | Nothing
-----

```

```

-----
Name of Item | Bracer
Type of Item | Battle
Affected     | One Ally
Buy Price    | 2 Frog Coins
Description  | Increases defense power by 100%.
Special      | Nothing
-----

```

```

-----
Name of Item | Bright Card
Type of Item | Menu
Affected     | N/A
Buy Price    | 0
Description  | Allows you into Grate Guy's Casino.
Special      | Nothing
-----

```

```

-----
Name of Item | Carbo Cookie
Type of Item | N/A
Affected     | N/A
-----

```


Buy Price | 0
Description | Can be given to the Mole on the bucket in Moleville.
Special | Nothing

Name of Item | Crystalline
Type of Item | Battle
Affected | All Allies
Buy Price | 5 Frog Coins
Description | Increases defense power by 100%
Special | Nothing

Name of Item | Earlier Times
Type of Item | Battle
Affected | N/A
Buy Price | 15
Description | Resets the current battle.
Special | Nothing

Name of Item | Elixir
Type of Item | Menu/Battle
Affected | All Allies
Buy Price | 24
Description | Recovers 80 HP.
Special | Nothing

Name of Item | Energizer
Type of Item | Battle
Affected | One Ally
Buy Price | 2 Frog Coins
Description | Increases offense power by 50%
Special | Nothing

Name of Item | Fire Bomb
Type of Item | Battle
Affected | All Enemies
Buy Price | 200
Description | Causes 120 HP of damage.
Special | Don't use them against enemies strong against fire attacks.

Name of Item | Fireworks
Type of Item | N/A
Affected | N/A
Buy Price | 500
Description | Can be traded for the Shiny Stone.
Special | Nothing

Name of Item | Flower Box
Type of Item | Menu
Affected | All Allies
Buy Price | 0
Description | Increases maximum FP by 5 points.
Special | Nothing

Name of Item | Flower Box
Type of Item | Menu
Affected | All Allies
Buy Price | 0
Description | Increases maximum FP by 5 points.
Special | Nothing

Name of Item | Flower Jar
Type of Item | Menu
Affected | All Allies
Buy Price | 0
Description | Increases maximum FP by 3 points.
Special | Nothing

Name of Item | Flower Tab
Type of Item | Menu
Affected | All Allies
Buy Price | 0
Description | Increases maximum FP by 1 point.
Special | Nothing

Name of Item | Freshen Up
Type of Item | Battle
Affected | All Allies
Buy Price | 50
Description | Returns party's status to normal.
Special | Cures all allies of scarecrow, mute, and other bad magic attacks.

Name of Item | Fright Bomb
Type of Item | Battle
Affected | All Enemies
Buy Price | 100
Description | Scares enemies and causes 100 HP of damage.
Special | Nothing

Name of Item | Froggie Drink
Type of Item | Menu/Battle
Affected | All Allies
Buy Price | 16
Description | Recovers 30 HP.
Special | Nothing

Name of Item | Goodie Bag
Type of Item | Battle
Affected | N/A
Buy Price | 0
Description | Gives you one coin each time it is used in battle.
Special | Nothing

Name of Item | Honey Syrup
Type of Item | Menu/Battle
Affected | All Allies
Buy Price | 10
Description | Recovers 10 FP.
Special | Nothing

Name of Item | Ice Bomb
Type of Item | Battle
Affected | All Enemies
Buy Price | 250
Description | Causes 140 HP of damage.
Special | Don't use against enemies that are strong against ice attacks.

Name of Item | Kerokero Cola
Type of Item | Menu/Battle
Affected | All Allies

Buy Price | 200
Description | Recovers all HP and FP.
Special | Nothing

Name of Item | Lamb's Lure
Type of Item | Battle
Affected | One Enemy
Buy Price | 0
Description | Lures an enemy away like a lamb.
Special | If you use it 48 times, you get a sheep to attack.

Name of Item | Lucky Jewel
Type of Item | Battle
Affected | One Enemy
Buy Price | 100
Description | Makes the shell game appear at the end of a battle.
Special | Nothing

Name of Item | Maple Syrup
Type of Item | Menu/Battle
Affected | All Allies
Buy Price | 30
Description | Recovers 40 FP.
Special | Nothing

Name of Item | Max Mushroom
Type of Item | Menu/Battle
Affected | One Ally
Buy Price | 39
Description | Recovers all HP.
Special | Nothing

Name of Item | Megalixir
Type of Item | Menu/Battle
Affected | All Allies
Buy Price | 90
Description | Recovers 150 HP.
Special | Nothing

Name of Item | Mid Mushroom
Type of Item | Menu/Battle
Affected | All Allies
Buy Price | 20
Description | Recovers 80 HP.
Special | Nothing

Name of Item | Moldy Mush
Type of Item | Menu
Affected | One Ally
Buy Price | 0
Description | Recovers 1 HP.
Special | Nothing

Name of Item | Muku Cookie
Type of Item | Battle
Affected | All Allies
Buy Price | 69
Description | Recovers 69 HP.
Special | Nothing

Name of Item | Mushroom
Type of Item | Menu/Battle
Affected | One Ally
Buy Price | 4
Description | Recovers 30 HP.
Special | Nothing

Name of Item | Mystery Egg
Type of Item | Battle
Affected | N/A
Buy Price | 200
Description | Becomes the Lamb's Lure when used 10 times.
Special | Only works when Princess uses it and has B'Tub Ring equipped.

Name of Item | Pick Me Up
Type of Item | Battle
Affected | One Ally
Buy Price | 5
Description | Revives a fallen ally in battle.
Special | Recovers about 15% of HP as well.

Name of Item | Power Blast
Type of Item | Battle
Affected | All Allies
Buy Price | 5 Frog Coins
Description | Increases offense power by 50%.
Special | Nothing

Name of Item | Pure Water
Type of Item | Battle
Affected | One Enemy
Buy Price | 0
Description | Defeats undead enemies instantly.
Special | Nothing

Name of Item | Red Essence
Type of Item | Battle
Affected | One Ally
Buy Price | 0
Description | Makes an ally invincible for three battle turns.
Special | Nothing

Name of Item | Rock Candy
Type of Item | Battle
Affected | All Enemies
Buy Price | 0
Description | Causes 200 HP of damage.
Special | Nothing

Name of Item | Rotten Mush
Type of Item | Menu
Affected | One Ally
Buy Price | 0
Description | Recovers 5 HP.
Special | Nothing

Name of Item | Royal Syrup
Type of Item | Menu/Battle
Affected | All Allies
Buy Price | 0

Description | Recovers all FP.
Special | Nothing

Name of Item | See Ya
Type of Item | Battle
Affected | N/A
Buy Price | 10
Description | Leaves the battle permanently.
Special | Nothing

Name of Item | Sheep Attack
Type of Item | Battle
Affected | All Enemies
Buy Price | 0
Description | Turns enemies into lambs, then chases them away.
Special | Lamb's Lure turns into this after 48 uses. You won't get any
| experience or coins from the battle if you use this item.

Name of Item | Shiny Stone
Type of Item | N/A
Affected | N/A
Buy Price | 0
Description | Opens the door to Culex.
Special | Nothing

Name of Item | Sleepy Bomb
Type of Item | Battle
Affected | All Enemies
Buy Price | 1 Frog Coin
Description | Puts enemies to sleep.
Special | Nothing

Name of Item | Star Egg
Type of Item | Battle
Affected | All Enemies
Buy Price | 0
Description | Causes 100+ HP of damage.
Special | Nothing

Name of Item | Wallet
Type of Item | N/A
Affected | N/A
Buy Price | 0
Description | Trade it for a Flower Tab.
Special | Nothing

Name of Item | Wilt Shroom
Type of Item | Menu
Affected | One Ally
Buy Price | 0
Description | Recovers 10 HP.
Special | Nothing

Name of Item | Yoshi-Ade
Type of Item | Battle
Affected | One Ally
Buy Price | 0
Description | Increases offense and defense power by 100%.
Special | Nothing

Name of Item | Yoshi Candy
Type of Item | Menu/Battle
Affected | One Ally
Buy Price | 0
Description | Recovers 100 HP.
Special | Nothing

Name of Item | Yoshi Cookie
Type of Item | Battle
Affected | One Enemy
Buy Price | 0
Description | Makes Yoshi turn an enemy into an item.
Special | If he fails, he'll give you a Yoshi Candy.

=== 8.2 - Weapons =====ma_we===

The weapons list is easy to figure out, as well. I am going to list the weapons by character, then give you its buy price, attack power, and description.

MARIO

Name of Weapon | Hammer
Buy Price | 70
Attack Power | 10
Description | Pounds enemies.

Name of Weapon | Lazy Shell
Buy Price | 200
Attack Power | 90
Description | Toss a shell at an enemy!

Name of Weapon | Masher
Buy Price | 0
Attack Power | 50
Description | Makes monster mash!

Name of Weapon | Mega Glove
Buy Price | 102
Attack Power | 60
Description | Packs a mega wallop!

Name of Weapon | Noknok Shell
Buy Price | 20
Attack Power | 20
Description | Kick to attack.

Name of Weapon | Punch Glove
Buy Price | 36
Attack Power | 30
Description | Knock out power!

Name of Weapon | Super Hammer
Buy Price | 70
Attack Power | 40
Description | The standard for hammers!

Name of Weapon | Trooper Shell
Buy Price | 90
Attack Power | 50
Description | Kick with it!

Name of Weapon | Ultra Hammer
Buy Price | 115
Attack Power | 70
Description | The ultimate hammer!

=====

GENO

=====

Name of Weapon | Double Punch
Buy Price | 88
Attack Power | 35
Description | A handy double rocket punch.

Name of Weapon | Finger Shot
Buy Price | 50
Attack Power | 12
Description | Fingers shoot bullets.

Name of Weapon | Hand Cannon
Buy Price | 105
Attack Power | 45
Description | Shoots bullet from elbow!

Name of Weapon | Hand Gun
Buy Price | 75
Attack Power | 24
Description | It packs a kick.

Name of Weapon | Star Gun
Buy Price | 120
Attack Power | 57
Description | Try shooting stars!

=====

MALLOW

=====

Name of Weapon | Cymbals
Buy Price | 42
Attack Power | 30
Description | Scare enemies with a clash.

Name of Weapon | Froggie Stick
Buy Price | 180
Attack Power | 20
Description | Frogfucius made it.

Name of Weapon | Ribbit Stick
Buy Price | 86
Attack Power | 50
Description | It'll come in handy.

Name of Weapon | Sonic Cymbals
Buy Price | 108
Attack Power | 70
Description | Puts noise to work for you!

Name of Weapon | Sticky Glove
Buy Price | 98
Attack Power | 60
Description | Launches a punch attack.

Name of Weapon | Whomp Glove
Buy Price | 72
Attack Power | 40
Description | The old double whammie!

=====

BOWSER

Name of Weapon | Chomp
Buy Price | 0
Attack Power | 10
Description | Just spin me at an enemy!

Name of Weapon | Chomp Shell
Buy Price | 60
Attack Power | 9
Description | It's a Kinklink shell.

Name of Weapon | Drill Claw
Buy Price | 118
Attack Power | 40
Description | A drilling claw!

Name of Weapon | Hurly Gloves
Buy Price | 92
Attack Power | 20
Description | A classic Mario-toss attack.

Name of Weapon | Spiked Link
Buy Price | 94
Attack Power | 30
Description | A studded ball and chain!

=====

PRINCESS

Name of Weapon | Frying Pan
Buy Price | 300
Attack Power | 90
Description | Enough iron to be dangerous!

Name of Weapon | Parasol
Buy Price | 84
Attack Power | 50
Description | Inflicts serious pain!

Name of Weapon | Slap Glove
Buy Price | 0
Attack Power | 40
Description | It slaps 'em silly!

Name of Weapon | Super Slap
Buy Price | 110
Attack Power | 70
Description | The Princess' mega-slap!

Name of Weapon | War Fan

Buy Price | 100
Attack Power | 60
Description | A mysterious battle fan!

=== 8.3 - Armor =====ma_ar===

I think it would be best for me to list the armor by character again, but note that a few armors can be equipped by everyone. I am just going to do the same listing as always.. name, buy price, defensive power, magic defensive power, and description. Ya know.

MARIO

Name of Armor | Fire Shirt
Buy Price | 90
Defense Power | 42
Mag Def Power | 21
Description | Determined person's shirt.

Name of Armor | Fuzzy Shirt
Buy Price | 70
Defense Power | 36
Mag Def Power | 18
Description | A fuzzy shirt.

Name of Armor | Happy Shirt
Buy Price | 38
Defense Power | 24
Mag Def Power | 12
Description | A lucky shirt.

Name of Armor | Hero Shirt
Buy Price | 100
Defense Power | 48
Mag Def Power | 24
Description | A legendary shirt.

Name of Armor | Lazy Shell
Buy Price | N/A
Defense Power | 127
Mag Def Power | 127
Description | A stout and durable shell.
SPECIAL NOTE | Speed -50, Attack -50, Magic Attack -50

Name of Armor | Mega Shirt
Buy Price | 22
Defense Power | 18
Mag Def Power | 10
Description | Durable stay-pressed shirt.

Name of Armor | Sailor Shirt
Buy Price | 50
Defense Power | 30
Mag Def Power | 15
Description | A sailor's suit.

Name of Armor | Shirt

Buy Price | 7
Defense Power | 6
Mag Def Power | 6
Description | It's a shirt!

Name of Armor | Super Suit
Buy Price | N/A
Defense Power | 50
Mag Def Power | 50
Description | A truly fine suit.
SPECIAL NOTE | Speed +30, Attack +50, Magic Attack +50

Name of Armor | Thick Shirt
Buy Price | 14
Defense Power | 12
Mag Def Power | 8
Description | A padded shirt.

Name of Armor | Work Pants
Buy Price | 22
Defense Power | 15
Mag Def Power | 5
Description | Sweaty work pants!
SPECIAL NOTE | Speed +5, Attack +10, Magic Attack +10

GENO

Name of Armor | Fire Cape
Buy Price | 90
Defense Power | 30
Mag Def Power | 15
Description | Determined person's cape.

Name of Armor | Fuzzy Cape
Buy Price | 70
Defense Power | 30
Mag Def Power | 15
Description | A fuzzy cape.

Name of Armor | Happy Cape
Buy Price | 38
Defense Power | 12
Mag Def Power | 6
Description | A lucky cape.

Name of Armor | Lazy Shell
Buy Price | N/A
Defense Power | 127
Mag Def Power | 127
Description | A stout and durable shell.
SPECIAL NOTE | Speed -50, Attack -50, Magic Attack -50

Name of Armor | Mega Cape
Buy Price | 22
Defense Power | 6
Mag Def Power | 3
Description | Durable pressed cape.

Name of Armor | Sailor Cape
Buy Price | 50

Defense Power | 18
Mag Def Power | 9
Description | A sailor's cape.

Name of Armor | Star Cape
Buy Price | 100
Defense Power | 36
Mag Def Power | 18
Description | A legendary cape.

Name of Armor | Super Suit
Buy Price | N/A
Defense Power | 50
Mag Def Power | 50
Description | A truly fine suit.
SPECIAL NOTE | Speed +30, Attack +50, Magic Attack +50

Name of Armor | Work Pants
Buy Price | 22
Defense Power | 15
Mag Def Power | 5
Description | Sweaty work pants!
SPECIAL NOTE | Speed +5, Attack +10, Magic Attack +10

MALLOW

Name of Armor | Fire Pants
Buy Price | 90
Defense Power | 42
Mag Def Power | 21
Description | Determined person's pants/

Name of Armor | Fuzzy Pants
Buy Price | 70
Defense Power | 36
Mag Def Power | 18
Description | Fuzzy pants.

Name of Armor | Happy Pants
Buy Price | 38
Defense Power | 24
Mag Def Power | 12
Description | A lucky pair of pants.

Name of Armor | Lazy Shell
Buy Price | N/A
Defense Power | 127
Mag Def Power | 127
Description | A stout and durable shell.
SPECIAL NOTE | Speed -50, Attack -50, Magic Attack -50

Name of Armor | Mega Pants
Buy Price | 22
Defense Power | 18
Mag Def Power | 9
Description | Durable work pants.

Name of Armor | Pants
Buy Price | 7
Defense Power | 6

Mag Def Power | 3
Description | It's a pair of pants!

Name of Armor | Prince Pants
Buy Price | 100
Defense Power | 48
Mag Def Power | 24
Description | Legendary pants.

Name of Armor | Sailor Pants
Buy Price | 50
Defense Power | 30
Mag Def Power | 15
Description | A sailor's pants.

Name of Armor | Super Suit
Buy Price | N/A
Defense Power | 50
Mag Def Power | 50
Description | A truly fine suit.
SPECIAL NOTE | Speed +30, Attack +50, Magic Attack +50

Name of Armor | Thick Pants
Buy Price | 14
Defense Power | 12
Mag Def Power | 6
Description | Padded pants.

Name of Armor | Work Pants
Buy Price | 22
Defense Power | 15
Mag Def Power | 5
Description | Sweaty work pants!
SPECIAL NOTE | Speed +5, Attack +10, Magic Attack +10

=====

BOWSER

=====

Name of Armor | Courage Shell
Buy Price | 60
Defense Power | 12
Mag Def Power | 6
Description | A stout shell.

Name of Armor | Fire Shell
Buy Price | 90
Defense Power | 18
Mag Def Power | 9
Description | Determined person's shell.

Name of Armor | Happy Shell
Buy Price | 38
Defense Power | 6
Mag Def Power | 3
Description | A lucky shell.

Name of Armor | Heal Shell
Buy Price | 100
Defense Power | 24
Mag Def Power | 12
Description | A legendary shell.

Name of Armor | Lazy Shell
Buy Price | N/A
Defense Power | 127
Mag Def Power | 127
Description | A stout and durable shell.
SPECIAL NOTE | Speed -50, Attack -50, Magic Attack -50

Name of Armor | Super Suit
Buy Price | N/A
Defense Power | 50
Mag Def Power | 50
Description | A truly fine suit.
SPECIAL NOTE | Speed +30, Attack +50, Magic Attack +50

Name of Armor | Work Pants
Buy Price | 22
Defense Power | 15
Mag Def Power | 5
Description | Sweaty work pants!
SPECIAL NOTE | Speed +5, Attack +10, Magic Attack +10

=====

PRINCESS

Name of Armor | Fire Dress
Buy Price | 90
Defense Power | 42
Mag Def Power | 21
Description | Determined woman's dress.

Name of Armor | Fuzzy Dress
Buy Price | 70
Defense Power | 36
Mag Def Power | 18
Description | A fuzzy dress.

Name of Armor | Lazy Shell
Buy Price | N/A
Defense Power | 127
Mag Def Power | 127
Description | A stout and durable shell.
SPECIAL NOTE | Speed -50, Attack -50, Magic Attack -50

Name of Armor | Nautica Dress
Buy Price | 50
Defense Power | 30
Mag Def Power | 15
Description | A female sailor's dress.

Name of Armor | Polka Dress
Buy Price | N/A
Defense Power | 24
Mag Def Power | 12
Description | A flashy dress.

Name of Armor | Royal Dress
Buy Price | 100
Defense Power | 48
Mag Def Power | 24
Description | A legendary dress!

```

-----
Name of Armor | Super Suit
Buy Price     | N/A
Defense Power | 50
Mag Def Power | 50
Description   | A truly fine suit.
SPECIAL NOTE  | Speed +30, Attack +50, Magic Attack +50
-----

```

```

-----
Name of Armor | Work Pants
Buy Price     | 22
Defense Power | 15
Mag Def Power | 5
Description   | Sweaty work pants!
SPECIAL NOTE  | Speed +5, Attack +10, Magic Attack +10
-----

```

=== 8.4 - Accessories =====ma_ac===

The accessories list is also simple to figure out, as you may expect. I'll list the name of the accessory, the buy price, how it affects statistics, and its description/special notes.

```

-----
Name of Accessory | Amulet
Buy Price         | N/A
Statistics Affected | Speed -5, Attack +7, Defense +7, Magic Attack +7, Magic
                  | Defense +7
Description       | Great item, bad smell.
Special Notes     | Nothing
-----

```

```

-----
Name of Accessory | Antidote Pin
Buy Price         | 28
Statistics Affected | Defense +2, Magic Defense +2
Description       | Prevents poison damage.
Special Notes     | Nothing
-----

```

```

-----
Name of Accessory | Attack Scarf
Buy Price         | N/A
Statistics Affected | Speed +30, Attack +30, Defense +30, Magic Attack +30,
                  | Magic Defense +30
Description       | So comfy it'll make you jump.
Special Notes     | Only Mario can equip it.
-----

```

```

-----
Name of Accessory | B'Tub Ring
Buy Price         | 145
Statistics Affected | N/A
Description       | You'll win her heart with this!
Special Notes     | Only Princess can equip it. Decreases magic attacks by
                  | 50%.
-----

```

```

-----
Name of Accessory | Coin Trick
Buy Price         | 36 Frog Coins
Statistics Affected | N/A
Description       | Doubles the coins you win in battle.
Special Notes     | Nothing
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Name of Accessory | Experience Booster
Buy Price         | 22 Frog Coins
Statistics Affected | N/A
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Description | Doubles experience earned in battle.
Special Notes | Equipped person doesn't need to be in battle.

Name of Accessory | Fearless Pin
Buy Price | 130
Statistics Affected | Defense +5, Magic Defense +5
Description | Prevents Fear attacks.
Special Notes | Nothing

Name of Accessory | Feather
Buy Price | N/A
Statistics Affected | Attack +20, Defense +5, Magic Defense +5
Description | Speed up by 20.
Special Notes | Nothing

Name of Accessory | Ghost Medal
Buy Price | N/A
Statistics Affected | Defense +2, Magic Attack +2
Description | Raises defense while attacking.
Special Notes | Nothing

Name of Accessory | Jinx Belt
Buy Price | N/A
Statistics Affected | Speed +12, Attack +27, Defense +27
Description | Jinx's emblem of power!
Special Notes | Prevents instant death.

Name of Accessory | Jump Shoes
Buy Price | 30
Statistics Affected | Speed +2, Defense +1, Magic Attack +5, Magic Defense +1
Description | Use jump attacks against any foe.
Special Notes | Only Mario can equip it.

Name of Accessory | Quartz Charm
Buy Price | N/A
Statistics Affected | N/A
Description | Shining source of power.
Special Notes | Attack and defense increases by 50%. Prevents instant death.

Name of Accessory | Rare Scarf
Buy Price | N/A
Statistics Affected | Attack +15, Magic Attack +15, Magic Defense +150
Description | Raises defense power.
Special Notes | Nothing

Name of Accessory | Safety Badge
Buy Price | N/A
Statistics Affected | Defense +5, Magic Defense +5
Description | Prevents Mute and Poison attacks.
Special Notes | Nothing

Name of Accessory | Safety Ring
Buy Price | N/A
Statistics Affected | Speed +5, Defense +5, Magic Defense +5
Description | Guards against mortal blows.
Special Notes | Nothing

Name of Accessory | Scrooge Ring
Buy Price | 50 Frog Coins

Statistics Affected		N/A
Description		Cuts FP use in half during battle.
Special Notes		Nothing

Name of Accessory		Signal Ring
Buy Price		N/A
Statistics Affected		Speed +10
Description		Noise indicates hidden chest.
Special Notes		Nothing

Name of Accessory		Troopa Pin
Buy Price		N/A
Statistics Affected		Speed +20
Description		Grants "Troopa" confidence!
Special Notes		Increases attack and magic power by 50%.

Name of Accessory		Trueform Pin
Buy Price		60
Statistics Affected		Defense +4, Magic Defense +4
Description		You won't be turned into mushrooms or scarecrows!
Special Notes		Nothing

Name of Accessory		Wake Up Pin
Buy Price		42
Statistics Affected		Defense +3, Magic Defense +3
Description		Prevents Mute and Sleep attacks.
Special Notes		Nothing

Name of Accessory		Zoom Shoes
Buy Price		100
Statistics Affected		Speed +10, Defense +5, Magic Defense +5
Description		Speed up by 10!
Special Notes		Nothing

=== 8.5 - Magic =====ma_ma===

Magic is classified as the "Special Moves" of each character. I will give the name and function of each of these special moves, which you can use during battle.

Mario's Special Moves

Name of Special Move		Jump
Flower Point Cost		3 FP
Level Obtained		1

Name of Special Move		Fire Orb
Flower Point Cost		3 FP
Level Obtained		3

Name of Special Move		Super Jump
Flower Point Cost		5 FP
Level Obtained		6

Name of Special Move		Super Flame
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Flower Point Cost | 7 FP
Level Obtained | 10

Name of Special Move | Ultra Jump
Flower Point Cost | 9 FP
Level Obtained | 14

Name of Special Move | Ultra Flame
Flower Point Cost | 11 FP
Level Obtained | 18

Mallow's Special Moves

Name of Special Move | Thunderbolt
Flower Point Cost | 2 FP
Level Obtained | 1

Name of Special Move | HP Rain
Flower Point Cost | 2 FP
Level Obtained | 3

Name of Special Move | Psychopath
Flower Point Cost | 1 FP
Level Obtained | 6

Name of Special Move | Shocker
Flower Point Cost | 8 FP
Level Obtained | 10

Name of Special Move | Snowy
Flower Point Cost | 12 FP
Level Obtained | 14

Name of Special Move | Star Rain
Flower Point Cost | 14 FP
Level Obtained | 18

Geno's Special Moves

Name of Special Move | Geno Beam
Flower Point Cost | 3 FP
Level Obtained | 1

Name of Special Move | Geno Boost
Flower Point Cost | 4 FP
Level Obtained | 8

Name of Special Move | Geno Whirl
Flower Point Cost | 8 FP
Level Obtained | 11

Name of Special Move		Geno Blast
Flower Point Cost		12 FP
Level Obtained		14

Name of Special Move		Geno Flash
Flower Point Cost		16 FP
Level Obtained		17

Bowser's Special Moves

Name of Special Move		Terrorize
Flower Point Cost		6 FP
Level Obtained		1

Name of Special Move		Poison Gas
Flower Point Cost		10 FP
Level Obtained		12

Name of Special Move		Crusher
Flower Point Cost		12 FP
Level Obtained		15

Name of Special Move		Bowser Crush
Flower Point Cost		16 FP
Level Obtained		18

Princess Toadstool's Special Moves

Name of Special Move		Therapy
Flower Point Cost		2 FP
Level Obtained		1

Name of Special Move		Group Hug
Flower Point Cost		4 FP
Level Obtained		1

Name of Special Move		Sleepy Time
Flower Point Cost		4 FP
Level Obtained		11

Name of Special Move		Come Back
Flower Point Cost		2 FP
Level Obtained		13

Name of Special Move		Mute
Flower Point Cost		3 FP
Level Obtained		15

Name of Special Move		Psych Bomb
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Flower Point Cost | 15 FP
Level Obtained | 18

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9. Secrets

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Welcome to the secrets section of this guide. Most of these secrets are just for fun, and some of them are considered cheating, so please use the following at your own risk. That's about it, enjoy! Many of these tricks can be credited to GameFAQs contributors.

----- Easy Level Gaining -----

This is a pretty cheap trick, but it is still pretty cool. I can't say that I ever actually used it. Anyway, when you get to a treasure chest with a star inside, which makes you invincible, grab the star, then take out as many enemies around you as possible. Of course, this will give you plenty of experience, but if you die in a battle after that, then repeat the process, you will be able to continuously gain experience. Probably the faster way of gaining levels, so it is one of the best secrets.

----- Geno 9999 Attack -----

Basically, if you time your Geno Whirl, one of Geno's moves, correctly, you will easily take off 9999 HP. Unfortunately, this does not work for bosses, but only regular enemies.

----- Samus Appearance -----

In Booster Tower, after seeing Booster himself, look into the box nearby and you will see a Samus action figure. Pretty neat seeing these extra little goodies.

----- F-Zero and Starfox Appearance -----

In Barrel Volcano, head to Hinopio's shop, and check the far corner to see F-Zero and Starfox action figures propped up. Again, pretty cool.

----- Attack Scarf -----

To obtain the attack scarf, you must perform 30 consecutive Super Jumps to one enemy in a battle with Mario. After you do this, speak to the dog in Monstro Town, and he will reward you.

Super Jacket

To obtain the attack scarf, you must perform 100 consecutive Super Jumps to one enemy in a battle with Mario. After you do this, speak to the dog in Monstro Town, and he will reward you.

Troopa Pin

In Troopa's mini-game, you have to beat the high score of 12 seconds to get this item.

Lamb's Lure

Princess Toadstool must have the B'tub Ring equipped, and must use the Mystery Egg 10 times to get this item.

Sheep Attack

The Sheep Attack is obtained after using the Lamb's Lure 48 times in battle. This does not mean one battle, but as many as you would like. Just use it!

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10. Final Information ma_fe

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=== 10.1 - E-Mail Policy =====ma_em===

nm14.faqs[at]gmail[dot]com
penguin_faqs[at]yahoo[dot]com

Hey everyone. This is the e-mail policy portion of this FAQ. I am going to list what I believe to be "acceptable" or "unacceptable" e-mails. Of course, it would be very wise of you to correctly e-mail me if you are hoping for a response. Also, if you have made a mistake when e-mailing me, it is very likely I will block you so that you cannot send me any more messages. So, now that you all know what will happen if you incorrectly e-mail me, you have to find out what is acceptable and what is unacceptable. Please read below.

Do you have information that we have not covered in this FAQ? Well, read below. If you happen to know something in the FAQ please e-mail me. I am always interested in adding information from readers, but there are a few exceptions.

If this FAQ is NOT labeled "Final" as its version, your added information may not necessarily be used. I could possibly already know your information, but have not gotten to that section yet. So, do not guarantee that I will post your comments just because you were nice enough to e-mail us.

Now, for a little more about an "acceptable" e-mail, let's talk about the subject of the e-mail. I get a lot of e-mails about other FAQs that I have written, so I can easily miss your e-mail unless you identify it. So, in the subject line, please include the words "Super Mario RPG" in your subject line. This makes it a lot easier to sort things out in my e-mail. If you do not refer to what game you are commenting/asking for help on, I will most likely ignore the entire e-mail.

The last aspect that we would like to talk about is reading the FAQ. If you are in doubt, check around the entire FAQ before coming to us for direct help. It is likely that information is in other parts of the FAQ, and not necessarily the part that you are looking at during that very moment. Any comments that are already answered in this FAQ will simply be ignored and blocked, as I have taken a lot of time to write this guide for you, you can do a little something for me as well.

If any of the above guidelines are not followed correctly your e-mails will be considered "unacceptable" and I am sure you know what that means. I personally think that it will be simple to follow the guidelines, and you will not have to worry very much about the process. Thank you, again, for your cooperation.

=== 10.2 - Version History =====ma_vh===

Version Final - ??? - All information is complete.

=== 10.3 - Credits =====ma_cr===

1. CJayC - Posting this FAQ on GameFAQs, the #1 Game FAQing site.
2. RPGClassics.com - Provided a lot of great statistical information throughout the guide.
3. Nintendo Power - For the awesome strategy guide that really helped Psycho Penguin out during the lists.
4. Ryan Harrison - For always being a big motivator for Psycho Penguin.

=== 10.4 - Closing =====ma_cl===

Well, this is all I can offer you for this game. I have tried my best to cover all the aspects of the game so that your life is a heck of a lot easier. My contributor name is nm14, so be sure to use my other walkthroughs for other games. I hope this has helped you in what you were looking for, and if it has not, I would encourage you to e-mail you. I will always e-mail you back if you ask a worthy question that is not in my FAQ. Remember, you can look in my e mail section for more information. Take care, and g'night from nm14 headquarters!



