

# Super Mario RPG: Legend of the Seven Stars Battle Mechanics Guide

by newmansage

Updated to v1.02 on Oct 19, 2005

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6000 hits (for the year 2005) and counting...

Super Mario RPG: Legend of the Seven Stars Battle Mechanics Guide (v1.02 r04)

Last Revision: Wednesday, October 19, 2005 @ 01:41pm EDT (GMT -5:00)

By: Shawn Newman (newmansage)

E-mail : -newmansage@hotmail.com (My new primary e-mail address for anything game-related; use this first.)  
-risingsun1011@juno.com

- A reminder that [shnew10@aol.com] is no longer a valid e-mail address, as I closed my AOL account back in February 2005.

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\* Remember to allow 3 (or more) months for me to respond to your e-mail. I try to respond as early as I can, but college often gets in the way. You should DEFINITELY e-mail me again if a new version of the BMG has gone out and you still have not heard from me.

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-----  
FONT / / |FONT CHECK: This guide is not to exceed 78 characters per line. |  
_ / / |Make sure that you are viewing this file in a monospaced font, such|  
\ \ / / |as Courier, to ensure that the document lines up correctly. If this|  
\_ / |box is not displaying properly, use a higher screen resolution. |  
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.JNNL. Why 78 characters per line?

N""""NN -----

(N 78 monospaced characters, under a default font setting, is equal to  
JN` 6.5" (@ 12 characters per inch) in a word processor, in case the  
NNF document needs to be printed out. I recommend against doing this,  
(N` though. This guide is pretty long.

(N) Not that long -- about 74 pages -- but...

-----  
\*REVISION HISTORY\*  
-----

v0.10-March 30, 2003  
-----

Woo-hoo! The first edition of this guide!

v0.20-March 31, 2003  
-----

Fixed a few minor errors. Completed Part 2 of the guide. Made an effort to  
start on Part 3. This is going to be a long section...

v0.30-August 14, 2003  
-----

I did a little of Part 3 but then decided to do Part 4. It came out quite  
nicely.

v0.80-August 15, 2003  
-----

I did A LOT today. I finished Parts 4-9! Well, a lot of 7 and 8. Still need  
a few things in those sections. I'm pretty much done with this guide.

v0.85-December 15, 2003  
-----

No biggie: just changed a few confusing parts in my guide.

v0.90-April 17, 2004  
-----

Been caught up in school work...Oh well. Added in part 4 about instant KO  
attacks.

v0.91-June 16, 2004  
-----

Well, I finally got a ROM for this game, so hopefully I can finish the rest of  
the sections soon. Worked mainly on Part 7 today, although I got some of  
Part 8 done as well. (Stats up to level 7 done!)

v0.92-June 22, 2004  
-----

Working hard...I got statistics on characters up to level 11 today. Also I  
added the chart in Part 8 that shows how many Hit Points each character

gains if you choose the HP bonus on the wrong levels. Still need the values for after Level 20, though...

v0.93-June 24, 2004

-----  
Finished stats on characters up to level 30!

v0.94-June 26, 2004 (1st version contributed to GameFAQs)

-----  
Yes, I working every other day...Got more information on prices for some equipment and finished up Part 8 (finally!) today.

v0.95-June 30, 2004

-----  
Added information for Geno Boost, Sleepy Time, Come Back, and Mute. Also added locations for all the accessories.

v0.96-July 02, 2004

-----  
Finished Part 3 on Special (Y) Formulae! Also fixed a few formulas that were incorrect. Added neoseeker.com onto my authorized website list.

v0.97-November 23, 2004

-----  
Added information on what the statistics do. This can be found in Part 8, after the info on the characters and before the part on leveling up. Also added minimum, ideal, and maximum values for each characters. These are also found in part 8. Most of the formulas in Part 3 were also changed. (Not a big difference, just added an int() function to them for the most part.) Added the "To-Do List" which is found below the history. I should be done with this guide by the end of the year, but if not...oh well...blame my college.

v1.00-December 27, 2004

-----  
Well, Merry belated Christmas everyone (or whatever you celebrate at this time of year)! Finally, this guide is "complete!" That doesn't mean, however, that I am done. There is still much I want to do with this guide. Part 6 is done! Also, improved some areas from other parts. Also, added keywords for easier navigation. For now, only the nine main parts have keywords, but I'll probably add each individual section within the parts in a later version.

v1.01-June 17, 2005

-----  
Summer Term isn't as busy as Spring and Fall, so I can update. Yay! Actually, if you look at the BMG revision history, I update about thrice a year. Completely redid Part 7. Also added keywords for each individual section. Hopefully the next update will include the other things in my "To-Do" List. I've changed my e-mail addresses, so please be sure to look at the e-mail information at the beginning of the guide should you wish to contact me. I probably won't be updating often anymore since I have moved on and am doing research on other games (namely, the Ratchet & Clank and Sly Cooper series), so expect updates to be more sporadic, as if they weren't sporadic already... I'll try for December or so, or I may surprise you with v1.02 next month! Oh, FYI, most of the size increase is due to the new format of Part 7.

v1.02-October 19, 2005

-----  
I'm gonna go ahead and publish this, even though I'm quite done with it yet. First of all, I have a new ASCII title for the guide (I'm so happy!). I think I went a little overboard with the ASCII, though. I'm not quite satisfied with

the way the headers at the beginning of each part turned out. I'll probably change it back in v1.03. Anyway, fixed some minor errors in the guide (such as spelling and a few missing words here and there...why didn't anyone inform me of this?!! Especially my listing of Bowser's Drill Claw having the same Attack boost as Geno's Star Gun!) and added more information for Mario's Super Jump, as well as an additional section on timed hits in Part 2. Also, I removed most of the int() functions that I added in v0.97 in Part 3 after realizing that that's what the brackets were for in the first place! What was I thinking?! Oh, and also the item properties list has been added. I'm not quite done with it yet, though...you can see this list in what is now Part 5. Lastly, I've added two more statuses in the Statuses section, which is now Part 6.

-----  
 \*TO-DO LIST\*  
 -----

- (for v1.03 and/or later versions)
- I think the Revision History and the Table of Contents are gonna need their own keywords soon, as the Revision History section is getting a little big.
  - I want to completely redo the Enemy Skill list, using a format similar to the one I used in Part 3. BUT...I have to get information on which enemies use which skills, first...
  - I need to add locations for each item on the Item Properties List.
  - I need to add a section on Item (X) timed hits (or at least a theory...).
  - I received an e-mail stating that "Geno Beam" has a hidden, sixth level that occurs just before overcharging the attack. So far I have been unsuccessful in getting this sixth level, but I may not have the time to test this out further. Could someone (other than you, redford) try this and verify?
  - I need to add a section on battle gameflow.
  - I plan for v1.03 to come out by the end of the year, hopefully...

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\*\*\*\*\*1\*\*\*\*\*

(NN) Introduction  
(N) -----  
N) A small intro to the guide; contains definitions for terms that may be  
(N) unfamiliar.  
.NN. KEYWORD: [INTRO]

Yeah, I know it's a little late for a guide like this, considering that this game has been out for about seven years or so. But, this game is a classic! This is my favorite SNES game, and I still play it! Anyway, I'm sure that people emulate or still play (using an SNES) this game and wonder exactly how those numbers that appear on-screen are derived. That is the main purpose of this guide.

Actually, before I start, I want to define some terms to clarify what is coming up, so that you don't get confused and start sending many e-mails my way.

A "CHARACTER" is any unit on-screen during a battle that is on your side.

An "ENEMY" is any unit on-screen during a battle that is not on your side.

An "ATTACK" is any technique that is used to cause damage or negative abnormal statuses to a target. (Ex. Mario's "Fire Orb")

A "SKILL" is any technique that does not cause damage or negative abnormal status effects to a target. (Ex. Mallow's "HP Rain")

An "ATTACKER" is any character that is executing an attack or skill.

A "TARGET" or "DEFENDER" is the target that is being affected by the effects of an attack or skill.

\* For skills, the attacker and the defender can be the same person.

A "TIMING BUTTON" is any button used to cause more damage/healing with an attack or skill; namely the A, B, X, or Y buttons.

To "TIME" an attack or skill means to press a timing button within a certain margin of time unique to each attack to cause extra effects.

To time "PERFECTLY" means to time an attack or skill exactly or near exactly right so that an attack or skill's effects have their highest potential.

To time "CORRECTLY" means to time an attack or skill a fraction of a second off from "perfect". This will still increase the effects of the attack or skill, but only about half as much as if you were to time it perfectly.

To "BLOCK" means to press a timing button at such a moment that damage is reduced or completely nullified.

A "PHYSICAL ATTACK" is any attack that uses the "Attack" stat of the attacker and the "Defense" stat of the target.

An "UNBLOCKABLE ATTACK" is any attack that does not use the "Defense" or "Magic Defense" stat of the target.

A "MAGIC ATTACK" is any attack that uses the "Mg. Attack" stat of the attacker and the "Mg. Defense" stat of the target.

"MAGIC POWER" is a variable that determines the relative strength of a magic attack. This value is added to the attacker's "Mg. Attack" stat and is then subtracted by the target's "Mg. Defense" stat to determine the exact amount

of damage that the target will receive.

For example, the magic power of Mario's "Jump" skill is 25. This value is then added to his "Mg. Attack" value and subtracted by his target's "Mg. Defense" to determine how much damage he will cause.

To "DEFEND" means to brace the character for attacks. You can tell a character is defending because he or she will (generally) have their arms crossed in front of them. Characters who are defending receive half the damage (rounded down) that they normally receive. You can combine this with a correctly timed button press and receive only 1/4 normal damage.

Now, the formulae:

```
*****2*****
JNNN` Weapon Damage
` (N -----
.F   Damage calculation for damage using weapons. Also contains information
J`   on Timed Hits and P Values.
NNNN  KEYWORD: [WEAPN]
*****2*****
```

#### Weapon Attacks

-----  
Note: Anything in brackets should be truncated, and everything in parentheses should be performed first.

Basically, for weapon attacks, the amount of damage caused will be determined by the following equation:

$$[\max(1, (PA + WP + \text{rand}(-P, P) - DEF)) * T]$$

Where PA is the attacker's "Attack" stat,  
WP is the weapon power of the attacker's equipped weapon,  
P is a variable that changes with the equipped weapon,  
DEF is the "Defense" stat of the target, and  
T is a variable that determines whether you timed your attack.

This formula applies to all attacks, although for bare-handed (aka: no weapon) attacks, the P and the WP value is 0, and thus can be modified to create a simpler equation:

$$[\max(1, (PA - DEF)) * T]$$

Again, PA is the attacker's "Attack" stat,  
DEF is the target's "Defense" stat, and  
T is the timed hit variable

#### T Values

-----  
T = 2.0 if you timed it perfectly,  
T = 1.5 if you timed it correctly, and  
T = 1.0 if you didn't bother to time it or if your timing was way off.

#### P Values

-----

The basic rule for the variable "P" in the attack equations is this:

P is equal to  $[0.1 * WP]$ , where WP is the weapon's attack power.

Example: Mario's NokNok Shell has an attack power of 20, so the P value is equal to  $[0.1 * 20] = 2$ .

Exceptions are Geno and Bowser's weapons, Mario's Masher and Lazy Shell, and Peach's Frying Pan.

ON TIMED HITS [WPNTH]

=====

So, if Mario at Level 1 (Attack=20) was equipped with a NokNok Shell (which boosts his attack to 40 and has a P value of 2) attacked a Goomba (Defense=3), without a timed hit, Mario would cause at least:

$$[(20 + 20 + \text{rand}(-2,2) - 3) * T] = [(40 + \text{rand}(-2,2) - 3) * 1] = [(40 - 2 - 3)] = 35 \text{ HP damage.}$$

Mario at most would cause:

$$[(20 + 20 + \text{rand}(-2,2) - 3) * T] = [(40 + \text{rand}(-2,2) - 3) * 1] = [(40 + 2 - 3)] = 39 \text{ HP damage.}$$

This means that a Level 1 Mario equipped with a NokNok Shell would cause 35-39 HP damage to a Goomba if Mario did not use a timed attack.

--

Now, let's see what happens when he times his attack \*correctly\*:

The minimum damage now becomes:

$$[(20 + 20 + \text{rand}(-2,2) - 3) * T] = [(40 + \text{rand}(-2,2) - 3) * 1.5] = [(40 - 2 - 3) * 1.5] = [35 * 1.5] = [52.5] = 52 \text{ HP damage.}$$

The maximum damage becomes:

$$[(20 + 20 + \text{rand}(-2,2) - 3) * T] = [(40 + \text{rand}(-2,2) - 3) * 1.5] = [(40 + 2 - 3) * 1.5] = [39 * 1.5] = [58.0] = 58 \text{ HP damage.}$$

Thus, even a correctly timed hit is much more beneficial than attacking without timing.

--

Now let's see what a perfectly timed attack can do:

Minimum damage becomes:

$$[(20 + 20 + \text{rand}(-2,2) - 3) * T] = [(40 + \text{rand}(-2,2) - 3) * 2] = [(40 - 2 - 3) * 2] = [35 * 2] = 70 \text{ HP damage.}$$

Maximum damage becomes:

$$[(20 + 20 + \text{rand}(-2,2) - 3) * T] = [(40 + \text{rand}(-2,2) - 3) * 2] = [(40 + 2 - 3) * 2] = [39 * 2] = 78 \text{ HP damage.}$$

This is obviously what you want to be aiming for, unless you \*want\* to keep an opponent alive for some reason.



WEAPON P VALUES [WEPNP]

=====

Here's the list of P Values for every weapon in the game, as well as when to time their attacks. These P Values are repeated in each weapon's statistics in Part 7 of the guide.

Weapon	P	Timing
Hammer (Lucky)	0	Just before Mario swings the hammer
Hammer	1	Just before Mario swings the hammer
NokNok Shell	2	Just before Mario kicks the shell a second time
Punch Glove	3	Just before Mario swings at an enemy
Super Hammer	4	Just before Mario swings the hammer sideways
Masher	30	Just before Mario swings the hammer
Troopa Shell	5	Just before Mario kicks the shell a second time
Mega Glove	6	Just before Mario swings that big fist at an enemy
Ultra Hammer	7	Just before Mario swings the hammer
Lazy Shell	50	Just as Mario kicks the shell a second time
FroggieStick	2	Just before Mallow swings the stick
Cymbals	3	About 1/4 of a second before Mallow brings them together
Whomp Glove	4	Just before Mallow's arm is completely extended
Ribbit Stick	5	Just before Mallow swings the stick
Sticky Glove	6	Just before Mallow's twin fists bash an enemy
Sonic Cymbal	7	About 1/4 of a second before Mallow brings them together
Finger Shot	3	Just as Geno shoots the small bullets
Hand Gun	4	Just as Geno shoots the medium-sized bullets
Double Punch	5	Just as Geno launches both his fists
Hand Cannon	6	Just as Geno shoots the cannons from his elbow
Star Gun	7	Just before Geno shoots the stars
Chomp Shell	3	Just before the Chomp connects
Chomp	4	Just before the Chomp connects
Hurly Gloves	5	Just as Mario crashes into the enemy
Spiked Link	6	Just before the link connects
Drill Claw	7	Just before Bowser swipes at an enemy
Slap Glove	4	Just as Peach slaps an enemy the first time
Parasol	5	Just before Peach brings the Parasol down
War Fan	6	Just before Peach brings the fan down
Super Slap	7	Just as Peach *slaps* the enemy silly the first time
Frying Pan	20	Just before Peach swings the thing down the first time

\*\*\*\*\*3\*\*\*\*\*

JNNN` Magic Formulae

JF -----

"NN. Formulas for all character special attacks in the game, and when to

N) time them. Also contains secrets for Mario's "Ultra" Specials.

NLJF KEYWORD: [SPEC.]

\*\*\*\*\*3\*\*\*\*\*

For magic (aka: SPECIAL) attacks, the damage is determined by the caster's "Mg. Attack" stat and the target's "Mg. Defense" stat.

I will list each special attack with their formulae separately, and how to cause more damage/healing with the technique.

Remember, brackets [] mean to truncate the value calculated inside.

MARIO'S SPECIALS [SPEC1]

=====

-----  
JUMP                            Learned by: Mario      Level: 1      FP Cost: 3      Mg. Power:25  
-----

- Targets one enemy
- "Jump" elemental

$\max(1, [(MA + (25 + (J / 2))) - MDf] * T)$

MA is Mario's "Mg. Attack" stat,

T is a variable that changes depending on whether you timed the attack right or not.

T = 1.50 if you time the attack perfectly,

T = 1.25 if you time the attack correctly, and

T = 1.00 if you didn't time it correctly, or you just didn't try.

MDf is the target's "Mg. Defense" stat.

J is the number of times you have used a "Jump" attack since the beginning of the game.

When to time: Just as Mario lands on the enemy. Interesting how this can potentially become the strongest Special in the game...

-----  
FIRE ORB                        Learned by: Mario      Level: 3      FP Cost: 5      Mg. Power:20  
-----

- Targets one enemy
- "Fire" elemental

$\max((N + 1), [(MA + 20 - MDf) + ((MA + 20 - MDf) / 16) * N])$

MA is Mario's "Mg. Attack" stat,

N is the number of times you press a timing button during the attack animation, and

MDf is the target's "Mg. Defense" stat.

When to time: Just keep pressing a timing button to shoot fireballs. Each one Mario shoots will cause more damage.

-----  
SUPER JUMP                      Learned by: Mario      Level: 6      FP Cost: 7      Mg. Power:45  
-----

- Targets one enemy
- "Jump" elemental

$\max((T + 1), [(MA + 45 - MDf) + ((MA + 45 - MDf) / 8) * T])$

MA is Mario's "Mg. Attack" stat,

MDf is the target's "Mg. Defense" stat, and

T is the number of times you successfully press a timing button at the right moment.

When to time: Press a timing just as Mario lands on the target, and he will jump on the target again! You can do this up to 100 times, but after every 19 or so jumps it gets harder to time it right because you have to be more

precise in your timing.

Another thing to note is that if you are trying to get the Attack Scarf or the Super Suit, the first jump that Mario makes doesn't count toward the 30/100. You must time the attack (i.e., press a timing button at the correct--and later perfect as you get more jumps in--time) 30 or 100 times in a row in order to get these pieces of equipment. It is usually best to attack a non-animated target such as Jinx if you are trying to get the equipment.

---

SUPER FLAME                    Learned by: Mario      Level:10      FP Cost: 9    Mg. Power:40

---

- Targets one enemy
- "Fire" elemental

$$\max((N + 1), [(MA + 40 - MDf) + ((MA + 40 - MDf) / 16) * N])$$

MA is Mario's "Mg. Attack" stat,  
N is the number of times you press a timing button during the attack animation, and MDf is the target's "Mg. Defense" stat.

When to time: Same as Fire Orb - Rapidly pressing a timing button.

---

ULTRA JUMP                    Learned by: Mario      Level:14      FP Cost:11    Mg. Power:65

---

- Targets random enemies
- "Jump" elemental

$$\max((T + 1), [(MA + 65 - MDf) + ((MA + 65 - MDf) / 8) * T])$$

MA is Mario's "Mg. Attack" stat,  
MDf is the target's "Mg. Defense" stat, and  
T is the number of times you successfully press a timing button at the right moment.

When to time: Press a timing button just as Mario lands on an enemy, and he will jump again! With this, however, he may jump on another enemy, not just the one you targeted. The first jump, however, is guaranteed to hit the target you targeted. On a side note, this is the strongest special attack in the game (Well, that any of YOUR characters can perform). There is also a neat trick that you can do with this special and Ultra Flame. See the end of this part (after Peach's Psych Bomb) for the details.

---

ULTRA FLAME                    Learned by: Mario      Level:18      FP Cost:14    Mg. Power:60

---

- Targets random enemies
- "Fire" elemental

$$\max(\text{int}(N + 1), [(MA + 60 - MDf) + ((MA + 60 - MDf) / 16) * N])$$

MA is Mario's "Mg. Attack" stat,  
N is the number of times you press a timing button during the attack animation, and  
MDf is the target's "Mg. Defense" stat.

When to time: Same as Fire Orb and Super Flame - Rapid presses of a timing button. With Ultra Flame, like Ultra Jump, Mario will randomly target enemies. However, the first (if you shoot one) and last fireballs are guaranteed to hit your intended target.

#### MALLOW'S SPECIALS [SPEC2]

=====

-----  
THUNDERBOLT                    Learned by: Mallow    Level: 2    FP Cost: 2    Mg. Power:15  
-----

- Targets all enemies
- "Thunder" elemental

$\max(1, [(MA + 15 - MDf) * T])$

MA is Mallow's "Mg. Attack" stat,

T is a variable that changes depending on whether you timed the attack right or not.

T = 1.25 if you timed the attack perfectly or correctly, and

T = 1.00 if you didn't.

MDf is the "Mg. Defense" stat of each individual target.

When to time: Press a timing button just as the bolt ends, which is about a second after the zapping sound stops.

-----  
HP RAIN                        Learned by: Mallow    Level: 3    FP Cost: 2    Mg. Power:10  
-----

- Targets one ally

$\max(1, [(MA + 10) * T])$

MA is Mallow's "Mg. Attack" stat, and T is a variable that changes depending on whether you timed the skill correctly, perfectly, or way off.

T = 1.50 if you timed it perfectly

T = 1.25 if you timed it correctly, and

T = 1.00 if you didn't time it correctly, or you just didn't try.

Technically, the  $\max(1, \dots)$  part doesn't need to be there since this skill will always heal at least 10 HP, but for consistency, I'll put it in.

When to time: Press a timing button just as the cloud dissipates.

-----  
PSYCHOPATH                    Learned by: Mallow    Level: 6    FP Cost: 1    Mg. Power:N/A  
-----

- Targets one enemy

There is no formula for Psychopath. However, the "timed hit" rule still applies: Press a timing button just as the spotlights come together to see what the target is thinking after their HP is displayed. Sometimes, its useful, as some enemies think about their weaknesses; most of the time, it's useless, although it can be interesting (I especially like Booster's thoughts ^\_^).

-----  
SHOCKER                    Learned by: Mallow    Level:10    FP Cost: 8    Mg. Power:60  
-----

- Targets one enemy
- "Thunder" elemental

$\max(1, [(MA + 60 - MDf) * T])$

MA is Mallow's "Mg. Attack" stat, and T is a variable that changes depending on whether you timed the attack correctly, perfectly, or way off.

T = 1.50 if you timed it perfectly

T = 1.25 if you timed it correctly, and

T = 1.00 if you didn't time it correctly, or you just didn't try.

MDf is the target's "Mg. Defense" stat.

When to time: Press a timing button just before the bolt appears: just less than a second after you first hear the shocking sound.

-----  
SNOWY                    Learned by: Mallow    Level:14    FP Cost:12    Mg. Power:40  
-----

- Targets all enemies
- "Ice" elemental

$\max((R + 1), [(MA + 40 - MDf) + (R * [(MA + 40 - MDf) / 16])])$

R is the number of rotations of the control pad that you performed during the attack animation, and

MA is Mallow's "Mg. Attack" stat

MDf is each target's "Mg. Defense" stat

When to time: After the "Rotate Control Pad!" message disappears, rotate the control pad as fast as you can during the attack animation. Only 16 rotations will count, though.

-----  
STAR RAIN                Learned by: Mallow    Level:18    FP Cost:14    Mg. Power:55  
-----

- Targets all enemies

$\max((T + 1), [(MA + 55 - MDf) + ((MA + 55 - MDf) / 16) * T])$

MA is Mallow's "Mg. Attack" stat,

MDf is each target's "Mg. Defense" stat, and

T is the number of times you successfully press a timing button at the right moment.

When to time: Just as the star flattens your opponents, press a timing button and the star will flatten them again! You can do this repeatedly, although the highest number of times that I have gotten the star to flatten my opponents is 16.

-----  
GENO'S SPECIALS [SPEC3]  
=====

-----  
GENO BEAM                Learned by: Geno      Level: 6    FP Cost: 3    Mg. Power:40  
-----

-----  
- Targets one enemy

```
[max(int(1 * C), int((MA + 40 - MDf) * C))]
```

MA is Geno's "Mg. Attack" stat,  
MDf is the target's "Mg. Defense" stat, and  
C is Charge Level of the beam.

C = 2.00 if the button held for the attack is charged for 4 "star cycles"  
C = 1.75 if the button held for the attack is charged for 3 "star cycles"  
C = 1.50 if the button held for the attack is charged for 2 "star cycles"  
C = 1.25 if the button held for the attack is charged for 1 "star cycle", and  
C = 1.00 if no button is held or the attack is overcharged (charged for more than 4 "star cycles").

A "star cycle" is the amount of time between when one star appears on-screen and the next star appears on-screen.

This is how it works:

After the "Hold 'Y' for power!" message disappears, four stars will appear on the screen. The first one will disappear, but the other three will not until they are all on-screen for about half a second, and then they will disappear. To get the most power, hold down a timing button until the three stars are on-screen, then let go of the button.

The same holds true for Geno Blast and Geno Flash.

\* It has been called to my attention that the "Geno Beam" (and possibly the Geno Blast and Geno Flash as well) has a hidden level that is activated a split second before overcharging. I have tried this a couple of times and have not gotten it to work as of yet. Can someone please try and verify this?

-----  
GENO BOOST                    Learned by: Geno            Level: 8    FP Cost: 4    Mg. Power:N/A  
-----

- Targets one ally  
- Causes "Attack Up" (also causes "Defense Up" when timed)

There is no formula for Geno Boost. When a timing button is pressed about 1.5 seconds after the arrows start to appear (i.e. when they are about to disappear), the targeted ally will receive the "Defense Up" status as well as the "Attack Up" status.

-----  
GENO WHIRL                    Learned by: Geno            Level:11    FP Cost: 8    Mg. Power:45  
-----

- Targets one enemy

```
max(1, [min(9999, int(MA + 45 - MDf) * C)])
```

MA is Geno's "Mg. Attack" stat,  
MDf is the target's "Mg. Defense" stat, and  
C is a variable that changes depending on whether you timed the attack correctly or not.

C = 1 if you did not time the attack, and  
C = 9999 if you timed the attack perfectly or correctly

When to time: A little over a second after the yellow ring leaves the screen, press a timing button to cause 9999 HP damage! This will almost always work on regular enemies, but for bosses, it will usually only work if their HP is low enough to where one more attack will kill them anyway...Exor is the only boss that's vulnerable to Geno Whirl regardless of HP, by the way.

-----  
GENO BLAST                    Learned by: Geno            Level:14    FP Cost:12    Mg. Power:50  
-----

- Targets all enemies

$[\max(\text{int}(1 * C), \text{int}((\text{MA} + 50 - \text{MDf}) * C))]$

MA is Geno's "Mg. Attack" stat,  
MDf is each target's "Mg. Defense" stat, and  
C is Charge Level of the beam.

C = 2.00 if the button held for the attack is charged for 4 "star cycles"  
C = 1.75 if the button held for the attack is charged for 3 "star cycles"  
C = 1.50 if the button held for the attack is charged for 2 "star cycles"  
C = 1.25 if the button held for the attack is charged for 1 "star cycle", and  
C = 1.00 if no button is held or the attack is overcharged (charged for more than 4 "star cycles").

For an explanation on "star cycles", refer to Geno Beam (3 entries above this one).

-----  
GENO FLASH                    Learned by: Geno            Level:17    FP Cost:16    Mg. Power:60  
-----

- Targets all enemies

$[\max(\text{int}(1 * C), \text{int}((\text{MA} + 60 - \text{MDf}) * C))]$

MA is Geno's "Mg. Attack" stat,  
MDf is each target's "Mg. Defense" stat, and  
C is Charge Level of the beam.

C = 2.00 if the button held for the attack is charged for 4 "star cycles"  
C = 1.75 if the button held for the attack is charged for 3 "star cycles"  
C = 1.50 if the button held for the attack is charged for 2 "star cycles"  
C = 1.25 if the button held for the attack is charged for 1 "star cycle", and  
C = 1.00 if no button is held or the attack is overcharged (charged for more than 4 "star cycles").

For an explanation on "star cycles", refer to Geno Beam (4 entries above this one).

BOWSER'S SPECIALS [SPEC4]  
=====

-----  
TERRORIZE                    Learned by: Bowser        Level: 8    FP Cost: 6    Mg. Power:10  
-----

- Targets all enemies
- Causes "Fear"

$$\max((R + 1), [(MA + 10 - MDf) + (R * [(MA + 10 - MDf) / 16])])$$

R is the number of rotations of the control pad that you performed during the attack animation, and

MA is Bowser's "Mg. Attack" stat

MDf is each target's "Mg. Defense" stat

When to time: After the "Rotate Control Pad!" message disappears, rotate the control pad as fast as you can during the attack animation. Only 16 rotations will count, though.

-----  
 POISON GAS                    Learned by: Bowser    Level:12    FP Cost:10    Mg. Power:20  
 -----

- Targets all enemies
- Causes "Poison"

$$\max((R + 1), [(MA + 20 - MDf) + (R * [(MA + 20 - MDf) / 16])])$$

R is the number of rotations of the control pad that you performed during the attack animation, and

MA is Bowser's "Mg. Attack" stat

MDf is each target's "Mg. Defense" stat

When to time: After the "Rotate Control Pad!" message disappears, rotate the control pad as fast as you can during the attack animation. Only 16 rotations will count, though.

-----  
 CRUSHER                        Learned by: Bowser    Level:15    FP Cost:12    Mg. Power:60  
 -----

- Targets one enemy

$$\max(1, [(MA + 60 - MDf) * T])$$

MA is Bowser's "Mg. Attack" stat, and T is a variable that changes depending on whether you timed the attack correctly, perfectly, or way off.

T = 1.50 if you timed it perfectly

T = 1.25 if you timed it correctly, and

T = 1.00 if you didn't time it correctly, or you just didn't try.

MDf is the target's "Mg. Defense" stat.

When to time: Press a timing button just as the rock disappears: about a second after the rock juts out of the ground.

-----  
 BOWSER CRUSH                    Learned by: Bowser    Level:18    FP Cost:16    Mg. Power:58  
 -----

- Targets all enemies

$$\max((N + 1), [(MA + 58 - MDf) + ((MA + 58 - MDf) / 16) * N])$$

MA is Bowser's "Mg. Attack" stat,

N is the number of times you press a timing button during the attack



animation, and  
Mdf is each target's "Mg. Defense" stat.

When to time: Press a timing button as many times as you can while the giant green Mechakoopa is crushing your foes! I believe only 16 presses will count, though.

PEACH'S SPECIALS [SPEC5]

=====

-----  
THERAPY                    Learned by: Peach      Level: 9      FP Cost: 2    Mg. Power:40  
-----

- Targets one ally
- Removes "Silence", "Sleep", "Poison", "Fear", "Mushroom", "Scarecrow"

$\max(1, [(MA + 40) * T])$

MA is Peach's "Mg. Attack" stat, and T is a variable that changes depending on whether you timed the skill correctly, perfectly, or way off.

T = 1.50 if you timed it perfectly

T = 1.25 if you timed it correctly, and

T = 1.00 if you didn't time it correctly, or you just didn't try.

Technically, the  $\max(1, \dots)$  part doesn't need to be there since this skill will always heal at least 40 HP, but for consistency, I'll put it in.

When to time: As the healing animation is about to end (about 3 seconds after it begins) press a timing button to restore more health.

-----  
GROUP HUG                    Learned by: Peach      Level: 9      FP Cost: 4    Mg. Power:30  
-----

- Targets all allies
- Removes "Silence", "Sleep", "Poison", "Fear", "Mushroom", "Scarecrow"

$\max(1, [(MA + 30) * T])$

MA is Peach's "Mg. Attack" stat, and T is a variable that changes depending on whether you timed the skill correctly, perfectly, or way off.

T = 1.25 if you timed it correctly, and

T = 1.00 if you didn't time it correctly, or you just didn't try.

Technically, the  $\max(1, \dots)$  part doesn't need to be there since this skill will always heal at least 30 HP, but for consistency, I'll put it in.

When to time: As the healing animation is about to end (about 2 seconds after it begins) press a timing button to restore more health.

I don't think that "Group Hug" can be timed perfectly.

If you use this and Peach is the only one alive, you won't be able to time this skill.

-----  
SLEEPY TIME                    Learned by: Peach      Level:11      FP Cost: 4    Mg. Power:N/A  
-----

- Targets one enemy (all enemies if timed)
- Causes "Sleep"

There is no formula for Sleepy Time. However, when the player rotates the Control Pad enough times (not sure how many, I think 16), the attack will instead target all enemies, increasing the usefulness of this attack.

---

COME BACK                      Learned by: Peach      Level:13      FP Cost: 2      Mg. Power:N/A

---

- Targets one ally
- Removes "KO"

$\text{rndup}(\text{TA\_MaxHP} * T)$

TA\_MaxHP is the targeted ally's Max HP, and T is a variable that can change depending on how you time this skill.

T = 1.00 if you time the skill perfectly or correctly, and

T = 0.50 if you were way off or didn't try to time.

v1.02: I changed the formula so that it remained consistent with the other formulas; i.e., timing the skill increases the 'T' variable.

When to time: As the star is about to touch the fallen ally, press a timing button to have the skill restore all of their Hit Points. If you don't time it, Come Back will restore only half of the character's Max HP.

---

MUTE                              Learned by: Peach      Level:15      FP Cost: 3      Mg. Power:N/A

---

- Targets one enemy (all enemies if timed)
- Causes "Silence"

There is no formula for Mute, either. Like Sleepy Time, when the player rotates the Control Pad enough times (again, probably 16), the attack will target all enemies, increasing the usefulness of this attack.

When used against enemy parties of 6, the game will freeze if you attempt to mute all of them simultaneously.

---

PSYCH BOMB                      Learned by: Peach      Level:18      FP Cost:15      Mg. Power:60

---

- Targets all enemies

$\text{max}((N + 1), [(MA + 60 - MDf) + ((MA + 60 - MDf) / 16) * N])$

MA is Peach's "Mg. Attack" stat,

N is the number of times you press a timing button during the attack animation, and

MDf is each target's "Mg. Defense" stat.

When to time: Press a timing button as many times as you can while the bombs are blowing up on your foes! I believe only 16 presses will count, though.

---

SPECIALS SECRET [SPECS]

=====

Did you know that Ultra Jump and Ultra Flame can damage enemies who are normally immune to "Jump" and "Fire" elemental attacks? It's true! I have used this secret to actually kill Chef Torte and his assistant, although the game kinda locked up, because there was no one to poke Chef Torte, and Chef Torte wasn't there either! (I got the "poke, poke, poke!" message, but nothing happened after that...)

To perform this neat little trick you must have the foe that is immune to "Jump" or "Fire", and another enemy. When selecting the target for Ultra Jump or Ultra Flame, target the other enemy (not the one that is immune). Now use the attack like you would normally do (press a timing button at the right moment or as many times as possible). When you finish the attack, the target that is normally immune will receive damage equal to:

(T - 1)

Where T is the number of times that either Mario jumped on or flamed the target.

This means that in order to actually DAMAGE this particular target, Mario must jump on or flame the foe at least twice.

\*\*\*\*\*4\*\*\*\*\*

(N" Defense Formulae

JNN -----

.F.N) Information on Defense mode, and defending in general. Also contains  
NNNNN info on KO attacks and attacks that increase damage by a percentage.

N) KEYWORD: [DEFNS]

\*\*\*\*\*4\*\*\*\*\*

DEFENSE BASICS [DEFBS]

=====

As you know, when a character goes into a defensive position, a character's "Defense" and "Mg. Defense" will increase. Technically, neither stat \*actually\* increases, but since damage is reduced, it creates that perception.

When an enemy strikes a character and the player does not block with a timed hit, a character will take damage equal to:

$\max(1, (\text{Atk} - \text{Def}))$

Where Atk is the enemy's "Attack" or "Mg. Attack" and Def is the target character's "Defense" or "Mg. Defense".

When a character blocks an attack due to a correctly timed hit (i.e., pressing a timing button just before an enemy attacks the character), damage is reduced to half. However, depending on how many HP a character has at the time, the amount may be rounded up or down if it is an odd number. Even numbers are always divisible by 2, so don't expect an attack that normally does 10 damage to do 4 damage if the character that is hit is low on health.

If the player performs a timed hit correctly and the attack would normally have KO'ed the character if the player had not timed the block, then damage is equal to:

```
max(0,int((Atk - Def) / 2))
```

"int" means to take the integer portion of the number in parentheses.

Examples:

```
int(7.01) = 7.  
int(7.50) = 7.  
int(7.99) = 7.  
int(8.00) = 8.
```

If the character would still have been alive after the attack (if not timed), then damage is equal to:

```
max(1,rndup((Atk - Def) / 2))
```

"rndup" means to round up a number.

Examples:

```
rndup(7.99) = 8.  
rndup(7.50) = 8.  
rndup(7.01) = 8.  
rndup(7.00) = 7.
```

\* A perfectly timed hit will reduce the damage a character receives to zero. Special attacks cannot be blocked against. Some physical attacks also cannot be blocked.

Example: Mario at level 1 (Defense=0) is attacked by a Goomba (Attack=3). If Mario has at more than 3 HP, then Mario would receive 2 HP damage if the player timed the block correctly. If Mario has 3 HP or less, then Mario would receive only 1 HP damage.

#### ATTACKS THAT INCREASE DAMAGE BY A PERCENTAGE [DEFAP]

=====

Certain types of attacks increase the damage of enemy attacks. These are explained in more detail in Part 6: Enemy Skills.

\* The following increase damage by 50% {damage=int(normal\_damage \* 1.5)}:  
Bomb Throw [multiple enemies], Bone Throw [Dry Bones, Reacher (when throwing slowly), Vomer], Bubble [multiple enemies], Dark Claw, Echofinder, Egg Shot [Birdo], Fangs, Fun & Run, Gunk Ball, Hammer Throw [multiple enemies], Ink Blast, Knife Throw [multiple enemies], Multistrike, Poison, Skewer, Spike [multiple enemies], Thornet, Triple Kick, Va Va Voom

\* The following attacks do double damage {damage=int(normal\_damage \* 2)}:  
Body Slam, Bone Throw [Reacher, when throwing quickly], Carni-Kiss, Chomp, Claw, Deathsickle, Full House, Funguspike, Grinder, Hammer Time, Light Orb [multiple enemies], Pierce, Spritz Bomb, Terrapunch, Quicksilver

\* The following attacks do quadruple damage {damage=int(normal\_damage \* 4)}:  
Bombs Away, Last Shot!, Loco Express, Wild Card

#### DEFENSE MODE [DEFMD]

=====

The same method applies to a character in defense mode:

If a character is in defense mode and the player does not time the block, or if the attack was a Special attack, then damage will equal:

max(1,int((Atk - Def) / 2))

If the player performs a timed hit (correctly) and the attack would normally have KO'ed the character in defense mode, then damage is equal to:

max(0,int((Atk - Def) / 4))

If the character in defense mode would still be alive after the attack (if not timed), then damage is equal to:

max(1,rndup((Atk - Def) / 4))

\* Once again, a perfectly timed hit will reduce damage to zero.

-----  
Please note that putting a character in defense mode will have no effect if the character has the "Defense Up" status.  
-----

#### KO ATTACKS [DEFKO]

=====

When defending against an attack that would automatically KO a character if the player does not time the block, the situation is different.

If a character is equipped with a piece of equipment that defends against instant KO (such as the Jinx Belt or the Quartz Charm), instant KO attacks will always miss the character.

-----  
\* The following attacks cause instant KO:

Blazer, Fear Roulette, Magnum, Migraine, Psyche!, Scythe, Shaker, Silver Bullet  
-----

If the player times the character's block correctly, the character's HP will be reduced to 1 (damage = (Current\_HP - (Current\_HP - 1))).

If the player times the character's block perfectly, the character will not take any damage.

\*\*\*\*\*5\*\*\*\*\*

#### NNNF Item Properties

JN\_ -----

4N) For now, just a list of all the items in the game and what each of them  
N) do.

NLJF KEYWORD: [ITMPR]

\*\*\*\*\*5\*\*\*\*\*

#### ITEM CATEGORIES [ITMCA]

=====

The items are listed in this order. Also keep in mind that within each category the items are sorted in a particular way (such as listing in the order {Mushroom, Mid Mushroom, Max Mushroom}) rather than in alphabetical order.

### Life Recovery Items

-----

Items in this category restore HP to one ally. They can be used both in battle and in the menu.

### Magic Recovery Items

-----

Items in this category restore FP to the party. They can be used both in battle and in the menu.

### "All" Recovery Items

-----

Items in this category either restore HP to \_all\_ party members, or restore \_all\_ HP and FP to the party. They can be used both in battle and in the menu.

### Status Recovery Items

-----

Items in this category remove the Silence, Sleep, Poison, Fear, Mushroom, and Scarecrow status effects from one or more party members. They can only be used in battle.

### Status Enhancement Items

-----

Items in this category increase battle prowess in some way, whether it be by increasing offensive or defensive power, or by making characters invulnerable! They also can only be used in battle.

### Combat Items

-----

Items in this category target enemies and perform some sort of negative effect, whether it be causing damage, inflicting negative status effects, or both! They can only be used in battle.

### Other Battle Items

-----

Items in this category can be used only in battle but cannot be categorized as a Status Recovery, Status Enhancement, or Combat item. Examples of these types of items include See Ya! and Earlier Times. They can only be used in battle.

### Non-battle Items

-----

Items in this category cannot be used in combat, but have some purpose when it comes to mechanics. Both types of non-combat items restore or increase a particular statistic, and can only be used in the menu.

### Treasure Box Items

-----

Items in this category cannot appear in your menu, for its effects take place immediately when the treasure box is opened.

### Non-mechanics Items

-----

Items in this category cannot be used in combat, nor do they serve a purpose in mechanics. They are simply here to make the item list complete. They cannot be used at all.

Items will appear in the following format:

-----

ITEM NAME: The name of the item (as seen in the game).

-----  
Target: Lists who/what can be targeted by this item.

Effect: A basic explanation of the effect the item has.

\*Price (Buy): The amount (in coins) that you must pay to purchase the item. An 'f' after the number means that the item must be purchased in Frog Coins.

\*Price (Sell): The amount (in coins) that you will receive when you sell the item. Please note that even if you buy an item with Frog Coins, selling the item will only get you regular coins. I believe some of the prices listed are incorrect, though.

\*Price (Points): How many Points the item is worth at the Moleville Trading House. This is a project for v1.03.

\*Found at: Where you will find the item for free. This is one of my projects for v1.03...

\*Bought at: Towns and other places that have shops where you can buy the item. Again, a project for v1.03.

(abbreviations: MK - Mushroom Kingdom, RT - Rose Town, MV - Moleville, MM - Marrymore, SE - Sea, SS - Sunken Ship, ST# - Seaside Town (for #, 1 = before defeating Johnny, 2 = after defeating Yaridovich), MT - Monstro Town, NL - Nimbus Land, BK - Bowser's Keep, SF - Smithy's Factory)

\* For v1.03, I will add another field, "Transform:" which will show which enemies can give you the item when Yoshi transforms them when using a Yoshi Cookie.

\*Notes: Other interesting tidbits on the item.

-----  
LIFE RECOVERY ITEMS [ITMRL]

=====

MUSHROOM

-----  
Target: one ally

Effect: Recovers 30 HP, up to the target's Max

Price (Buy): 4

Price (Sell): 2

Found at: (for v1.03...)

Bought at: (for v1.03...)

Notes: Your normal red colored mushroom with white spots.

-----  
MID MUSHROOM

-----  
Target: one ally

Effect: Restores 80 HP, up to the target's Max

Price (Buy): 20 (all except SF)  
10 (SF)

Price (Sell): 10

Found at: (for v1.03...)

Bought at: (for v1.03...)

Notes: A green colored mushroom with white spots.

-----  
MAX MUSHROOM

-----  
Target: one ally

Effect: Restores 255 HP, up to the target's Max  
Price (Buy): 39  
Price (Sell): 39  
Found at: (for v1.03...)  
Bought at: SF  
Notes: A yellow-green colored mushroom with white spots.

---

#### MUSHROOM

-----  
Target: one ally (other than yourself (when in battle))  
Effect: Recoers 30 HP, up to the target's Max; inflicts Mushroom  
Price (Buy): 4  
Price (Sell): 2  
Found at: N/A  
Bought at: (for v1.03...)  
Notes: I guess the Goomba Triplets don't know how to spell; well, at least "difficult" words like Recover (and yes, it is supposed to say "Recoers" up there).

---

#### YOSHI CANDY

-----  
Target: one ally  
Effect: Restores 100 HP, up to the target's Max  
Price (Buy): N/A  
Price (Sell): 70  
Found at: (for v1.03...)  
Bought at: N/A  
Notes: Delicious green-wrapped candy! Yoshi gives this to you if he fails to transform an enemy when you use a Yoshi Cookie.

---

#### MAGIC RECOVERY ITEMS [ITMRM]

##### HONEY SYRUP

-----  
Target: flowers (in menu), yourself (in battle)  
Effect: Recovers 10 FP, up to the Max  
Price (Buy): 10  
Price (Sell): 5  
Found at: (for v1.03...)  
Bought at: (for v1.03...)  
Notes: Mahogany-colored syrup which supposedly revives flowers.

---

##### MAPLE SYRUP

-----  
Target: flowers (in menu), yourself (in battle)  
Effect: Recovers 40 FP, up to the Max  
Price (Buy): 30  
Price (Sell): 15  
Found at: (for v1.03...)  
Bought at: (for v1.03...)  
Notes: Green-colored syrup which supposedly revives flowers.



-----  
ROYAL SYRUP  
-----

Target: flowers (in menu), yourself (in battle)  
Effect: Recovers 99 FP, up to the Max  
Price (Buy): 50  
Price (Sell): 50  
Found at: (for v1.03...)  
Bought at: (for v1.03...)  
Notes: Golden-colored syrup which supposedly revives flowers.

-----  
"ALL" RECOVERY ITEMS [ITMRA]  
=====

FROGGIEDRINK  
-----

Target: party  
Effect: Recovers 30 HP, up to the Max  
Price (Buy): 16 (no card)  
                  14 (Alto Card)  
                  12 (Tenor Card)  
                  8 (Soprano Card)  
Price (Sell): 8  
Found at: N/A  
Bought at: Tadpole Pond, "The Juice Bar"  
Notes: A yellow delicious drink made by froggies. A great item until Booster Tower.

-----  
ELIXIR  
-----

Target: party  
Effect: Recovers 80 HP, up to the Max  
Price (Buy): 42 (Alto Card)  
                  36 (Tenor Card)  
                  24 (Soprano Card)  
Price (Sell): 24  
Found at: N/A  
Bought at: Tadpole Pond, "The Juice Bar"  
Notes: A blue delicious drink made by froggies. A great item until Land's End.

-----  
MEGALIXIR  
-----

Target: party  
Effect: Recovers 150 HP, up to the Max  
Price (Buy): 90 (Tenor Card)  
                  60 (Soprano Card)  
Price (Sell): 60  
Found at: N/A  
Bought at: Tadpole Pond, "The Juice Bar"  
Notes: A red delicious drink made by froggies. A great item up through the end.

-----  
KEROKEROCOLA

-----  
Target: party

Effect: Recovers Max HP and Max FP

Price (Buy): 200 (Soprano Card)

150 (Marrymore Suite)

Price (Sell): 200

Found at: (for v1.03...)

Bought at: Tadpole Pond, "The Juice Bar"; Marrymore Hotel, Suite

Notes: A green delicious drink made by froggies. A superb item by any means.

-----

STATUS RECOVERY ITEMS [ITMRS]

=====

PICK ME UP

-----  
Target: one ally (which must have KO)

Effect: remove KO, restore Max HP

Price (Buy): 5 (item shops)

10 (Marrymore Suite)

Price (Sell): 2

Found at: (for v1.03...)

Bought at: (for v1.03...)

Notes: You should always carry at least one of these at ALL times.

-----

ABLE JUICE

-----  
Target: one ally

Effect: remove Silence, Sleep, Poison, Fear, Mushroom, Scarecrow

Price (Buy): 4

Price (Sell): 2

Found at: (for v1.03...)

Bought at: (for v1.03...)

Notes: Not a necessary item, but handy at times.

-----

FRESHEN UP

-----  
Target: all allies

Effect: remove Silence, Sleep, Poison, Fear, Mushroom, Scarecrow

Price (Buy): 50

Price (Sell): 25

Found at: N/A

Bought at: (for v1.03...)

Notes: An "all" version of the Able Juice. Not necessary at all.

-----

MUKU COOKIE

-----  
Target: all allies

Effect: restore 69 HP, up to the target's Max, remove Silence, Sleep, Poison,  
Fear, Mushroom, Scarecrow

Price (Buy): 69  
Price (Sell): 34  
Found at: N/A  
Bought at: ST1

Notes: Unlike Freshen Up, a handy item. Only two ways of getting it, though.

---

STATUS ENHANCEMENT ITEMS [ITMSE]

ENERGIZER

-----  
Target: one ally  
Effect: inflict Attack Up  
Price (Buy): 2f  
Price (Sell): 1  
Found at: (for v1.03...)  
Bought at: Tadpole Pond, "Frog Coin Emporium"  
Notes: Not needed unless your characters are terribly underpowered.

---

POWER BLAST

-----  
Target: all allies  
Effect: inflict Attack Up  
Price (Buy): 5f  
Price (Sell): 2  
Found at: (for v1.03...)  
Bought at: Tadpole Pond, "Frog Coin Emporium"  
Notes: Again, not needed unless your characters are terribly underpowered.

---

BRACER

-----  
Target: one ally  
Effect: inflict Defense Up  
Price (Buy): 2f  
Price (Sell): 1  
Found at: (for v1.03...)  
Bought at: Tadpole Pond, "Frog Coin Emporium"  
Notes: Not really needed unless your characters are at low levels.

---

CRYSTALLINE

-----  
Target: all allies  
Effect: inflict Defense Up  
Price (Buy): 5f  
Price (Sell): 2  
Found at: (for v1.03...)  
Bought at: Tadpole Pond, "Frog Coin Emporium"  
Notes: Again, not really needed unless your characters are at low levels.

---

YOSHI-ADE

-----  
Target: one ally  
Effect: inflict Attack Up, Defense Up  
Price (Buy): N/A  
Price (Sell): 100  
Found at: (for v1.03...)  
Bought at: N/A  
Notes: Nice to have, but not necessary unless you have a weak character.

-----  
LUCKY JEWEL

-----  
Target: one ally  
Effect: inflict Lucky  
Price (Buy): 100  
Price (Sell): 50  
Found at: N/A  
Bought at: Moleville, "Miner's Store"  
Notes: This item will disappear from your inventory after you use it 10 times.  
A must-have item for any Level 3 game!

-----  
RED ESSENCE

-----  
Target: one ally  
Effect: inflict Invulnerable  
Price (Buy): N/A  
Price (Sell): 200  
Found at: (for v1.03...)  
Bought at: N/A  
Notes: A spectacular item, especially for a Level 3 game.

-----  
COMBAT ITEMS [ITMCO]

=====

BAD MUSHROOM

-----  
Target: one enemy  
Effect: deal 50 HP damage, inflict Poison  
Price (Buy): 30  
Price (Sell): 15  
Found at: N/A  
Bought at: ST1  
Notes: Not a really great item, but the Poison is always a plus.

-----  
FRIGHT BOMB

-----  
Target: one enemy  
Effect: deal 100 HP damage, inflict Fear  
Price (Buy): 100 (Seaside Town)  
                  100 points (Trading House)  
Price (Sell): 50  
Found at: N/A  
Bought at: Moleville, "Trading House"; ST1

Notes: A rip-off if you get it at the Trading House; buy it at Seaside Town instead.

---

#### FIRE BOMB

-----  
Target: all enemies  
Effect: deal 120 HP damage, "Fire" elemental  
Price (Buy): 200  
Price (Sell): 100  
Found at: (for v1.03...)  
Bought at: Moleville, "Trading House"; ST1  
Notes: A great item, especially against enemies weak against fire.

---

#### ICE BOMB

-----  
Target: all enemies  
Effect: deal 140 HP damage, "Ice" elemental  
Price (Buy): 250  
Price (Sell): 125  
Found at: (for v1.03...)  
Bought at: Moleville, "Trading House"; ST1  
Notes: A great item, especially against enemies weak against ice.

---

#### ROCK CANDY

-----  
Target: all enemies  
Effect: deal 200 HP damage  
Price (Buy): N/A  
Price (Sell): 200  
Found at: (for v1.03...)  
Bought at: N/A  
Notes: A wonderful item that's effective against any kind of enemy.

---

#### STAR EGG

-----  
Target: all enemies  
Effect: deal 100 HP damage  
Price (Buy): N/A  
Price (Sell): 1  
Found at: Grate Guy Casino, after winning "Look the Other Way" 100 times  
Bought at: N/A  
Notes: Infinite uses makes this one of the best items in the game. Notice how the Zeostar and Starslaps dance a little differently when Peach uses it...

---

#### SLEEPY BOMB

-----  
Target: all enemies  
Effect: inflict Sleep  
Price (Buy): 1f  
Price (Sell): 0 (!)

Found at: (for v1.03...)

Bought at: Tadpole Pond, "Frog Coin Emporium"

Notes: Not worth selling, obviously. Use it against annoying enemies.

---

#### LAMB'S LURE

---

Target: one enemy

Effect: inflict Sheep

Price (Buy): N/A

Price (Sell): 1

Found at: Mystery Egg turns into this after being used by Peach 10 times when she has the B'tub Ring equipped.

Bought at: N/A

Notes: Keep on using it (a LOT) to get an even better item!)

---

#### SHEEP ATTACK

---

Target: all enemies

Effect: inflict Sheep

Price (Buy): N/A

Price (Sell): 1

Found at: Lamb's Lure turns into this after being used successfully 48 times.

Bought at: N/A

Notes: Make sure to use it only when you can turn at least one enemy into a sheep, or it may disappear from your inventory!

---

#### YOSHI COOKIE

---

Target: one enemy

Effect: inflict Transform

Price (Buy): N/A

Price (Sell): 1

Found at: (for v1.03...)

Bought at: N/A

Notes: Useful in getting some rare items. Even if Yoshi fails to transform an enemy, he will give you Yoshi Candy as consolation.

---

#### PURE WATER

---

Target: one enemy

Effect: inflict KO (if enemy is Undead and not a boss), Confusion (if enemy is Undead and is a boss)

Price (Buy): N/A

Price (Sell): 75

Found at: (for v1.03...)

Bought at: N/A

Notes: Great against ghosts and the like. Also worth a lot of money.

---

#### OTHER BATTLE ITEMS [ITMBO]

---

MYSTERY EGG

-----

Target: yourself

Effect: none (if not used by Peach, or if used by Peach but she is not equipped with the B'tub Ring)

Causes the egg to hatch 10% of the way (when Peach uses it and she has the B'tub Ring equipped)

Price (Buy): 200

Price (Sell): 100

Found at: N/A

Bought at: Moleville, "Miner's Store"

Notes: It kind of grows on you, huh?

-----

SEE YA

-----

Target: party

Effect: Run Away with 100% accuracy, except for boss fights and necessary battles

Price (Buy): 10f

Price (Sell): 5

Found at: N/A

Bought at: Seaside Town, "Pupil's Shop"

Notes: Can be INCREDIBLY useful at times...

-----

EARLIER TIMES

-----

Target: everyone

Effect: Starts the current battle over. Everything will be as it was when the battle first began, but any items used between the beginning of the battle and the time this item was used will be gone.

Price (Buy): 15f

Price (Sell): 7

Found at: N/A

Bought at: Seaside Town, "Pupil's Shop"

Notes: Try not to use items if you know you're gonna need to use this.

-----

GOODIE BAG

-----

Target: yourself

Effect: Increases the number Coins in your stock by 1. This change is not reflected in the box that appears when you win a battle. Can be used indefinitely.

Price (Buy): N/A

Price (Sell): 555

Found at: Booster Tower, the room right outside of Booster's Room

Bought at: N/A

Notes: You should probably sell this when you need a lot of money.

-----

NON-BATTLE ITEMS [ITMNB]

=====

MOLDY MUSH

-----

Target: one ally

Effect: restore 1 HP

Price (Buy): N/A

Price (Sell): 1

Found at: Booster Tower, from Knife Guy; Grate Guy's Casino, from Grate Guy

Bought at: N/A

Notes: Gross! There's mold growing on it! When Mushrooms Go Bad...

-----

ROTTEN MUSH

-----

Target: one ally

Effect: restore 5 HP

Price (Buy): N/A

Price (Sell): 2

Found at: Booster Tower, from Knife Guy; Grate Guy's Casino, from Grate Guy

Bought at: N/A

Notes: Eww, it's rotten! When Mushrooms Go Bad, part 2...

-----

WILT SHROOM

-----

Target: one ally

Effect: restore 10 HP

Price (Buy): N/A

Price (Sell): 4

Found at: Booster Tower, from Knife Guy; Grate Guy's Casino, from Grate Guy

Bought at: N/A

Notes: It's wilted... When Mushr... \*pelted\*

-----

FLOWER TAB

-----

Target: flowers

Effect: increase Max FP by 1 and restore all FP

Price (Buy): N/A

Price (Sell): 100

Found at: (for v1.03...)

Bought at: N/A

Notes: I always use these as a substitute for syrups.

-----

FLOWER JAR

-----

Target: flowers

Effect: increase Max FP by 3 and restore all FP

Price (Buy): N/A

Price (Sell): 300

Found at: (for v1.03...)

Bought at: N/A

Notes: I always use these as a substitute for syrups.

-----



FLOWER BOX

-----

Target: flowers  
Effect: increase Max FP by 5 and restore all FP  
Price (Buy): N/A  
Price (Sell): 500  
Found at: (for v1.03...)  
Bought at: N/A  
Notes: I always use these as a substitute for syrups.

-----

WASTE BASKET

-----

Target: currently carried item  
Effect: remove carried item from inventory  
Price (Buy): N/A  
Price (Sell): N/A  
Found at: You start with this item.  
Bought at: N/A  
Notes: It's a Special item.

-----

TREASURE BOX ITEMS [ITMTB]

=====

RECOVERY MUSHROOM

-----

Target: current party  
Effect: restore all HP and all FP  
Found at: (for v1.03...)  
Notes: It's an insta-Kerokero Cola, if you will.

-----

FLOWER

-----

Target: flowers  
Effect: increase Max FP by 1  
Found at: (for v1.03...)  
Notes: Nothing else to say, really.

-----

INVINCIBILITY STAR

-----

Target: Mario  
Effect: instantly defeat all enemies you come in contact with during its duration.  
Found at: (for v1.03...)  
Notes: Not much else to say, really.

-----

NON-MECHANICS ITEMS [ITMNM]

=====

FIREWORKS

-----

Price (Buy): 500

Price (Sell): 250

Found at: N/A

Bought at: Moleville

Notes: If you buy 2 or less throughout the course of the game, the giant firework at the end will be a Mushroom. If you buy 3 or 4, it will be a Fire Flower. If you buy 5 or more, it will be a Starman.

---

#### SHINY STONE

Price (Buy): 1 Fireworks

Price (Sell): 2

Found at: N/A

Bought at: Moleville, "Pur-tend Store"

Notes: This item breaks the seal to Culex's door in Monstro Town.

---

#### CARBO COOKIE

Price (Buy): 1 Shiny Stone

Price (Sell): 1

Found at: N/A

Bought at: Moleville, Bucket Girl

Notes: When you give this item to the Bucket Girl for the first (or third, or fifth, etc.) time, she will say that she has something for you, and will go off and get it. Enter the bucket to be transported to the Midas River falls. If you return to Moleville and give the girl a second (or fourth, or sixth, etc.) she will give you a Frog Coin.

---

#### SEED

Price (Buy): N/A

Price (Sell): 1

Found at: Bean Valley, after battle with Megasmilax

Bought at: N/A

Notes: Give this to the Gardener in Rose Town along with the Fertilizer to access the Lazy Shells.

---

#### FERTILIZER

Price (Buy): N/A

Price (Sell): 1

Found at: Nimbus Land, Invisible Passage

Bought at: N/A

Notes: Give this to the Gardener in Rose Town along with the Seed to access the Lazy Shells.

---

#### BRIGHT CARD

Price (Buy): N/A

Price (Sell): 777

Found at: Booster Tower, after attaining a score of +12 in Knife Guy's game

Bought at: N/A

Notes: Permits you to enter Grate Guy's Casino. Can also be sold to the guy on the first floor of the Marrymore Hotel.

-----  
WALLET

-----  
Price (Buy): N/A

Price (Sell): 123

Found at: Bandit's Way, after defeating Croco

Bought at: N/A

Notes: Return this to the man outside the Item Shop in Mushroom Kingdom. He will reward you with a Flower Tab. After rescuing Peach, return to the man and he will give you either a Frog Coin or a Flower Jar.

-----  
\*\*\*\*\*6\*\*\*\*\*  
\_NF" Status Effects  
NN\_ . -----  
JN (N Possibly everything that a player could possibly know about both  
N) JN positive and negative status effects, including priorities.  
4LJN` KEYWORD: [STATU]  
\*\*\*\*\*6\*\*\*\*\*

Not all status effects affect a character's parameters (or statistics).  
However, I will name all status effects anyway.

\* All negative status effects except for KO last for three turns.  
All positive status effects except for Invulnerable and Once Again last until the end of a battle. All status effects disappear after battle. All status effects except for Lucky also disappear if a character is KO'ed.

NEGATIVE STATUS EFFECTS (A.K.A. STATUS AILMENTS) [STATN]  
=====

Negative status effects, which I will call status ailments from now on, hinder the character in some way.

SILENCE  
-----

I'm not too fond of this status, because I rely heavily on specials. This status prevents anyone afflicted with it to be able to cast any spells (aka Specials). You can tell that a character has this status because they will have an "X" over their mouth (in the status window up on top next to the character's HP) and they will bend down nearer to the ground.

To cause this status:

Special: Mute

Items:

Other:

To cancel this status:

Specials: Therapy, Group Hug

Items: Able Juice, Muku Cookie, Freshen Up, Red Essence

Other: Wait 3 turns, KO the character, cause Mushroom, Scarecrow, Poison,

## Fear, Sleep, end the battle

### SLEEP

-----

Another common status is found in this game, and that is sleep. Sleep causes a character or enemy to fall asleep, thus preventing its turn from coming. Sleep can be cancelled by striking the target physically. You can tell that a character is asleep because they will appear to doze off, with a bubble coming out of his nose (Peach instead has little Z's that appear above her). Enemies under this status will freeze and not move.

To cause this status:

Special: Sleepy Time

Item: Sleepy Bomb

Other:

To cancel this status:

Specials: Therapy, Group Hug

Items: Able Juice, Muku Cookie, Freshen Up, Red Essence

Other: Wait 3 turns, KO the character, cause Mushroom, Scarecrow, Poison,  
Fear, end the battle

### POISON

-----

The Poison status effect is probably just a nuisance at best; it reduces a character or enemy's HP by  $\text{int}(\text{MaxHP} / 10)$  each time before their turn. Poison cannot KO a target, however, so if a character inflicted with poison has 1 HP and receives poison damage, they will not be KO'ed. You can tell that a character has this status because they will have a purple or bluish tint. When using Bowser's Poison Gas or a Bad Mushroom, an enemy that has become poisoned will have a green poisonous cloud spout over them.

To cause this status:

Special: Poison Gas

Item: Bad Mushroom

Other:

To cancel this status:

Specials: Therapy, Group Hug

Items: Able Juice, Muku Cookie, Freshen Up, Red Essence

Other: Wait 3 turns, KO the character, cause Mushroom, Scarecrow, Fear,  
end the battle

### FEAR

-----

The name of the status may be somewhat original, but I've seen the effects of this status in other games. Fear reduces all parameters except for Speed, HP, and Flowers. The cowardly attacker's attack damage will be reduced to  $[\text{max}(1, \text{int}(\text{PA} + \text{WP} + \text{rand}(-P, P) - \text{DEF}) / 2 * T)]$  and the amount of damage they receive increases to  $\text{max}(1, \text{int}((\text{Atk} - \text{Def}) * 1.5))$ . Simply put, the character deals only half damage and receives 50% more damage. You can tell that a character has this status when they shiver. When using Bowser's Terrorize or a Fright Bomb, an enemy that becomes inflicted with fear will have an exclamation point appear over them.

To cause this status:

Special: Terrorize

Item: Fright Bomb

Other:

To cancel this status:

Specials: Therapy, Group Hug

Items: Able Juice, Muku Cookie, Freshen Up, Red Essence

Other: Wait 3 turns, KO the character, cause Scarecrow, Mushroom

#### MUSHROOM

-----

I really hate this status, but by the time enemies regularly use it, my party is protected by it. This status turns a character into a mushroom. Characters with this status cannot act but regain  $\text{int}(\text{MaxHP} / 10)$  HP during their turn and receive  $\text{int}(\text{normal\_damage} / 2)$  from attacks. I don't think I have to tell you how to determine if a character has this status.

To cause this status:

Specials:

Item: Mushroom [Monstro Town, from the Goomba Triplets]

Other:

To cancel this status:

Specials: Therapy, Group Hug

Items: Able Juice, Muku Cookie, Freshen Up, Red Essence

Other: Wait 3 turns, KO the character, cause Scarecrow, end the battle

#### SCARECROW

-----

This is the second type of transformation status, and it has advantages and disadvantages over Mushroom. Advantages include the ability to control the character, and...um...that's it. Disadvantages include, no regenerating ability, no increase in Defense, and the fact that you still can't attack normally or use items while under this status. As with mushroom, it is easy to determine if a character has this status.

To cause this status:

You can't. Don't even bother trying.

To cancel this status:

Specials: Therapy, Group Hug

Items: Able Juice, Muku Cookie, Freshen Up, Red Essence

Other: Wait 3 turns, KO the character, end the battle

#### SHEEP

-----

Finally, an enemy-only status ailment. The Sheep status transforms the enemy into the sheep, who will then leave the battle. Turning enemies into sheep effectively removes them, but you won't receive Exp. Points for doing so.

To cause this status:

Specials:

Items: Lamb's Lure, Sheep Attack

Other:

To cancel this status:

You can't. Don't even bother trying.

#### TRANSFORM

-----

Another enemy-only status ailment. The Transform status turns an enemy into

an item, which will then go into your inventory. Sometimes it's a great way to get a rare item.

To cause this status:

Specials:

Items: Yoshi Cookie

Other:

To cancel this status:

You can't. Don't even bother trying.

## CONFUSION

-----

Now, some of you may be wondering, "What are you talking about? The Confuse status isn't in this game!" Yes, it is. You can only see it in one battle, however, and that's the boss fight against Zombone. This status causes the target to automatically get a turn, but during that turn the target will attack itself. I believe the amount of damage received is equal to  $(e\_ATK - e\_DEF)$  where  $e\_ATK$  is the target's Attack and  $e\_DEF$  is the target's Defense.

To cause this status:

Specials:

Items: Pure Water (on Zombone)

Other:

To cancel this status:

It is automatically cancelled when Zombone attacks itself.

## KO

--

This is easy. The character is knocked out and will not receive any turns until they are revived. If an entire party is KO'ed, the battle will end. If the defeated party is your party, then game will be over and you will be taken to the last save point at which you saved. Remember that if you should lose a battle and be taken back to the last save point, you retain your experience points. If you did not save, then you will be taken to the game file menu. You can tell a character is KO'ed when they are lying face down on the ground. KO is canceled at the end of a battle, with the KO'ed party member revived with 1 HP.

To cause this status:

Specials:

Item: Pure Water (only if the target is undead, with one exception: Zombone, in which case it will cause a decent amount of damage instead)

Other: Reduce HP to zero

To cancel this status:

Specials: Come Back

Items: Pick Me Up

Other: End the battle

## STATUS PRIORITY [STATR]

=====

In case you didn't know, each status effect has a priority over other ones. This means that if a character already has a status ailment and is given another one, one of the two statuses will be canceled. This depends on the

Priority of the two statuses. A higher priority status will cancel a lower priority status. If two statuses of the same priority level are inflicted upon a character, the more recent one replaces the older one. The priority values are:

Silence	- 1	__	I am still uncertain as to whether both Silence and
Sleep	- 1	__	Sleep cancel each other. Therefore, I am still
Poison	- 3		uncertain as to whether their priority level should
Fear	- 4		be the same or if one should be higher. Any feedback on
Mushroom	- 5		this would be greatly appreciated.
Scarecrow	- 6		
KO	- 7		

#### POSITIVE STATUS EFFECTS [STATP]

Positive status effects help the character in some way; usually it increases the character's statistics.

#### ATTACK UP

This status effect increases a character's damage in a way that:  
 $\text{revised\_damage} = \text{int}(\text{normal\_damage} * 1.5)$ . This boost does not apply if the target is inflicted with Fear. Enemies can inflict themselves with this status by using "Vigor Up!" The two accessories mentioned below automatically inflict the wielding character with this status at the beginning of a battle, but if the status is cancelled during the battle, the accessory will not re-inflict the status. Another thing about "Attack Up" is that it does not increase the amount of healing done by skills such as "Therapy" and "HP Rain".

To cause this status:

Special: Geno Boost

Items: Energizer, Power Blast, Yoshi-Ade

Other: Attack Up Bonus Flower, Quartz Charm, Troopa Pin

To cancel this status:

Specials:

Items:

Other: KO the character, end the battle

\* The Shredder skill will also cancel this status, but you can't use that.

#### DEFENSE UP

This status effect reduces the amount of damage that a character receives so that  $\text{revised\_damage} = \text{int}(\text{normal\_damage} / 2)$ . If a character with this status is put in defense mode, no extra boosting in Defense will occur. Enemies can inflict themselves with this status by using "Valor Up". Johnny has his own skill that inflicts this status, called "Get Tough!" The two accessories listed below inflict the wielding character with this status at the beginning of a battle, but should the status get cancelled during the battle, the accessory will not re-inflict the status.

To cause this status:

Special: Geno Boost (correctly/perfectly timed)

Items: Bracer, Crystalline, Yoshi-Ade

Other: Defense Up Bonus Flower, Ghost Medal, Quartz Charm

To cancel this status:

Specials:

Items:

Other: KO the character, end the battle

\* The Shredder skill will also cancel this status, but you can't use that.

#### ONCE AGAIN

-----

This is the equivalent of the spell "Quick" in a few Final Fantasy games. This status causes the character to get an extra turn. The duration of this status is instantaneous, meaning its effects happen right away, and that the status is cancelled at the beginning of the character's second turn.

To cause this status:

Special:

Items:

Other: Once Again Bonus Flower

To cancel this status:

This status is automatically cancelled at the beginning of the character's second turn.

#### LUCKY

-----

This is the only status effect that does not cancel when the character is KO'ed. This really has no effect during the battle, but it does have an effect after battle. This effect involves a small game in which you are asked to find Yoshi inside one of three eggs. You don't have to play the game. At the beginning, Yoshi is in the center egg, then the egg closes, and the eggs are mixed. One of 3 possibilities will occur when you pick the egg you think Yoshi is in:

- 1) You pick the correct egg (Yoshi), and the number of "Experience Points (EXP)" or "Coins" gained is doubled.
- 2) You pick the neutral egg (bird), and nothing happens to the number of EXP or coins you gained.
- 3) You pick the wrong egg (dud), and you lose all the EXP or coins you gained in the battle.

To cause this status:

Specials:

Item: Lucky Jewel

Other: Lucky! Bonus Flower, Timed Hit with the Hammer (Lucky)

To cancel this status:

Specials:

Items:

Other: End the battle

#### INVULNERABLE

-----

This is my favorite status in the game. Any character who has this status will not receive any damage or status ailments. Unfortunately, like status ailments, this status lasts only three turns (makes sense--the game would be too easy if you could stay invulnerable throughout the entire battle). You can tell a character has this status because the status window next to the character's HP will flash. A word of caution: when a character has this status s/he will be unable to be inflicted with the "Attack Up" and "Defense Up" statuses, as the Red Essence seems to block them out. However, if a character already has one or both of these statuses, then the Red Essence will not cancel them.



To cause this status:

Specials:

Item: Red Essence

Other:

To cancel this status:

Specials:

Items:

Other: Wait 3 turns, end the battle

STATUS INCOMPATIBILITIES [STATI]

=====

Please note that I am not 100% sure about these incompatibilities. Any kind of response is appreciated.

- Silence cancels Sleep
- Sleep cancels Silence
- Poison cancels Silence, Sleep
- Fear cancels Silence, Sleep, Poison
- Mushroom cancels Silence, Sleep, Poison, Fear
- Scarecrow cancels Silence, Sleep, Poison, Fear, Mushroom
- KO cancels Silence, Sleep, Poison, Fear, Mushroom, Scarecrow, Attack Up, Defense Up
- Invulnerable cancels Silence, Sleep, Poison, Fear, Mushroom, Scarecrow

\*\*\*\*\*7\*\*\*\*\*

NNNNF Enemy Skills

` ` J -----

J Just about everything a player would wish to know about Special attacks

J used by foes. Includes both FP-consuming and non-FP-consuming Specials.

J` KEYWORD: [ENSKL]

\*\*\*\*\*7\*\*\*\*\*

ENEMY SPECIALS [ENSSP]

=====

As you all know, enemies have their own set of special skills, draining their FP with each "casting", and when they run out, they can no longer use them. Some skills are stronger than others, some are elemental attacks, some can be completely nullified if a character is equipped with certain armor, and some have side effects. Each enemy special skill has its own "Mg. Power" value, similar to that of your characters. This number is added to the enemy's "Mg. Attack" and subtracted by your character's "Mg. Defense" to determine the amount of damage done to a character. The following chart lists all of the enemy skills in the game (to my knowledge), their power, their element (which determines which crystal will use it during the Culex fight; Magic means that Smithy: Magic Head will use the spell), who the attack targets, and if the damage can be reduced with the Safety Ring, Amulet, Super Suit, or Lazy Shell. As for who uses the spell, I will have that information later. Oh, and when I say target, remember that your characters are the "enemies"; for now, just the basics. Remember that some of this info may be incorrect. If that is the case, just e-mail me and I will update this table and put you in my credits section.

An element with a \* by it is used by Culex, not the crystal.

A character will receive damage from an enemy special attack equal to

$$(MAT + M) - MDF$$

where MAT is the Mg. Attack of the attacking enemy

M is the Mg. Power of the special (see below chart)  
and MDf is the Mg. Defense of the defending character.

SKILL NAME	MG. POWER	ELEMENT	STATUS	DAMAGE REDUCED	TARGET
Drain	4	Fire		Yes	one enemy
Flame Wall	8	Fire		Yes	all enemies
Lightning Orb	8	Wind		Yes	one enemy
Flame	12	Fire		Yes	one enemy
Static E!	12	Wind		Yes	all enemies
Sand Storm	16	Earth	Fear	No	all enemies
Bolt	20	Wind		Yes	one enemy
Blizzard	22	Water		Yes	all enemies
Crystal	25	Water		Yes	one enemy
Drain Beam	26	None		No	all enemies
Meteor Blast	30	None*		No	all enemies
Flame Stone	32	None*		Yes	one enemy
Light Beam	34	Wind	Sleep	No	all enemies
Water Blast	39	Earth		No	all enemies
Petal Blast	40	Wind	Mushroom	No	all enemies
Arrow Rain	40	Magic		No	all enemies
Mega Drain	40	Fire		Yes	one enemy
Solidify	47	Water		Yes	all enemies
Willy Wisp	48	None		No	one enemy
Recover	50	Healing		No	one ally
Aurora Flash	50	None	Sleep	No	all enemies
Sledge	50	None		No	all enemies
Diamond Saw	60	Water		No	one enemy
Spear Rain	60	Magic		No	all enemies
Electroshock	72	Wind		Yes	one enemy
Boulder	72	Earth		No	all enemies
Breaker Beam	80	None		No	all enemies
Sword Rain	80	Magic		No	all enemies
Corona	88	Fire		Yes	all enemies
Blast	89	Earth		No	one enemy
Meteor Swarm	100	Magic		No	all enemies
Storm	108	Earth		No	one enemy
Big Bang	120	None		No	all enemies
Ice Rock	130	Water		Yes	one enemy
Dark Star	160	None*		No	one enemy
Mega Recover	200	Healing		No	one ally

\* The "Amulet" accessory halves the damage from special attacks that have a "Yes" in the DAMAGE REDUCED column.

\* The "Safety Ring", "Lazy Shell", and "Super Suit" completely nullify damage from a special attack that has a "Yes" in the DAMAGE REDUCED column. These armor and accessories also nullify the status effect of an enemy skill, so a character equipped with a "Safety Ring" will not fall asleep if they are attacked with "Light Beam".

\* "Shredder" is an enemy skill that cancels the Attack Up and Defense Up statuses of all characters. This skill, however, consumes FP.

\* Most enemies, after using "Recover" or "Mega Recover" will skip a turn.

\* "Breaker Beam" cannot be used twice in a row.

\* There are three enemy skills that boost an enemy's parameters instead of causing damage. These include:

Valor Up (causes Defense Up)

Vigor Up! (causes Attack Up)

Get Tough! [Johnny] (causes Defense Up)

#### ENEMY SKILLS WHICH CAUSE STATUS AILMENTS [ENSSA]

=====

Note: When I say a skill is "blockable," I mean that the attack damage can be reduced. You must have an accessory that prevents the status in question in order to block the status.

\* These enemy skills cause Silence (all are unblockable):

-Doom Reverb

-Echofinder

-Elegy

-Flutter Hush

-Gunk Ball

-"Mini" Light Beam [Crusty]

\* These enemy skills cause Sleep (all are unblockable):

-Aurora Flash [Special]

-G'night

-Light Beam [Special]

-Lulla-Bye

-"Mini" Light Beam [Grate Guy, Star Crusher]

-Pollen Nap

-Sleep-Sauce

-Somnus Waltz

\* These enemy skills cause Poison (all are unblockable):

-Dark Claw

-Poison

-Stench

-Thornet

-Venom Drool

-Viro Plasm

\* These enemy skills cause Fear:

-Deathsickle (unblockable)

-Endobubble (unblockable)

-Hammer Throw [Poundette] (blockable)

-Howl (unblockable)

-Iron Maiden (unblockable)

-Psycho Plasm (unblockable)

-Sand Storm [Special] (unblockable)

-Scream (unblockable)

\* These enemy skills cause Mushroom (all are unblockable):

-Funguspike

-Petal Blast [Special]

-Spore Chimes

-Sporocyst

\* These enemy skills cause Scarecrow (all are unblockable):

- Eerie Jig
- S'crow Bell
- S'crow Dust
- S'crow Fangs (actually, in a sense this is "blockable"; you see, if the character attacked is immune to Scarecrow, and you time a block against this attack, the character will actually go into their blocking animation. Wierd...)
- S'crow Funk

For KO, if an attack is labeled "blockable", it means that a correctly timed block will reduce the target's HP to 1 and a perfectly timed block completely nullifies damage.

\* These enemy skills cause KO:

- Blazer (unblockable)
- Fear Roulette (unblockable)
- Magnum (unblockable)
- Migraine (blockable)
- Psyche! (blockable)
- Scythe (blockable)
- Shaker (blockable)
- Silver Bullet (blockable)

#### ATTACKS WHICH CAUSE A PERCENTAGE OF THE NORMAL DAMAGE [ENSAP]

=====

\* There are two named attacks which cause normal damage (i.e.,  $\text{damage} = (\text{E\_Atk} - \text{C\_Def})$ , where E\_Atk is the "Attack" stat of the enemy attacking, and C\_Def is the "Defense" stat of the character defending). Both attacks are blockable.

- Backfire
- Jinxed

\* These enemy skills cause 50% more damage than usual (i.e.,  $\text{revised\_damage} = \text{int}[(\text{E\_Atk} - \text{C\_Def}) * 1.5]$ , where E\_Atk is the "Attack" stat of the enemy attacking, and C\_Def is the "Defense" stat of the character defending).

- Bomb Throw [multiple enemies] (unblockable)
- Bone Throw [Dry Bones, Reacher (when throwing slowly), Vomer] (blockable)
- Bubble [multiple enemies] (blockable)
- Dark Claw (unblockable)
- Echofinder (unblockable)
- Egg Shot [Birdo] (unblockable)
- Fangs (blockable)
- Fun & Run (blockable)
- Gunk Ball (unblockable)
- Hammer Throw [multiple enemies] (blockable)
- Ink Blast (blockable)
- Knife Throw [multiple enemies] (blockable)
- Multistrike (blockable)
- Poison (unblockable)
- Skewer (blockable)

- Spike [multiple enemies] (blockable)
- Thornet (unblockable)
- Triple Kick (blockable)
- Va Va Voom (blockable)

\* These enemy skills cause twice as much damage than usual (i.e.,  $\text{revised\_damage} = \text{int}[(E\_Atk - C\_Def) * 2]$ , where  $E\_Atk$  is the "Attack" stat of the enemy attacking, and  $C\_Def$  is the "Defense" stat of the character defending).

- Body Slam (blockable)
- Bone Throw [Reacher, when throwing quickly] (blockable)
- Carni-Kiss (varies depending on the enemy)
- Chomp (blockable)
- Claw (blockable)
- Deathsickle (unblockable)
- Full House (blockable)
- Funguspike (unblockable)
- Grinder (blockable)
- Hammer Time (blockable)
- Light Orb [multiple enemies] (blockable)
- Pierce (blockable)
- Spritz Bomb (unblockable)
- Terrapunch (blockable)
- Quicksilver (blockable)

\* These enemy skills cause four times as much damage than usual (i.e.,  $\text{revised\_damage} = \text{int}[(E\_Atk - C\_Def) * 4]$ , where  $E\_Atk$  is the "Attack" stat of the enemy attacking, and  $C\_Def$  is the "Defense" stat of the character defending).

- Bombs Away (blockable)
- Last Shot! (blockable)
- Loco Express (unblockable)
- Wild Card (blockable)

\*\*\*\*\*8\*\*\*\*\*

JN"N. Character Equipment

NL N) -----

JNN. Detailed information on every piece of equipment in the game, from

N) 4N weapons to armor to accessories.

4L\_N) KEYWORD: [EQUIP]

\*\*\*\*\*8\*\*\*\*\*

It's hard to survive this game without the weapons and armor that Mario and his friends acquire throughout the game. That is, unless you're at Level 30 or something. All my characters are at level 30 with no weapons, armor, or accessories. I have to admit that it's quite fun, but I like playing through the game at low levels even more! This is a list of all of the weapons and armor that can be found in this game, as well as accessories.

-----  
 Since I have completely redone this section, the simplistic chart that I had in v1.00 and before is gone. If you wish to have the old chart and don't have an earlier version of the BMG handy, you'll have to either wait until I get my website up and running (don't worry, once it's done I'll either post on the boards or update the guide) or e-mail me (the latter is preferred; I am able to check my e-mail much more often now).

-----  
Weapons, Armor, and Accessories will appear in the following format:  
-----

EQUIPMENT NAME: The name of the piece of equipment.  
-----

- \*Attack/Defense/Mg. Attack, etc: Increases the said stat by the amount shown.
  - \*P Value: For weapons only, shows the P value of the equipment, for more on P values, see Part 2.
  - \*Doubles: Doubles the amount of whatever is listed here when you win a battle.
  - \*Halves: Halves whatever is listed here. Examples: FP - Halves FP consumption during battle; certain enemy Specials - halves damage received from certain enemy Specials.
  - \*Nullifies: Negates whatever is listed here. Examples: Poison - prevents the character equipped with this from being Poisoned; certain enemy Specials - reduces damage received from certain enemy Specials to zero.
  - \*Price (Buy): The amount (in coins) that you must pay to purchase the equipment.
  - \*Price (Sell): The amount (in coins) that you will receive when you sell the equipment.
  - \*Found at: Where you will find the equipment for free.
  - \*Bought at: Towns and other places that have shops where you can buy the equipment.
  - \*When to time: For weapons only, a general explanation of when you should time this equipment.
  - \*Notes: Either more detailed information on where you will get the equipment, or my (attempt at) humorous comments on the equipment.
- 

#### WEAPONS [EQWPN]

=====  
There are a total of 31 weapons in the game. Most will be bought in weapon shops, but some, especially each character's ultimate weapon (with the exception of Peach), must be found.

#### MARIO'S WEAPONS [EQWP1]

##### HAMMER (LUCKY)

-----  
Attack: +0  
P Value: 0  
Price (Buy): 123  
Price (Sell): 61  
Found at: N/A  
Bought at: Seaside Town Weapon Shop  
When to time: Just as Mario swings the Hammer the first time.  
Notes: If you time your attack with this weapon, Mario will receive the "Lucky" status.  
-----

##### HAMMER

-----  
Attack: +10  
P Value: 1

Price (Buy): N/A

Price (Sell): 35

Found at: Mushroom Way

Bought at: N/A

When to time: Just as Mario swings the Hammer the first time.

Notes: Toad gives this to you after you defeat the Hammer Bros.

---

#### NOKNOK SHELL

---

Attack: +20

P Value: 2

Price (Buy): 20

Price (Sell): 10

Found at: Midas River

Bought at: Seaside Town Weapon Shop

When to time: Just as Mario kicks the shell the second time.

Notes: The mushroom guy at the Midas River gives this to you after you descend the waterfall and finish the barrel jumping event.

---

#### PUNCH GLOVE

---

Attack: +30

P Value: 3

Price (Buy): 36

Price (Sell): 18

Found at: N/A

Bought at: Moleville Item Shop, Seaside Town Weapon Shop

When to time: Same as his "unarmed" attack: just after Mario begins swinging his fist.

Notes: Looks just like his "unarmed" attack, but adds an extra punch at the end.

---

#### SUPER HAMMER

---

Attack: +40

P Value: 4

Price (Buy): 70

Price (Sell): 35

Found at: N/A

Bought at: Marrymore Hotel, Sea Shop, Sunken Ship Shaman Shop, Seaside Town Weapon Shop

When to time: Just after Mario swings the hammer the first time.

Notes: Strange how swinging the hammer sideways deals more damage...

---

#### MASHER

---

Attack: +50

P Value: 30

Price (Buy): N/A

Price (Sell): 80

Found at: Booster Tower

Bought at: N/A

When to time: Same as the Hammer: right as Mario swings the hammer the first time.

Notes: Its large P value gives it a wide range of damage, so you'll have to press your luck when using this weapon.

---

#### TROOPA SHELL

Attack: +50

P Value: 5

Price (Buy): 90

Price (Sell): 45

Found at: N/A

Bought at: Seaside Town Weapon Shop

When to time: Same as the NokNok Shell: just as Mario kicks the shell the second time.

Notes: Always wondered why red Koopa shells seem to be more powerful in Mario games...

---

#### MEGA GLOVE

Attack: +60

P Value: 6

Price (Buy): 102

Price (Sell): 51

Found at: N/A

Bought at: Nimbus Land Item Shop

When to time: Just after Mario begins swinging his (enlarging!) fist.

Notes: I wonder how Mario's fists can grow so large...

---

#### ULTRA HAMMER

Attack: +70

P Value: 7

Price (Buy): N/A

Price (Sell): 57

Found at: Gate, in a treasure chest

Bought at: N/A

When to time: Same as the Hammer and the Masher: just as Mario swings the hammer the first time

Notes: Is there really a difference between each hammer? Seems to me that Mario attacks differently with the same Hammer...

---

#### LAZY SHELL

Attack: +90

P Value: 50

Price (Buy): N/A

Price (Sell): 100

Found at: Rose Town, above the Gardener's house

Bought at: N/A

When to time: Same as the other shells: just as Mario kicks the heavy shell the second time.



Notes: This weapon has the largest P value in the game, so except WIDE ranges for the damage this weapon can cause.

-----  
MALLOW'S WEAPONS [EQWP2]  
=====

FROGGIE STICK  
-----

Attack: +20

P Value: 2

Price (Buy): N/A

Price (Sell): 90

Found at: Tadpole Pond

Bought at: N/A

When to time: Just after Mallow swings the stick the first time.

Notes: Frogfucius gives this to you after giving him the "Cricket Pie".

-----  
CYMBALS  
-----

Attack: +30

P Value: 3

Price (Buy): 42

Price (Sell): 21

Found at: N/A

Bought at: Moleville Item Shop, Seaside Town Weapon Shop

When to time: Just before Mallow brings the cymbals together.

Notes: There you go, folks. Not only can you enjoy playing music with instruments, but they make great weapons, too!

-----  
WHOMP GLOVE  
-----

Attack: +40

P Value: 4

Price (Buy): 72

Price (Sell): 36

Found at: N/A

Bought at: Marrymore Hotel, Sea Shop, Sunken Ship Shaman Shop, Seaside Town Weapon Shop

When to time: Same as his "unarmed" attack: just after Mallow starts swinging his fist the first time.

Notes: Looks just like his "unarmed" attack, but the second punch involves both his fists.

-----  
RIBBIT STICK  
-----

Attack: +50

P Value: 5

Price (Buy): 86

Price (Sell): 43

Found at: N/A

Bought at: Seaside Town Weapon Shop

When to time: Same as the Froggie Stick: after Mallow swings the stick the first time.

Notes: I like how the stick creates the illusion that there are many of them whacking the enemy at once.

---

STICKY GLOVE

Attack: +60

P Value: 6

Price (Buy): 98

Price (Sell): 49

Found at: N/A

Bought at: Nimbus Land Item Shop

When to time: Just as Mallow's fists bash into the enemy the first time.

Notes: Exactly HOW can a cloud person's hands get stuck together like that?

---

SONIC CYMBAL

Attack: +70

P Value: 7

Price (Buy): N/A

Price (Sell): 54

Found at: Bowser's Keep, after completing the action course that finishes with the part where you must roll on the cannonball to get to the end.

Bought at: N/A

When to time: Same as the Cymbals: just before Mallow brings them together.

Notes: Wow, the Cymbals were nice before, but now they create a sound so powerful that they distort reality! Cool!

---

GENO'S WEAPONS [EQWP3]

FINGER SHOT

Attack: +12

P Value: 3

Price (Buy): 50

Price (Sell): 25

Found at: Rose Town Inn

Bought at: Moleville Item Shop, Seaside Town Weapon Shop

When to time: Just as the bullets shoot out of Geno's fingers.

Notes: After you get Geno but before you get Bowser, you can talk to Gaz in the Rose Town Inn and after Geno tries to explain why he needs to go with Mario, Gaz will give Geno the Finger Shot for free.

---

HAND GUN

Attack: +24

P Value: 4

Price (Buy): 75

Price (Sell): 37

Found at: N/A

Bought at: Marrymore Hotel, Sea Shop, Sunken Ship Shaman Shop, Seaside Town  
Weapon Shop

When to time: Just as Geno shoots the bullets from his gun.

Notes: For some reason, I seem to have a lot of trouble timing this weapon's  
attack perfectly.

---

#### DOUBLE PUNCH

-----

Attack: +35

P Value: 5

Price (Buy): 88

Price (Sell): 44

Found at: N/A

Bought at: Seaside Town Weapon Shop

When to time: Same as his "unarmed" attack: just as he shoots out his fists.

Notes: Looks just like his "unarmed" attack, except he shoots out both his  
fists.

---

#### HAND CANNON

-----

Attack: +45

P Value: 6

Price (Buy): 105

Price (Sell): 52

Found at: N/A

Bought at: Nimbus Land Item Shop

When to time: Just as Geno shoots the bullets (or cannonballs, since they're  
HUGE) from his elbow.

Notes: It's called a "Hand Cannon", but the cannonballs come out of his  
elbow...

---

#### STAR GUN

-----

Attack: +57

P Value: 7

Price (Buy): N/A

Price (Sell): 60

Found at: Bowser's Keep, after completing the combat course that finishes  
with the battle against the six Shamans.

Bought at: N/A

When to time: Just before he shoots the stars from his "hands".

Notes: Well, I suppose stars would be more powerful than bullets...

---

#### BOWSER'S WEAPONS [EQWP4]

=====

#### CHOMP SHELL

-----

Attack: +9

P Value: 3

Price (Buy): 60

Price (Sell): 30  
Found at: N/A  
Bought at: Marrymore Hotel  
When to time: Just after the Chomp leaves Bowser's claw.  
Notes: Dunno why this weapon is +9 Attack...why didn't they make the Chomp's Attack increase irregular instead?

---

#### CHOMP

-----  
Attack: +10  
P Value: 4  
Price (Buy): N/A  
Price (Sell): 70  
Found at: Booster Tower, locked up in the Ancestor Hall  
Bought at: N/A  
When to time: Just after the Chomp leaves Bowser's claw.  
Notes: Again, dunno why this weapon's Attack increase is "regular", since this is an optional weapon.

---

#### HURLY GLOVES

-----  
Attack: +20  
P Value: 5  
Price (Buy): 92  
Price (Sell): 46  
Found at: N/A  
Bought at: Sea Shop, Sunken Ship Shaman Shop, Seaside Town Weapon Shop  
When to time: Just before Mario (or the Mario doll) comes in contact with the enemy.  
Notes: Probably the wackiest weapon in the game, but funny too. I mean, throwing Mario (or even the Mario doll) at enemies to damage them? LOL!

---

#### SPIKED LINK

-----  
Attack: +30  
P Value: 6  
Price (Buy): 94  
Price (Sell): 47  
Found at: N/A  
Bought at: Monstro Town Weapon and Armor Shop  
When to time: Same as the Chomp and Chomp Shell: just after the link leaves Bowser's claw.  
Notes: Ouch! Those spikes look like they'd hurt...

---

#### DRILL CLAW

-----  
Attack: +40  
P Value: 7  
Price (Buy): N/A  
Price (Sell): 59  
Found at: Bowser's Keep, after completing the combat course that finishes with the battle against Chester, the treasure chest monster.

Bought at: N/A

When to time: Same as his "unarmed" attack: just before Bowser slashes at the enemy.

Notes: Looks just like his "unarmed" attack, except his left claw acts as a drill, resulting in a LOT of pain!

---

PEACH'S WEAPONS [EQWP5]

=====

SLAP GLOVE

-----

Attack: +40

P Value: 4

Price (Buy): 100

Price (Sell): 50

Found at: N/A

Bought at: Sunken Ship Shaman Shop, Seaside Town Weapon Shop

When to time: Same as her "unarmed" attack: just before Peach slaps the enemy the first time.

Notes: Why is this weapon so expensive?! Good thing she starts with it! Oh, and \*cuts and pastes\* looks just like her "unarmed" attack, except she finishes with a single, powerful slap rather than a double, weak slap.

---

PARASOL

-----

Attack: +50

P Value: 5

Price (Buy): 84

Price (Sell): 42

Found at: N/A

Bought at: Seaside Town Weapon Shop

When to time: Just as she swings the parasol down at the enemy.

Notes: Personally my favorite weapon in the game. I guess it's just very satisfying to attack with an umbrella. Too bad it can't be used defensively...

---

WAR FAN

-----

Attack: +60

P Value: 6

Price (Buy): 100

Price (Sell): 50

Found at: N/A

Bought at: Nimbus Land Item Shop

When to time: Same as the Parasol: just as she swings the fan down at the enemy.

Notes: Since WHEN have fans been used in wars?!!

---

SUPER SLAP

-----

Attack: +70

P Value: 7

Price (Buy): N/A

Price (Sell): 55

Found at: Bowser's Keep, after completing the action course that finishes with the course that closely resembles the old Donkey Kong games.

Bought at: N/A

When to time: Same as her other slaps: just before she slaps the enemy the first time.

Notes: Wow, a second weapon that looks just like her "unarmed" attack;

THIS time, however, she finishes with the mother of all slaps. POW!!!

---

#### FRYING PAN

-----

Attack: +90

P Value: 20

Price (Buy): 300

Price (Sell): 150

Found at: N/A

Bought at: Moleville, Miner's Shop

When to time: Just before she causes some permanent brain damage by swinging it down at its unfortunate victim...

Notes: It's got MORE than enough iron to be dangerous...

---

#### ARMOR [EQARM]

=====

Instead of listing each armor separately, I will list them by "class". So, instead of listing Mega Shirt, Mega Pants, and Mega Cape separately, I will combine them into one listing, Mega.

#### ARMOR CLASSES [EQARC]

=====

##### BASIC (SHIRT, PANTS)

-----

Defense: +6

Magic Defense: +6 (Shirt)

+3 (Pants)

Price (Buy): 7

Price (Sell): 3

Found at: N/A

Bought at: Mushroom Kingdom Item Shop, Seaside Town Armor Shop

Notes: Whoo, basic armor. Better than going around naked, I suppose.

---

##### THICK (THICK SHIRT, THICK PANTS)

-----

Defense: +12

Magic Defense: +8 (Thick Shirt)

+6 (Thick Pants)

Price (Buy): 14

Price (Sell): 7

Found at: N/A

Bought at: Rose Town Armor Shop, Seaside Town Armor Shop

Notes: Hey, it's padded! That makes it better, right?

-----  
MEGA (MEGA SHIRT, MEGA PANTS, MEGA CAPE)  
-----

Defense: +18 (Mega Shirt, Mega Pants)  
+ 6 (Mega Cape)

Magic Defense: +10 (Mega Shirt)  
+ 9 (Mega Pants)  
+ 3 (Mega Cape)

Price (Buy): 22

Price (Sell): 11

Found at: N/A

Bought at: Moleville Item Shop, Seaside Town Armor Shop

Notes: Hmm, it's "durable". Does that mean the first two classes weren't?

-----

HAPPY/POLKA (HAPPY SHIRT, HAPPY PANTS, HAPPY CAPE, HAPPY SHELL, POLKA DRESS)  
-----

Defense: +24 (Happy Shirt, Happy Pants, Polka Dress)  
+12 (Happy Cape)  
+ 6 (Happy Shell)

Magic Defense: +12 (Happy Shirt, Happy Pants, Polka Dress)  
+ 6 (Happy Cape)  
+ 3 (Happy Shell)

Price (Buy): 38 (Happy Shirt, Happy Pants, Happy Cape, Happy Shell)  
N/A (Polka Dress)

Price (Sell): 19 (Happy Shirt, Happy Pants, Happy Cape, Happy Shell)  
80 (Polka Dress)

Found at: N/A (Peach comes equipped with the Polka Dress)

Bought at: Marrymore Hotel, Seaside Town Armor Shop (except Polka Dress)

Notes: Well, I suppose I'd be pretty happy if I were lucky...well, Peach doesn't get to be lucky, just "flashy".

-----

SAILOR/NAUTICA (SAILOR SHIRT, SAILOR PANTS, SAILOR CAPE, NAUTICA DRESS)  
-----

Defense: +30 (Sailor Shirt, Sailor Pants, Nautica Dress)  
+18 (Sailor Cape)

Magic Defense: +15 (Sailor Shirt, Sailor Pants, Nautica Dress)  
+ 9 (Sailor Cape)

Price (Buy): 50

Price (Sell): 25

Found at: N/A

Bought at: Sea Shop, Sunken Ship Shaman Shop, Seaside Town Armor Shop

Notes: Boy, those sailors sure are rugged, aren't they?

-----

COURAGE (COURAGE SHELL)  
-----

Defense: +12

Magic Defense: +6

Price (Buy): 60

Price (Sell): 30

Found at: N/A

Bought at: Monstro Town Weapon and Armor Shop

Notes: Bowser gets a whole armor class all to himself!

-----  
FUZZY (FUZZY SHIRT, FUZZY PANTS, FUZZY CAPE, FUZZY DRESS)  
-----

Defense: +36 (Fuzzy Shirt, Fuzzy Pants, Fuzzy Dress)  
          +24 (Fuzzy Cape)

Magic Defense: +18 (Fuzzy Shirt, Fuzzy Pants, Fuzzy Dress)  
                  +12 (Fuzzy Cape)

Price (Buy): 70

Price (Sell): 35

Found at: N/A

Bought at: Nimbus Land Item Shop

Notes: I'm sure the party feels all FUZZY inside when wearing this...Oh,  
sorry Bowser. You don't get one!

-----  
FIRE (FIRE SHIRT, FIRE PANTS, FIRE CAPE, FIRE SHELL, FIRE DRESS)  
-----

Defense: +42 (Fire Shirt, Fire Pants, Fire Dress)  
          +30 (Fire Cape)  
          +18 (Fire Shell)

Magic Defense: +21 (Fire Shirt, Fire Pants, Fire Dress)  
                  +15 (Fire Cape)  
                  + 9 (Fire Shell)

Price (Buy): 90

Price (Sell): 45

Found at: N/A

Bought at: Barrel Volcano, Hinopio's "Hino Mart"

Notes: What, was the party not "determined" before? Why couldn't they get  
something like this sooner?

-----  
LEGENDARY (HERO SHIRT, PRINCE PANTS, STAR CAPE, HEAL SHELL, ROYAL DRESS)  
-----

Defense: +48 (Hero Shirt, Prince Pants, Royal Dress)  
          +36 (Star Cape)  
          +24 (Heal Shell)

Magic Defense: +24 (Hero Shirt, Prince Pants, Royal Dress)  
                  +18 (Star Cape)  
                  +12 (Heal Shell)

Price (Buy): 100

Price (Sell): 50

Found at: N/A

Bought at: Croco's shop (second), after defeating Magikoopa

Notes: YES! Legendary armor! But you still take a lot of damage from  
attacks...

-----  
ARMOR FOR EVERYONE [EQARE]  
=====

WORK PANTS  
-----

Attack: +10

Defense: +15



Magic Attack: +10  
Magic Defense: +5  
Speed: +5  
Price (Buy): 22  
Price (Sell): 11  
Found at: N/A  
Bought at: Moleville Item Shop  
Notes: Whoo, sweaty work pants. I hope Peach doesn't wear these...

-----  
SUPER SUIT

-----  
Attack: +50  
Defense: +50  
Magic Attack: +50  
Magic Defense: +50  
Speed: +30  
Nullifies: Silence, Sleep, Poison, Fear, Mushroom, Scarecrow, certain Enemy  
Specials (see Part 6)  
Price (Buy): N/A  
Price (Sell): 350  
Found at: Monstro Town, given by the Chow after performing 100 Super Jumps  
Bought at: N/A  
Notes: In my opinion, THE best armor in the game. Certainly better than the  
Lazy Shell overall...

-----  
LAZY SHELL

-----  
Attack: -50  
Defense: +127  
Magic Attack: -50  
Magic Defense: +127  
Speed: -50  
Nullifies: Silence, Sleep, Poison, Fear, Mushroom, Scarecrow, certain Enemy  
Specials (see Part 6)  
Price (Buy): N/A  
Price (Sell): 111  
Found at: Rose Town, above the Gardener's house  
Bought at: N/A  
Notes: While this makes you nearly invincible, I don't like the decreases in  
offense and especially in Speed.

-----  
ACCESSORIES [EQACC]

=====  
Accessories are listed in alphabetical order. Remember that if a number has an  
'f' next to it in the "Price (Buy)" line, then the amount of coins required is  
in "Frog Coins".

AMULET

-----  
Attack: +7  
Defense: +7  
Magic Attack: +7

Magic Defense: +7  
Speed: -5  
Halves: certain Enemy Specials (see Part 6)  
Equipped by: Everyone  
Price (Buy): N/A  
Price (Sell): 100  
Found at: Booster Tower  
Bought at: N/A  
To get: Booster gives this to you if you win the Curtain Mini-Game in Booster Tower.

---

#### ANTIDOTE PIN

-----  
Defense: +2  
Magic Defense: +2  
Nullifies: Poison  
Equipped by: Everyone  
Price (Buy): 28  
Price (Sell): 14  
Found at: N/A  
Bought at: Mushroom Kingdom Item Shop, Rose Town Armor Shop, Seaside Town Accessory Shop  
To get: See the line(s) above.

---

#### ATTACK SCARF

-----  
Attack: +30  
Defense: +30  
Magic Attack: +30  
Magic Defense: +30  
Speed: +30  
Equipped by: Mario  
Price (Buy): N/A  
Price (Sell): 750  
Found at: Monstro Town  
Bought at: N/A  
To get: After jumping 30 straight jumps using "Super Jump", go to Monstro Town and talk to the Chow residing in the second house from the left. He will reward you with the Attack Scarf.

---

#### B'TUB RING

-----  
Activates: Mystery Egg (when used ten times)  
Equipped by: Peach  
Price (Buy): 145  
Price (Sell): 72  
Found at: N/A  
Bought at: Marrymore Hotel  
To get: See the line above.

---

#### COIN TRICK

-----

Doubles: Coins received after battle

Equipped by: Mario

Price (Buy): 38f

Price (Sell): 19

Found at: N/A

Bought at: Seaside Town

To get: Bought from the Graduate of Frogfucius' school, located on the 2nd floor of the Elder's House in Seaside Town.

---

#### EXP. BOOSTER

---

Doubles: Experience Points received after battle (equipping character only)

Equipped by: Everyone

Price (Buy): 22f

Price (Sell): 11

Found at: N/A

Bought at: Seaside Town

To get: Bought from the Graduate of Frogfucius' school, located on the 2nd floor of the Elder's House in Seaside Town.

---

#### FEARLESS PIN

---

Defense: +5

Magic Defense: +5

Nullifies: Fear (except when caused by the Tentacles of King Calamari)

Equipped by: Everyone

Price (Buy): 130

Price (Sell): 65

Found at: N/A

Bought at: Rose Town Armor Shop, Seaside Town Accessory Shop

To get: See the line(s) above.

---

#### FEATHER

---

Defense: +5

Magic Defense: +5

Speed: +20

Equipped by: Everyone

Price (Buy): N/A

Price (Sell): 333

Found at: Nimbus Land Castle

Bought at: N/A

To get: Found after winning the "Clean the statues" Mini-Game in Nimbus Land's Castle.

---

#### GHOST MEDAL

---

Start battle with: Defense Up (status)

Equipped by: Everyone

Price (Buy): N/A

Price (Sell): 800

Found at: Monstro Town

Bought at: N/A

To get: Rewarded to you by the 3 Musty Fears after collecting all 3 of their flags. The Greaper's Flag is found behind the wooden flower at the entrance of Rose Town. The Big Boo's Flag is found at Yo'ster Isle, look at end of the race track there and you will find the word "GOAL". Search between the "O" and the "A" like the Big Boo told you. The Dry Bone's Flag is found under the only bed in the world with green mattresses: Mario's. Go to Mario's Pad and search under his bed to find the flag. After finding all three flags, return to Monstro Town and sleep in the bed. They will put the Ghost Medal on Mario, removing whatever accessory he had equipped back into your inventory.

---

#### JINX BELT

-----

Attack: +27

Defense: +27

Speed: +12

Nullifies: instant KO

Equipped by: Everyone

Price (Buy): N/A

Price (Sell): 999

Found at: Monstro Town Dojo

Bought at: N/A

To get: Given to you by Jinx after you defeat him thrice.

---

#### JUMP SHOES

-----

Defense: +1

Magic Attack: +5

Magic Defense: +1

Speed: +2

Strengthens: Jump (allows "Jump" elemental attacks to affect any enemy, regardless of immunities)

Equipped by: Mario

Price (Buy): 30

Price (Sell): 15

Found at: N/A

Bought at: Mushroom Kingdom Item Shop, Rose Town Armor Shop, Seaside Town Accessory Shop

To get: See the line(s) above.

---

#### QUARTZ CHARM

-----

Start battle with: Attack Up (status), Defense Up (status)

Nullifies: instant KO

Equipped by: Everyone

Price (Buy): N/A

Price (Sell): 3

Found at: Monstro Town

Bought at: N/A

To get: Given to you by Culex after you defeat him in battle.

---

#### RARE SCARF

-----  
Defense: +15  
Magic Defense: +15  
Equipped by: Everyone  
Price (Buy): N/A  
Price (Sell): 75  
Found at: Bean Valley (Cloud Tops)  
Bought at: N/A  
To get: Found in the cloud tops of Bean Valley. You must take the alternate route to find it.

-----  
SAFETY BADGE  
-----

Defense: +5  
Magic Defense: +5  
Nullifies: Silence, Sleep, Poison, Fear, Mushroom, Scarecrow  
Equipped by: Everyone  
Price (Buy): N/A  
Price (Sell): 250  
Found at: Sunken Ship  
Bought at: N/A  
To get: Rewarded to you after defeating Hidon, the treasure box monster of the Sunken Ship.

-----  
SAFETY RING  
-----

Defense: +5  
Magic Defense: +5  
Speed: +5  
Nullifies: Silence, Sleep, Poison, Fear, Mushroom, Scarecrow, instant KO, certain Enemy Specials (see Part 6)  
Equipped by: Everyone  
Price (Buy): N/A  
Price (Sell): 400  
Found at: Sunken Ship  
Bought at: N/A  
To get: Found in a hidden room located on the upper portion (underwater) of the screen where you can get back on dry land, two screens before entering Johnny's room. To help a little, it's behind the barrels in back.

-----  
SCROOGE RING  
-----

Halves: FP consumption during battle (equipping character only)  
Equipped by: Everyone  
Price (Buy): 50f  
Price (Sell): 25  
Found at: N/A  
Bought at: Seaside Town  
To get: Bought from the Graduate of Frogfucius' school, located on the 2nd floor of the Elder's House in Seaside Town.

-----  
SIGNAL RING  
-----

-----  
Speed: +10

Activates: signal, whenever Mario is in a room with a hidden treasure chest

Equipped by: Everyone

Price (Buy): N/A

Price (Sell): 300

Found at: Nimbus Land

Bought at: N/A

To get: Dropped by Croco after talking to him in Nimbus Land after freeing the king and queen.

-----

TROOPA PIN

-----  
Speed: +20

Start battle with: Attack Up (status)

Equipped by: Everyone

Price (Buy): N/A

Price (Sell): 500

Found at: Land's End

Bought at: N/A

To get: Given to you by Sargent Flutter if you "Scale the Cliff" in less than 11 seconds (I think).

-----

TRUEFORM PIN

-----  
Defense: +4

Magic Defense: +4

Nullifies: Mushroom, Scarecrow

Equipped by: Everyone

Price (Buy): 60

Price (Sell): 30

Found at: Kero Sewers

Bought at: Rose Town Armor Shop, Seaside Town Accessory Shop

To get: Rewarded to you after defeating Pandorite, the treasure box monster of Kero Sewers. Also can be bought at the Rose Town Armor Shop and the Seaside Town Accessory Shop.

-----

WAKE UP PIN

-----  
Defense: +3

Magic Defense: +3

Nullifies: Silence, Sleep

Equipped by: Everyone

Price (Buy): 42

Price (Sell): 21

Found at: Mushroom Kingdom

Bought at: Rose Town Armor Shop, Seaside Town Accessory Shop

To get: Given to you by the guard in the Guest Room of Mushroom Kingdom while it is occupied by Smithy's minions. Also bought at the Rose Town Armor Shop and the Seaside Town Accessory Shop.

-----

ZOOM SHOES

-----  
Defense: +5  
Magic Defense: +5  
Speed: +10  
Equipped by: Everyone  
Price (Buy): 100  
Price (Sell): 50  
Found at: Booster Tower  
Bought at: Seaside Town Accessory Shop  
To get: Found in the Mine Room at Booster Tower or bought at the Seaside Town Accessory Shop.  
-----

\*\*\*\*\*9\*\*\*\*\*  
JN"N. The characters and Leveling Up  
(N`.N) -----  
(N\_JN` Analysis of all five characters and how leveling up effects them. Also  
JN) contains descriptions of statistics and EXP required for each level.  
JNF KEYWORD: [LEVEL]  
\*\*\*\*\*9\*\*\*\*\*

-----  
WARNING: This section contains plot spoilers, although if you are looking at  
this guide, you probably have finished the game already, right? Right...  
-----

There are a total of five playable characters in Super Mario RPG. The first is Mario, of course. In Mushroom Kingdom, you meet Mallow. In the Forest Maze during the fight with Bowyer, you get Geno. At the entrance of Booster Tower, you get Bowser. Finally, after the fight with Bundt and Raspberry, you get Peach (Toadstool), temporarily. She will permanently join you at the Mushroom Kingdom after a long talk with the Chancellor. Each character has certain strengths and weaknesses when compared to other characters, and I will mention each in detail below:

\*\*\*\*\*

\*MARIO\* [LEVL1]

\*\*\*\*\*

It's the guy that every video gamer knows. Maybe everyone. Mario has average stats, and it's a surprise to me that he doesn't have the best overall stats. The story begins with the usual: Bowser abducting Peach, and Mario coming to rescue her, but this is far from the end for our plumber hero...

HP	: Average	Analysis:
Attack	: Average	As you can see, Mario's about average in every
Defense	: Average	stat except for Mg. Defense, which he is poor
Mg. Attack	: Low	at. That is probably why his first few pieces
Mg. Defense	: Very Low	of armor concentrate on raising Mg. Defense.
		Since you must use Mario in every battle, I
Speed: 20 (Average)		suggest that you balance your party with one
		magic user (like Peach or Mallow, or even Geno)
Starting Statistics:		and one physical attacker (like Geno or Bowser).

Level : 1  
Hit Points : 20  
Attack : 20  
Defense : 0

Mg. Attack : 10  
Mg. Defense: 2  
Experience : 0  
Next Level : 16

Mario's Basic Stats by Level

Level	HP	Attack	Defense	Mg. Attack	Mg. Defense	Special Learned
1	20	20	0	10	2	Jump
2	25	23	2	12	4	
3	30	26	4	14	6	Fire Orb
4	35	29	7	16	8	
5	40	32	10	18	10	
6	45	36	13	21	12	Super Jump
7	51	40	16	24	14	
8	57	44	19	27	16	
9	64	48	22	30	18	
10	71	52	25	33	20	Super Flame
11	78	57	29	36	23	
12	86	62	33	40	26	
13	94	67	37	44	29	
14	102	72	41	48	32	Ultra Jump
15	111	77	45	52	35	
16	120	83	49	56	38	
17	129	89	53	60	41	
18	139	95	57	64	44	Ultra Flame
19	149	101	61	69	47	
20	159	107	65	74	50	
21	161	109	67	76	52	
22	163	111	69	78	54	
23	165	113	71	80	56	
24	167	115	73	82	58	
25	169	117	75	84	60	
26	171	119	77	86	62	
27	173	121	79	88	64	
28	175	123	81	90	66	
29	177	125	83	92	68	
30	179	127	85	94	70	

Mario's Statistics	Min	Ideal	Max
Hit Points	179	209	255
Attack	127	147	166
Defense	85	95	114
Mg. Attack	94	124	143
Mg. Defense	70	80	99

\* For more information on "Ideal" stats and bonuses, see the section "Leveling Up", located after the "Statistics" section (which is after this section).

\* It is impossible for all five stats to be at the max values at level 30 because only one bonus may be chosen when he levels up. If you were to choose HP, for example, every time he levels up, his HP would be at the max of 255, but his other four stats would be at the minimum.



\*\*\*\*\*

\*MALLOW\* [LEVL2]

\*\*\*\*\*

Mallow hails from Nimbus Land, although when Mallow was very young, he was sent down Midas River to Frogfucius, who taught Mallow many things. While with Mario, Mallow finds out the truth from Frogfucius: how Mallow is not a tadpole, and that he really comes from a distant land. Frogfucius tells Mallow to go with Mario on his journey in the hopes that Mallow will find out where he is from, and that he will see his parents. Mallow is definitely a magically based character; he has the lowest HP, Attack, and Defense out of all the characters, but his Magic Attack and Magic Defense are very strong.

HP : Very Low                      Analysis:  
Attack : Very Low                    Mallow can decimate enemy groups that either  
Defense : Very Low                   have low Mg. Defense or are weak against Ice or  
Mg. Attack : Very High                Lightning, but he needs to be careful about  
Mg. Defense : High                    enemies big on Attack. If you use Mallow in your  
Speed: 18 (Low)                        party, you should have someone with high Attack  
and Defense (like Geno or Bowser) to balance  
your party out.

Starting Statistics:

Level : 2  
Hit Points : 20  
Attack : 22  
Defense : 3  
Mg. Attack : 15  
Mg. Defense: 10  
Experience : 30  
Next Level : 18

Mallow's Basic Stats by Level

Level	HP	Attack	Defense	Mg. Attack	Mg. Defense	Special Learned
2	20	22	3	15	10	Thunderbolt
3	24	24	6	17	12	HP Rain
4	28	26	9	19	14	
5	32	28	12	22	16	
6	37	30	15	25	18	Psychopath
7	42	33	18	28	20	
8	47	36	21	32	22	
9	53	39	24	36	25	
10	59	42	27	40	28	Shocker
11	65	46	30	44	31	
12	72	50	33	49	34	
13	79	54	36	54	37	
14	86	58	39	59	40	Snowy
15	94	63	42	64	43	
16	102	68	45	69	46	
17	110	73	48	74	49	
18	119	78	51	79	53	Star Rain
19	128	84	54	84	57	
20	137	90	57	89	61	
21	139	92	59	91	63	
22	141	94	61	93	65	
23	143	96	63	95	67	
24	145	98	65	97	69	

25	147		100		67		99		71	
26	149		102		69		101		73	
27	151		104		71		103		75	
28	153		106		73		105		77	
29	155		108		75		107		79	
30	157		110		77		109		81	

Mallow's Statistics	Min	Ideal	Max
Hit Points	157	199	254
Attack	110	140	158
Defense	77	87	105
Mg. Attack	109	127	146
Mg. Defense	81	90	109

\* For more information on "Ideal" stats and bonuses, see the section "Leveling Up", located after the "Statistics" section (which is after this section).

\* It is impossible for all five stats to be at the max values at level 30 because only one bonus may be chosen when he levels up. If you were to choose HP, for example, every time he levels up, his HP would be at the max of 254, but his other four stats would be at the minimum.

\*\*\*\*\*

\*GENO\* [LEVL3]

\*\*\*\*\*

Geno is actually a star from the Star Road, a sort of "factory" where wishes come true and appear in the form of falling stars. However, Exor, that gigantic sword who lands on Bowser's Keep, shattered the Star Road into 7 different pieces. Geno is sent from the Star Road into Mario's World, where he takes the form of a doll that Gaz from Rose Town plays with. Geno joins Mario to find the 5 remaining Star Pieces (You will have one already when he joins you, and you get a second one after the fight with Bowyer) and repair the Star Road. Geno has the best overall stats in the game; he's also the fastest character.

HP	: Average	Analysis:
Attack	: High	Geno's pretty good at everything, but he doesn't
Defense	: High	have a healing spell like Mallow or Peach.
Mg. Attack	: High	Therefore you should bring either Mallow or
Mg. Defense	: Average	Peach (preferably Peach) to have him/her act as
		a healer. That way, Geno can dish out large
Speed: 30 (Very High)		amounts of damage.

Starting Statistics:

Level	: 6
Hit Points	: 45
Attack	: 60
Defense	: 23
Mg. Attack	: 25
Mg. Defense	: 17
Experience	: 234
Next Level	: 56

Note: Geno starts with 234 Exp., but you can't see his stats before the Bowyer

fight. Since you gain 20 Exp. for winning the fight, when you see his status after battle, you will see that he has 254 Exp.

#### Geno's Basic Stats by Level

Level	HP	Attack	Defense	Mg. Attack	Mg. Defense	Special Learned
6	45	60	23	25	17	Geno Beam
7	53	65	26	29	19	
8	61	70	29	33	21	Geno Boost
9	69	75	32	37	23	
10	77	80	35	41	25	
11	85	85	39	45	28	Geno Whirl
12	93	90	43	49	31	
13	101	95	47	53	34	
14	109	100	51	57	37	Geno Blast
15	117	105	55	61	40	
16	125	110	59	66	43	
17	133	115	63	71	46	Geno Flash
18	141	121	67	76	49	
19	149	127	71	81	52	
20	157	133	75	86	55	
21	158	135	78	88	57	
22	159	137	81	90	59	
23	160	139	84	92	61	
24	161	141	87	94	63	
25	162	143	90	96	65	
26	163	145	93	98	67	
27	164	147	96	100	69	
28	165	149	99	102	71	
29	166	151	102	104	73	
30	167	153	105	106	75	

Geno's Statistics	Min	Ideal	Max
Hit Points	167	203	255
Attack	153	177	193
Defense	105	113	129
Mg. Attack	106	130	146
Mg. Defense	75	83	99

\* For more information on "Ideal" stats and bonuses, see the section "Leveling Up", located after the "Statistics" section (which is after this section).

\* It is impossible for all five stats to be at the max values at level 30 because only one bonus may be chosen when he levels up. If you were to choose HP, for example, every time he levels up, his HP would be at the max of 255, but his other four stats would be at the minimum.

\*\*\*\*\*

\*BOWSER\* [LEVL4]

\*\*\*\*\*

Bowser and Mario joining forces...who would've thought? Of course, they're not buddy-buddy or anything. Bowser joins Mario's team really because he wants his keep back, and since his "Koopa Troop" abandoned him, he figured that he could

use whatever help he could get...He almost abandons the party late in the game and if it weren't for Geno's reasoning, he probably would have left. Bowser is a powerful physical character: he has the highest HP, Attack, and Defense in the game, but has low Magic Attack, Magic Defense, and Speed.

HP : Very High  
 Attack : Very High  
 Defense : Very High  
 Mg. Attack : Low  
 Mg. Defense : Low

Analysis:  
 Bowser is for those parties that need raw physical power, as there are many enemies (like Jinx) who are highly resistant to magic. You need to watch him during battles against a magic user, however. His armor doesn't provide a lot of Mg. Defense and he can be knocked out with a powerful magic attack late in the game.

Speed: 15 (Very Low)

Starting Statistics:

Level : 8  
 Hit Points : 80  
 Attack : 85  
 Defense : 52  
 Mg. Attack : 20  
 Mg. Defense: 30  
 Experience : 470  
 Next Level : 68

Bowser's Basic Stats by Level

Level	HP	Attack	Defense	Mg. Attack	Mg. Defense	Special Learned
8	80	85	52	20	30	Terrorize
9	88	88	55	24	32	
10	96	91	58	28	34	
11	104	95	61	32	36	
12	112	99	64	36	38	Poison Gas
13	120	103	67	40	40	
14	128	107	70	44	42	
15	136	111	73	48	44	Crusher
16	144	116	77	52	46	
17	152	121	81	56	48	
18	161	126	85	60	50	Bowser Crush
19	170	132	89	64	52	
20	179	138	93	68	54	
21	183	140	95	70	56	
22	187	142	97	72	58	
23	191	144	99	74	60	
24	195	146	101	76	62	
25	199	148	103	78	64	
26	203	150	105	80	66	
27	207	152	107	82	68	
28	211	154	109	84	70	
29	215	156	111	86	72	
30	219	158	113	88	74	

Bowser's Statistics	Min	Ideal	Max
Hit Points	219	240	255
Attack	158	174	188
Defense	113	121	135
Mg. Attack	88	109	124

\* For more information on "Ideal" stats and bonuses, see the section "Leveling Up", located after the "Statistics" section (which is after this section).

\* It is impossible for all five stats to be at the max values at level 30 because only one bonus may be chosen when he levels up. If you were to choose HP, for example, every time he levels up, his HP would be at the max of 255, but his other four stats would be at the minimum.

-----  
 \*\*\*\*\*

\*TOADSTOOL\* [LEVL5]

\*\*\*\*\*

Peach is the last character you get in the game, and is probably the most useful. After the Bowser's Keep incident, she gets thrust over to Booster's Tower where she falls right into Booster's hands. He thinks that she is a princess of the sky, and wants to marry her. Of course, he's not about to take no for an answer either. Mario (with the help of Bowser) is able to climb to the top of the tower, only to witness that Booster has already left! The party chases Booster up Booster Hill and into Marrymore, where Mario and Bowser knock down a barricaded door in order to reach Peach. Of course, Chef Torte and his assistant aren't about to let the party leave without a fight. Of course, if I had worked really hard on a cake only to discover that there wasn't gonna BE a wedding, I would be pretty mad, too. Anyway, with Peach successfully saved, the party automatically heads for the Mushroom Kingdom for quite a bit of talking, and Peach goes to her room. Upon the party's departure from the castle, Peach is seen floating down on her parasol and begs Mario and friends to bring her with them. Guess what they said...

Peach is a great healer. Once you have her you will probably stop using Mallow's HP Rain and Mushrooms. You will want to keep a few Pick Me Ups handy as she won't learn "Come Back" until level 13, and even when she does learn it, you should keep a few just in case she gets KO'ed herself.

HP	: Low	Analysis:
Attack	: Average	Peach is the best healer in the game: her
Defense	: Low	"Therapy" and "Group Hug" specials heal a LOT of
Mg. Attack	: High	HP and cure any status ailments on the
Mg. Defense	: Very High	characters. I think equipping her with a Lazy
		Shell late in the game is a bad idea--I think
Speed: 24 (High)		her dresses provide enough defense to keep her
		in the battle, especially at higher EXP levels.

Starting Statistics:

Level	: 9	Peach comes equipped with:
Hit Points	: 50	
Attack	: 40 (+40)	Weapon : Slap Glove
Defense	: 24 (+24)	
Mg. Attack	: 40	Armor : Polka Dress
Mg. Defense	: 28 (+12)	
Experience	: 600	Accessory: None
Next Level	: 100	

Peach's Basic Stats by Level

Level	HP	Attack	Defense	Mg. Attack	Mg. Defense	Special(s) Learned
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9	50	40	24	40	28	Therapy, Group Hug
10	54	41	27	44	30	
11	59	43	30	48	33	Sleepy Time
12	65	46	33	52	36	
13	72	50	36	56	39	Come Back
14	80	55	39	60	42	
15	89	61	42	64	45	Mute
16	99	68	45	68	49	
17	110	76	49	72	53	
18	122	85	53	76	57	Psych Bomb
19	135	95	57	80	61	
20	149	105	61	84	65	
21	151	107	63	86	67	
22	153	109	65	88	69	
23	155	111	67	90	71	
24	157	113	69	92	73	
25	159	115	71	94	75	
26	161	117	73	96	77	
27	163	119	75	98	79	
28	165	121	77	100	81	
29	167	123	79	102	83	
30	169	125	81	104	85	

Peach's Statistics	Min	Ideal	Max
Hit Points	169	211	255
Attack	125	146	160
Defense	81	88	102
Mg. Attack	104	125	139
Mg. Defense	85	92	106

\* For more information on "Ideal" stats and bonuses, see the section "Leveling Up", located after the "Statistics" section (which is after this section).

\* It is impossible for all five stats to be at the max values at level 30 because only one bonus may be chosen when she levels up. If you were to choose HP, for example, every time she levels up, her HP would be at the max of 255, but her other four stats would be at the minimum.

-----  
STATISTICS [LEVST]  
=====

Statistics: Those numbers on the screen that are supposed to mean something, right?

MAIN STATISTICS [LEVSM]  
=====

All of your characters (as well as your enemies) have six statistics (not including Exp. Points) that are a measure of a character's overall strength. Except for Speed, all of these statistics increase when a character levels up. These statistics are as follows:

Hit Points  
-----

More commonly known as HP. This measures the life force of the character. The

more HP a character has, the more damage the character can take before being KO'ed. Bowser has the most Hit Points, while Mallow has the least. HP increases with Exp. Level.

Restore HP using the following items and Specials:

Mushroom	- Restores 30 HP
Mid Mushroom	- Restores 80 HP
Max Mushroom	- Restores 255 HP
Yoshi Candy	- Restores 100 HP
FroggieDrink	- Restores 30 HP to the party
Elixir	- Restores 80 HP to the party
Megalixir	- Restores 150 HP to the party
KerokeroCola	- Restores all HP to the party
Moldy Mushroom	- Restores 1 HP (useable only in the menu)
Rotten Mushroom	- Restores 5 HP (useable only in the menu)
Wilt Shroom	- Restores 10 HP (useable only in the menu)
Muku Cookie	- Restores 69 HP to the party and cures status ailments
HP Rain	- Restores $\text{int}[(\text{MgAtk} + 10) * T]$ HP
Therapy	- Restores $\text{int}[(\text{MgAtk} + 40) * T]$ HP and cures status ailments
Group Hug	- Restores $\text{int}[(\text{MgAtk} + 30) * T]$ HP to the party and cures status ailments

Resting at an inn or finding a Recovery Mushroom will restore the party's HP to the max.

## Speed

-----

Represents the agility of the character. Simply put, during a turn cycle, the character or enemy with the highest Speed value will go first, followed by the 2nd fastest, then the 3rd fastest, and so on until the character or enemy with the lowest Speed value has finished taking his/her/its turn. Then the cycle begins anew. This means that faster characters will not get two or more turns before slower characters get their first turn. Geno has the highest Speed, while Bowser has the lowest. Speed, unlike other stats, does not increase with Exp. Level.

## Attack

-----

Represents the physical strength of the character. This stat influences the amount of damage a Physical (A) attack will cause. Equipping any weapon except for the Lucky Hammer will increase this stat, increasing the amount of damage an attack will do. The maximum damage allowed is 9999, although it is not possible to cause so much damage with a physical attack (The most I have done is 1040, and that was with Peach. The highest possible is 1158). Bowser has the highest Attack, while Mallow has the lowest. Attack increases with Exp. Level.

On a side note, the Attack Up status does NOT change this stat at all. It only increases the amount of damage a physical attack will cause.

## Defense

-----

Represents how well a character can defend against attacks. Higher Defense means less damage sustained from physical attacks. Equipping any armor and many types of accessories will increase this stat, decreasing the damage your characters take. Bowser has the highest Defense, while Mallow has the lowest, again. Defense increases with Exp. Level.

On a side note, the Defense Up status does NOT change this stat at all. It only decreases the amount of damage sustained from a physical attack.

#### Mg. Attack

-----

Short for Magic Attack, this represents the skill a character has when using Special (Y) attacks. Higher Mg. Attack means more damage or healing when using Special skills. Certain equipment can increase this stat, increasing the effectiveness of your Specials. Mallow has the highest Mg. Attack, while Bowser has the lowest. Mg. Attack increases with Exp. Level.

On a side note, the Attack Up status does NOT change this stat at all. It only increases the amount of damage that offensive Specials cause. Specials such as HP Rain or Therapy will not increase the amount of healing done.

#### Mg. Defense

-----

Short for Magic Defense, this represents the ability of a character to defend against Special attacks. Higher Mg. Defense means less damage from Special attacks. Equipping any armor and many types of accessories will increase this stat, decreasing the amount of damage your character will take. Peach has the highest Mg. Defense, while Mario has the lowest. Mg. Defense increases with Exp. Level.

On a side note, the Defense Up status does NOT change this stat at all. It only decreases the amount of damage taken from a Special attack.

#### OTHER STATS [LEVSO]

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These generally are already known by everyone, so their effects aren't that big of a mystery, especially compared to the main stats.

#### Flower Points

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More commonly known as FP, these would be the equivalent of Magic Points from other games, the difference being that FP is shared by the party, whereas MP is not: each individual party member has their own MP. FP allows your party members to use their Specials: if there isn't enough FP, you will be unable to use the Special. FP increases by finding Flowers in treasure boxes, out on the field, or through special items that start with the word "Flower."

Restore FP using the following items:

- Honey Syrup - Restores 10 FP
- Maple Syrup - Restores 40 FP
- Royal Syrup - Restores 99 FP
- KeroKeroCola - Restores 99 FP (and all HP to the party)
- Flower Tab - Raises Max FP by 1 and restores all FP
- Flower Jar - Raises Max FP by 3 and restores all FP
- Flower Box - Raises Max FP by 5 and restores all FP

Resting at an inn or finding a Recovery Mushroom will restore the party's FP to the max.

#### Exp. Points (EXP)

-----



Experience Points are granted to your characters after each battle that they win. Tougher enemies will generally reward your characters more Exp. Points for defeating them. Characters that do not battle receive the same amount of points as the characters that do battle. When a character's Exp. Points exceed a certain amount, they will level up and receive a boost to all of their statistics, except for Speed. Up to level 20, the boosts granted during a Level Up will increase with each Level, but after level 20, most stats will receive a boost of only 2 points per statistic. When the player gets a Game Over, all characters' Exp. Points and Exp. Level will be retained, keeping the character's main statistics the same. Everything else (including Flower Points) will be reset to what they were when the player last saved the game.

#### Exp. Level (LV)

-----

This is an indicator of the overall strength of a character. Characters at a higher Exp. Level are generally stronger statistics-wise than a character at a lower Exp. Level. At certain Exp. Levels, characters will learn new Specials, increasing their efficiency.

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#### LEVELING UP [LEVUP]

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Whenever a character levels up in SMRPG, they will gain points in each of their statistics, except for Speed. Generally, the later the level of experience, the greater the number of points gained. After Level 20, however, a character will gain only 2 points in each stat, with three exceptions:

- 1) Geno's Max HP will gain only 1 point per level.
- 2) Geno's Defense will gain 3 points per level.
- 3) Bowser's Max HP will gain 4 points per level.

After the screen showing the increase of statistics, the player is taken to a screen where the player can further increase a certain statistic: The three bonuses are as follows:

- 1) Hammer with "POW": Attack and Defense will increase.
- 2) Mushroom with "HP": Maximum HP will increase.
- 3) Star with "S": Magic Attack and Magic Defense will increase.

There are certain levels in which a particular bonus increases stats by a lot more than usual. This is called the "ideal" bonus, which leads to the ideal values in the tables located after the level charts for each character.

Hammer with "POW" should be chosen at every level in which  $(LV / 3)$  produces a whole number. This includes levels 3, 6, 9, 12, 15, 18, 21, 24, 27, and 30.

This will increase Mallow's, Geno's, and Peach's Attack by 3 and their Defense by 1. Mario's and Bowser's Attack will increase by 2 and their Defense by 1. On any other level (2, 4, 5, etc.) a character will only gain 1 in Attack in 1 in Defense.

Mushroom with "HP" should be chosen at every level in which  $((LV - 1) / 3)$  produces a whole number. This includes levels 4, 7, 10, 13, 16, 19, 22, 25, and 28.

The increases in HP are as follows:

| Increase in | Increase in

Character	Max HP before level 20	Max HP after level 20
Mario	+4	+2
Mallow	+6	+2
Geno	+6	+2
Bowser	+3	+3
Toadstool	+9	+2

If you choose this bonus at any level other than 4, 7, etc. then the character will gain less HP.

The increases in HP are as follows:

Character	Increase in Max HP before level 20	Increase in Max HP after level 20
Mario	+3	+1
Mallow	+4	+1
Geno	+5	+1
Bowser	+1	+1
Toadstool	+5	+3

Star with "S" should be chosen at every level in which  $((LV + 1) / 3)$  produces a whole number. This includes levels 2, 5, 8, 11, 14, 17, 20, 23, 26, and 29.

This will increase Mario's, Geno's, Bowser's, and Peach's Magic Attack by 3 and their Magic Defense by 1. Mallow's Magic Attack will increase by 2 and his Magic Defense by 1. On any other level (3, 4, 6, etc.), the character will gain only 1 point in Magic Attack and 1 point in Magic Defense.

\* Note that choosing the ideal bonuses every level, to some, does not necessarily make your characters the best that they can be. For instance, many players believe that Bowser's Mg. Attack will always be too low to use Specials effectively, so when the time comes to choose the star as the "ideal" bonus, the player would instead choose to boost Bowser's HP or Attack/Defense. In my opinion, however, choosing the ideal bonuses does indeed allow the characters to perform optimally. Every character (even Mallow) can dish out some major damage with physical attacks, and it also holds true that every character (even Bowser) can do a lot of damage with Specials.

For comparison...

Statistics with Best Equipment (excluding Lazy Shell and Frying Pan)

Character	HP	Attack	Defense	Mg. Attack	Mg. Defense	Total
Mario	209	217	143	124	104	797
Mallow	199	210	135	127	114	785
Geno	203	234	149	130	101	817
Bowser	240	216	145	109	93	803
Toadstool	211	216	136	125	116	804

These values are taken from the ideal values for each character at level 30; what is added is the character's best weapon and best armor (no accessories).

The Lazy Shell and the Frying Pan are excluded because of their high P values, making their damage somewhat random. The Ultra Hammer and the Super Slap are instead used because they have a lower damage range (28 max if timed perfectly, compared to 80 max for the Frying Pan and 200 max for the Lazy Shell). The Lazy Shell armor is also excluded (reasons should be fairly obvious...).

Analysis:

Bowser's highest in HP, Geno has the best Attack, Defense, and Mg. Attack, and Peach has the best Mg. Defense. Overall, Geno is the best character. Peach and Bowser are nearly the same (looking at totals), then Mario, and Mallow is, statistically, the worst character. From this, the most ideal party would be Mario, Geno, and Toadstool.

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EXPERIENCE NEEDED TO REACH EACH EXP. LEVEL [LEVEX]

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Level|Exp.

-----+-----

1		0
2		16
3		48
4		84
5		130
6		200
7		290
8		402
9		538
10		700
11		890
12		1110
13		1360
14		1640
15		1950
16		2290
17		2660
18		3060
19		3490
20		3950
21		4440
22		4960
23		5510
24		6088
25		6692
26		7320
27		7968
28		8634
29		9315
30		9999

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.N"4. Legal stuff and Miscellaneous

.N) J) -----

NN (N) Contains important legal information, as well as credits. Statistical

N) NF information on the guide can also be found here.

4\_JF KEYWORD: [LEGAL]

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As of July 03, 2004, this guide should appear ONLY on the following websites:

www.gamefaqs.com  
www.neoseeker.com

Both websites contain the latest version of my guide. If I see this guide  
anywhere else, I will be forced to take legal action.

#### Credits

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- Nintendo - For all those great Mario games that they make.
- SquareEnix - For making all of the Final Fantasy games that I know and love.
- GameFAQs - For being such an awesome site!
- Neoseeker - For posting my years of research (aka this guide) on their site.
- Aman L - made me realize that I hadn't given info on what stats effect.
- aki chu - created the idea of the min-ideal-max stats and the chart showing stats when the characters have their best equipment on. The chart shows the effects of Geno's and Bowser's inferior weapons and armor and how it affects their stats.
- Luster Soldier - Pointed out that I had forgotten the Big Bang special and for correcting Drain's Magic Power (in section 6).
- redford - Pointed out that the "Geno Beam" has a hidden sixth level. Can someone help me confirm this? I can't get it to work!
- jamescom1 - Provided me with both ideas to improve the guide and information that I missed. There's too much to explain in just a few lines.
- Me - I've been constantly building this guide up for over two and a half years!
- You - Really, thanks a lot for reading my guide! That's why it's online!

Feel free to give me ideas for what should be added to my guide. I might not accept the idea, though, if I feel it is not suitable for the BMG. I will try hard to make this guide all that you readers want it to be. (Yeah! Power to the people! ^\_^)

More will be added over time as I am given information for this guide. Feel free to point out any mistakes you see in my guide. I am a perfectionalist. Oh, and please, if you send me an e-mail, tell me your name (or at least a nickname)! I really don't want to credit an e-mail address, I want to credit people. ;)

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#### GUIDE STATISTICS

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