

Super Mario RPG: Legend of the Seven Stars Enemies/Bosses/Misc PAR Codes

by Super Jumper Mario2

Updated to v1.2 on Jan 10, 2005

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This FAQ is for Super Mario RPG and a Pro Action Replay cartridge. These codes will work with a PAR cartridge but not with a Game-Genie, unless you use a conversion utility to convert the codes.

The purpose for this FAQ is for people that want to fight a specific boss or enemy and doesn't want to go through the story line can use these codes to fight the enemy. BUT some characters and bosses can't be accessed with the codes or some bosses or enemies may react differently then they should. I will note if the opponent is different then it should be in the game. This FAQ is best viewed in Courier font size 10.

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These are characters codes that didn't fit into a catagory.

5. SCENES

These are scenes from the intro movie of SMRPG and are playable if you are quick enough.

6. SEMI-BOSS CODES

These are semi-bosses you can fight in the game.

7. BOSS CODES

These are the main bosses you must face in the game.

8. CREDIT AND LEGAL STUFF

This is for crediting people and legal info about my FAQ.

1. VERSION OF HISTORY

v1.2, 1-10-05, I added some more codes and also fixed some word errors on the faq. Also I took out the part about me finding Hangin' Shy. Team Rocket Elite is credited for finding them first.

v1.1, 1-6-05, I changed some of the text in the notes so they fit more together. I also added some Mario codes to help you out in battle if you need it.

v1.0, 1-3-05, This is my first version of this guide.

2. REQUIRED CODE TO USE

The main code you will use and modify is

7E0048xx xx=is the number you will put in to battle the foe.

2a. MARIO CODES

These are some Mario codes you can use.

- Max HP: 7FF803E7
- 7FF80403
- Level 30: 7FF8001E
- 255 Speed: 7FF805FF
- 255 Attack: 7FF806FF
- 255 Defense: 7FF807FF
- 255 Mg Attack: 7FF808FF
- 255 Mg Defense: 7FF809FF
- All Mario Skills:7FF8103F
- Have Mario Have Everybody's Magic Attacks: 7FF810FF
- 7FF811FF
- 7FF812FF
- 7FF81307

2b. BATTLE CODES

Here are some codes you can use in battle you help you out.

- Unlimited Flower Points: C1AC0EEF
- Unlimited Health Points: 7EFA91C8
- Unlimited Magic Points: 7EFA0C64

3. ENEMEY CODES

These are normal baddies you fight in the game, as in you run into them to fight against them. Most of these bad guys will come in groups and I will list who is with who. Also I will add anything that may be interesting to you. Also these enemies appear mostly in order as the story goes on.

Bowser's Keep

00 = TERRAPIN *Note* Any time it's a Terrapin that means there was no bad guy for the code. Also no music should play. And you should receive no EXP points for defeating it/them.

01 = TERRAPIN (4)

Mushroom Way

02 = Spikey (2) *Note* The number in () means there are that many of the same enemy.

03 = Spikey (3)

04 = Sky Troopa (1)

05 = Sky Troopa (2)

Goomba (1)

06 = Goomba (2)

07 = Frogog (1)

Goomba (1)

Spikey (1)

08 = K-9 (1)

09 = Frogog (2)

K-9 (1)

Mushroom Kingdom (When Mack has taken over it.)

0A = Shyster (2)

0B = Shyster (2)

Kero Sewers

0C = Rat Funk (2)

0D = Hobgoblin (2)

Rat Funk (1)

0E = The Big Boo (1)

Shadow (1)

0F = The Big Boo (3)

Shadow (1)

10 = Goby (2)

11 = Goby (3)

8A = Rat Funk (1)

9C = Pandorite (1)

Rose Way

12 = Crook (2)

13 = Arachne (1)

Crook (1)

Starslap (1)

14 = Shy Guy (1)

Starslap (1)

15 = Arachne (1)

Crook (1)

Shy Guy (1)

switch in Booster's Tower in the normal game.

Booster's Tower

- 2E = Orb User (1)
 - Spookum (1)
- 2F = Spookum (2)
 - Remo Con (1)
- 30 = Rob-omb (1)
- 31 = Rob-omb (4)
 - Orb User (1)
- 32 = Jester (1)
 - Chomp (1)
- 33 = Jester (2)
 - Chomp (1)
- 34 = Blaster (1)
 - Spookum (1)
- 35 = Rob-omb (2)
 - Spookum (2)
 - Blaster (1)
- 8E = Snift (1)
- 8F = Fireball (2)

Marrymore (You can't battle Torte unless without this code, otherwise you can see him with the cake)

- 36 = Torte (1) *Note* Oddly enough you can fight him. He's the chef at the Marrymore town and makes that evil cake. He won't offer any EXP points though. He has 100 HP.
- 37 = Torte (4) *Note* Lol, didn't expect there are more then 2 chefs did you? If you let them attack with their "Stop it!" attack, they will become invincible so get 'em good.

Star Hill

- 38 = Mukumuku (1)
- 39 = Pulstar (1)
 - Mukumuku (1)
 - Gecko (1)
- 3A = Sackit (2)
- 3B = Mastadoom (1) *Note* Under him are what appear to be blue waves/lines. That is there because it's suppose to blend in with the blue color of Star Hill.
 - Sackit (1)
- 3C = Gecko (1)
 - Sackit (1)
- 3D = Gecko (2)
 - Mastadoom (1)

Sea

- 3E = Zeostar (2)
- 3F = Crusty (1) *Note* It's a red crab! It's red because it's suppose to be underwater and mixed with the color of the water it looks purple, like Mario's red cap underwater is purple. Well kinda purple.
 - Zeostar (1)
 - Leuko (1)
- 40 = Bloober (1)
 - Mr. Kipper (1)

41 = Bloober (2)
 Zeostar (2)
 Leuko (1)
42 = Mr. Kipper (3)
43 = Mr. Kipper (4)

Sunken Ship

44 = Bandana Red (4)
45 = Bandana Red (5)
46 = Bandana Blue (1)
47 = Bandana Blue (2)
 Greaper (2)
 Straw Head (1)
48 = Dry Bones (2)
49 = Greaper (2)
 Dry Bones (2)
 Reacher (1)
4A = Gorgon (1)
 Alley Rat (1)
4B = Gorgon (1)
 Reacher (1)
 Alley Rat (1)
4C = Greaper (1)
4D = Straw Head (2)
 Greaper (1)
 Gorgon (1)
9D = Hidon (1)

Unknown (But possible Sunken Ship, Seaside Town, or "Mario's Factory")

4E = Drill Bit (1) *Note* You can't fight Drill Bits in the game, unless you
 use this code. But in the order that the Drill
 Bits are in they should be somewhere in Sunken
 Ship. Unless they took them out in the final game
 that is.
4F = Drill Bit (5) *Note* Same goes for 4E, if you kill all but one and
 don't attack it, it will "poof" and create another
 one. Sometimes it will cause the battle to freeze
 or not continue.

Land's End

50 = Stinger (1)
 Fink Flower (1)
51 = Stinger (4)
52 = Chow (1)
 Octovader (1)
53 = Shogun (2)
 Chow (1)
 Fink Flower (1)
CE = Showgun (3)

Bean Valley

54 = Chomp Chomp (1)
55 = Chomp Chomp (4)
56 = Shy Away (1)
57 = Ribbite (1)
 Geckit (1)

Shy Away (1)
58 = Chewy (2)
59 = Chewy (2)
Geckit (2)
Kriffid (1)
5A = Spinthra (1)
Geckit (1)
5B = Spinthra (1)
Geckit (2)
Kriffid (1)
9E = Box Boy (1)
F0 = Chewy (2)
Shy Away (2)

Nimbus Land

5C = Birdy (1)
Heavy Troopa (1)
5D = Birdy (5)
5E = Bluebird (2)
5F = Bluebird (2)
Heavy Troopa (1)
60 = Pinwheel (1)
61 = Pinwheel (3)
Sling Shy (2)
62 = Shaman (2)
63 = Sling Shy (2)
Shaman (2)
Jawful (1)
64 = Sling Shy (1)
Orbison (1)
65 = Pinwheel (2)
Sling Shy (2)
Muckle (1)
BF = Heavy Troopa (3)

Volcano

66 = Magmus (1)
67 = Magmus (2)
Armored Ant (2)
68 = Oerlikon (1)
Vomer (1)
69 = Oerlikon (2)
Chained Kong (1)
6A = Pyrosphere (3)
6B = Stumpet (1)
Pyrosphere (2)
6C = Vomer (1)
Chained Kong (1)
6D = Vomer (2)
Stumpet (1)
90 = Magmus (2)
Stumpet (1)
91 = Corkpedite (1)
Body (1)
Oerlikon (1)

Bowser's Keep (Second Time)

6E = Terra Cotta
6F = Terra Cotta (2)
 Gu Goomba (2)
 Forkies (1)
70 = Malakoopa (1)
 Tub-O-Troopa (1)
71 = Tub-O-Troopa (2)
 Malakoopa (1)
72 = Gu Goomba (2)
73 = Gu Goomba (2)
 Malakoopa (2)
 Terra Cotta (2)
74 = Big Bertha (1)
75 = Big Bertha (2)
 Terra Cotta (1)
9F = Chester (1)
F1 = Muckle (2)
 Mr. Kipper (1)
F2 = Amanita (2)
 Orbison (1)
F3 = Greaper (2)
 Glum Reaper (1)
F4 = Pyrosphere (3)
F5 = Lakitu (3)
F6 = Zeostar (2)
 Shaman (2)
F7 = Shaman (6)

Factory

78 = Ninja (1)
79 = Ninja (5)
7A = Glum Reaper (1)
 Springer (1)
7B = PuppoX (2)
 Springer (1)
7C = Mad Mallet (2)
7D = Mad Mallet (5)
7E = Pounder (1)
7F = Pounder (5)
80 = Poundette (1)
81 = Poundette (6)
82 = Ameboid (1)
83 = Ameboid (1)
84 = Glum Reaper (3)
85 = Glum Reaper (2)
 Li'l Boo (2)
86 = Li'l Boo (1)
87 = Li'l Boo (4)
88 = Mad Mallet (1)
 Jabit (1)
89 = Mad Mallet (2)
 Jabit (2)
 Poundette (2)
96 = Mad Mallet (3)
98 = Machine Made (Shyster or Springer)
99 = Machine Made (Drill Bits or Jabits)

4. OTHER

76 = Magikoopa (1) *Note* This is the acutal Magikoopa shown in the intro
movie!
77 = Magikoopa (1) *Note* Same as above. ^^
9A = TERRAPIN
9B = TERRAPIN
AA = TERRAPIN
BE = Super Spike (Taken out from the final game)
D7 = Smithy's Head!!! *Note* He has no body and when defeated the game stops
after he says all the stuff at the end.
D9 = TERRAPIN
DA - DF = TERRAPIN
F7 - F9 = TERRAPIN
FA - FF = TERRAPIN

5. SCENES

C0 = Alterante Scene!? Shows the scene of Peach on Booster's Tower. Instead
of talking she says what Count Down attacks say. No music will play.
C1 = Alternate Scene!?Shows the scene of Peach when Mario comes to the door.
She will say what Count Down attacks time are. No music will play.
C2 = Shows Mario going into the hole after King Calamari was defeated.
C3 = Shows Mario coming out of the hole after King Calamari was defeated.
C4 - C9 = Shows a part of the intro movie. (Can be playable!)
CA = Shows a part of the intro movie. (Can be playable!)
CB = Shows a part of the intro movie. (Can be playable!)
CC = Shows a part of the intro movie. (Can be playable!) *Note* Interesting
it shows the Czar Dragon but it's called Magidragon. Has 10 HP and no
thought.
CD = Shows the tutorial of Toad helping you with Timed Hits. (Can be
playble)

6. SEMI-BOSES (Meaning these guys are optional in some cases.)

A1 = Booster (1)
Snift (3)
A2 = DUMMY Booster *Note* Any enemy that has DUMMY infront of it is just
the boss that can't do anything but stand in place and
attack with a weird attack. They also have 10 HP and
thinks nothing when Psychopath is used on him. He may not
cause any damage.
B2 = Jinx (First time.
BB = Jinx (Second time.)
BC = Jinx (Third time.)
BD = Jagger
CF = Formless then Mokuka/Mokura
D0 = Dodo
D1 = Magikoopa
D3 = Machine Made (5) (Mack and Bodyguards)
D4 = Machine Made (1) (Bowyer)
D5 = Machine Made (1) (Yaridovich)
D6 = Machine Made (3) (Axem Rangers: Pink, Red, Green)
D8 = Culex (1)
Crystals (4) *Note* Culex will only have 1 HP. Odd. Defeat Culex and
the crystals will be defeated as well.

7. BOSSES (Meaning you have to fight them.)

8C = Punchinello
92 = Clerk (1)
Mad Mallet (2)

93 = Manager (1)
Pounder (3)

94 = Director (1)
Poundette (4)

95 = Gunyolk (1)
Factory Chief (1)

A0 = Bowser *Note* This is the first time you battle Bowser and try to save Peach. No music will play and if you have 255 speed, you can attack the Kinklinks and Peach! Defeating your own Kinklink will be the same as defeating Bowser's.

Kinklink (2)
Princess Toadstool (1) *Note* She will not have a name in the info attack box.

A3 = Croco (First time)

A4 = Croco (Second time)

A5 = DUMMY Croco

A6 = Johnny (1)
Bandana Blue (4)

A7 = Tentacles (8)
King Calamari (1) *Note* The battle stage should change to the Sunken Ship stage where you fight the giant squid.

A8 = Belome (First time)

A9 = Belome (Second time)

AB = Valentina (1)
Dodo (1)

AC = Czar Dragon

AD = Smilax (8)
Megasmilax (1)

AE = Count Down (1)
Ding-A-Ling (2) *Note* To my surprise, there was no clock at all but just the hands and the bells.

AF = Shelly then Birdo *Note* There is no body of the shell and for Birdo, part of the egg is under her.

B0 = Bundt (1)
Raspberry (1)
Torte (2) *Note* If you have 255 speed, you can attack any of those. Attack the Raspberry first and defeat it. Then the Snifts will appear and the Tortes will be glitchy. Then Bundt will turn all glitchy when Booster comes. After that Booster and the Snifts will go as in the story but the battle will continue. Attack Bundt and it will show up again. The Tortes will continue as normal but will have the Snifts' palette (colors). After you blow out the candles, Raspberry will reappear, either on the side or hop back into place. Defeat Raspberry and the whole Snift and Booster thing will happen again. If Raspberry was on the side, when the Snifts throw it into the air so Booster can eat it, it will be thrown way to the left. This is a glitchy battle and was shown in my SMRPG Mayhem video.

B1 = Knife Guy (1)
Grate Guy (1)

B3 = Mack (1)
Bodyguard (4)

B4 = Yaridovich

B5 = Bowyer *Note* May not be playable.

B6 = Axem Rangers (1)
Axem Pink (1)
Axem Black (1)

Axem Red (1)

Axem Yellow (1)

Axem Green (1) *Note* Destroy Axem Rangers (the robot) and the battle will get glitchy. They will say that they can't believe they were defeated. The screen will shake and they fall back, like if you defeat them. All 3 members of your party will "jump" off the screen but they are still there. You can still attack and that will bring you back into place. But if an Axem Ranger uses a normal attack, they will go off screen if the member is off screen and the game will may not continue after that. Hit turbo on the emulator and see if that will work. If it does continue the battle. If you defeat all the Axem Rangers, they try to go into formation but can't because you destroyed the robot. The game will freeze after that.

B7 = Hammer Bro (2) *Note* Use Psychopath on them and see what they think. This is the only way to know what they think because you get Mallow after you battle with them.

B8 = Cloaker (1)

Domino (1)

Mad Adder or Earth Link (1)

B9 = Smithy (1)

Smelter (1)

BA = Exor (1)

Right Eye (1)

Left Eye (1)

Neosquid (1) *Note* There is no sword body.

D2 = Boomer (1)

Hangin' Shy (2) *Note* These are called Chandeli-ho by Boomer. You'll need 255 speed to attack them. You can kill yours but if you kill Boomer's, the game will stop when he says take a dive and uses his sword to cut the rope.

8. CREDIT AND LEGAL STUFF

CREDITS:

I mostly credited myself for making this guide. If you see that you deserve any credit, please contact me and tell me why so I can add you on to here.

Also I would like to credit myself on finding Super Spike as of these characters have not been mentioned by anyone else. If you believe you found these character's first, please tell me. Otherwise I claim them to be found first by me.

If you have any comments or see anything that needs to be fixed, you can contact me on AIM (abarna10), MSN (abarna01@hotmail.com), or email me at my hotmail address. Please put SMRPG FAQ as the title so I know it's important.

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Thank you Nintendo and Square for making such a wonderful, exciting game!

