

# Paper Mario: The Thousand-Year Door FAQ/Walkthrough

by Super Slash

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Paper Mario: The Thousand-Year Door  
FAQ/Walkthrough  
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VERSION HISTORY  
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- v 1.0 - Fixed a small error
- v 1.1 - Fixed yet another error
- v 1.2 - Decided to add a little update
- v 1.3 - Fixed a big error
- v 1.4 - Fixed two errors
- v 2.0 - Added the Tattle Log section
- v 2.1 - Added all of Chapter Six, all  
Items, all Enemies, AND all of  
the Shine Sprites!
- v 2.2 - Added all of Chapter Seven
- v 2.3 - Completed the Walkthrough section
- v 2.4 - Added all the Side-Quests, and I  
did a little update to the Secrets  
section
- v 3.0 - Completed the Recipes section
- v 3.1 - Added an ASCII Art to the guide
- v 3.2 - Removed the "Introduction" and the  
"About this Guide" from the top
- v 3.3 - Added an extra note. Also removed  
the ASCII Art from the guide, and  
also reorganized the Bosses section.  
I also fixed some width of the CPL  
in some sections. Also added MUCH  
more Star Pieces; the section is  
much more organized and easier to  
navigate than before. A better,  
very much more improved version  
coming soon
- v 3.4 - Updated some stuff I noticed while  
browsing through the guide
- v 3.5 - Completed the Star Pieces section,  
along with the entire guide
- v 3.6 - Fixed the walls of text and margins  
spreaded throughout the entire  
Walkthrough section! Now it is MUCH  
easier to read than before.

NOTE: To find what you're looking for, hold Ctrl and press F, and type in, for example "IV. Walkthrough", without the quotations. Do this for any section you may be looking for.

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I. Story  
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The story starts off like this...When you start the game, Mario and Luigi get a letter from the mailman. The letter was written by Princess Peach, and in the letter is a magical map. This magical map tells you about the Thousand Year Door, and shows you the location of the mystical stars, known as the Crystal Stars. When all seven are collected, the Thousand Year Door will open, and as for whats behind it, no one knows...yet. Little do Mario and Luigi know that there is also another group out there looking for the legendary treasure, known as the X-Nauts.

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II. Characters  
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In this section, I will list all of the party members in the game, along with a description about them and such.

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Mario  
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Mario is the all time hero that always saves the world from being destroyed from the evil being Bowser. If anyone is going to save the world, it is him. Like in this next adventure, Mario must go on a quest for the Crystal Stars to open the Thousand Year Door, and rescue Princess Peach to save the world, once again.

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Goombella  
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Goombella is a girl Goomba, that lives in Rogueport. She was cornered by the X-Nauts and their leader, Lord Crump. Mario then sees that she is in trouble, and immediately saves her from their evil grasp. Gombella then joins Mario in his quest to find the Crystal Stars, and open the legendary Thousand-Year Door.

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Koops  
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Koops is a little Koopa Troopa that eventually will join Mario in his quest, in an attempt to get the Crystal Star, and most importantly, avenge his dad by defeating the dragon called Hooktail. Koops just wants to save the world as Mario does, and he will continue to help Mario even after defeating Hooktail from his castle.

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Flurrie  
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Flurrie likes Mario, and loves her necklace. She lives in her house at the Boggly Woods, home of the Punies and the Great Tree. She is a kind girl and loves to take care of Punies. Flurrie joins Mario's party once he finds her necklace she was looking for, taken by the Shadow Sirens.

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Yoshi  
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Yoshi first appeared at a town known as Glitzville. The Hot Dog Stand owner ordered an egg for his new hot dog recipe, but they accidentally gave him a Yoshi egg instead. This Yoshi hatches soon after Mario gets it, and it is no normal Yoshi; he is more of a gangster Yoshi.

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Vivian  
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Vivian appears in Twilight Town, sitting alone by lots of bushes. She was told to find the Superbombomb that Beldam thought she lost. Beldam told her if she didn't find it, she would get punished, like she always does. When Mario finds this Superbombomb, he shows it to Vivian, and then she finds out that it is indeed broke. Then, to avoid getting punished by Beldam, she joins Mario to help him get his name and body back, which was stolen by the evil villian of Twilight Town, Doopliss. After Doopliss is defeated, she joins Mario for good.

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Bobbery  
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Bobbery has a tale of woe that makes him never want to go out to sea again. Bobbery's wife, Scarlette, was living with him, happily. But one day, Bobbery went and sailed out in the sea, and Scarlette caught a cold while he was away, and then when he returned, Scarlette was gone. She disappeared, she was dead. Bobbery then lived alone, making an oath to never sail out to sea again. He blamed himself for his wifes loss, because she caught a cold while he was out to sea, so thats the reason he says he will never sail the seas again. But, once Mario and his friends convince him to sail out to the Keelhaul Key, he does so, and then joins Mario in his quest.

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Ms. Mowz  
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Ms. Mowz is a theiving rat who loves to steal any badge she can find. Ms. Mowz also has a crush on Mario. She first meets Mario in Hooktail's Castle, as she heard there was a rare badge in the castle that she wanted. She saw Mario yet again in the Great Tree, for there was yet another badge she wanted in the tree. They also met in Glitzville, for like, basically the last time. Ms. Mowz is an optional party member, and she isn't a very great one. Her best ability is the ability to steal. But otherthan that, I don't like her at all. See the Side-Quests section to see how to get her.

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III. Controls  
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"A" Button: Jumps, preforms Action Commands, talks to people, ends conversations, examines stuff.

"B" Button: Uses hammer outside battle, cancels commands, back to previous thing. Turns Mario back to normal when in Airplane Mode, etc.

"X" Button: Allows partners to use their special abilities outside of battle, hits an audiance member in battle.

"Y" Button: Switches members in battle, lets you become Paper Plane Mario, allows you to turn into a Paper Boat when standing on a Boat Panel.

"R" Button: Turns Mario into Paper Mode, and turns into a tiny tube if the Control Stick is rotated.

"L" Button: As far as I know, nothing.

Start Button: Pauses game outside battle.

"Z" Button: Displays Mario's stats.

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IV. Walkthrough  
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At the start of the game, you will get some mail from the mailman. Luigi goes outside, takes out the letter, and goes back inside. Now he will read the letter to Mario, it says:

"Hello there, Mario! I am now on holiday, traveling in the Mushroom Kingdom. In my travels, I came into possession of a mystical map...a treasure map, actually. It was inside a box I got from an old merchant in a town called Rogueport. But since it would be too difficult for me to try to go find the treasure all by myself...I thought you could help me hunt for it! You will, of course, won't you? I've included the map with this letter, so please bring it with you when you come. I'll meet you at Rogueport."

(That means you MUST come!)

-Peach-

Luigi will then allow Mario to look at the map, then a scene with a boat traveling across the sea will start. When the Paper Mario logo appears, press A.

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PROLOGUE  
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The sailor will awaken Mario, and then you will arrive at Rogueport.

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Rogueport  
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Once you arrive, head west and hit the S Block to save your game. Be sure to save everytime you come across one of these, as you could get killed anytime. Head north and then a scene will start with Goombella and the X-Nauts and their leader. When the scene is over, head east and Goombella will notice you, then go behind you. After a little more talk, you will enter combat against Lord

Crump. Refer to the Bosses section for help to win the battle. After the battle, Lord Crump will call millions of more X-Nauts, then they will all attack Mario. Goombella then manages to make it out the swarm of X-Nauts, then she tells Mario to come where she is, then Mario escapes and the X-Nauts pound Lord Crump and they don't even know it.

Now, go north up the stairs and enter the northern part of Rogueport. You will then see another scene with Lord Crump and his men. After the scene, Goombella will speak to Mario for awhile, then she will join your party. After they are finally all done talking, head to the northeast and enter the eastern part of Rogueport. Once you are here, a bandit will run and steal half of your coins! Goombella will get mad. Now, go back to the west to the square of Rogueport. Go to the middle of the square, then go north through the tunnel.

In here, go west and you will see a house, enter it. You will then see the bandit that stole your coins, speak to him and he will give you your coins back. Go back through the tunnel you came in, and go west, the lady will then tell you to stop and to not move a step. Move anywhere, it doesn't matter where, you will step on her contact lens. Now, go east and enter the house that has the Fire Flower on it, this is the Item Shop. In the shop, speak with the owner and he will tell you to hold on for a moment, then say that they are currently out of Contact Lens.

In the shop, buy two Mushrooms, two Honey Syrups, one Fire Flower, and a Sleepy Sheep, then exit the shop and go to the eastern part of town once again. Back to the eastern part again, go east and enter the second house on the right, this is Professor Frankly's house. In the house, Goombella and Frankly will talk for awhile. After they finally stop talking, exit Frankly's house. Frankly will then open a secret passage where a pipe is located. Head south to the pipe and Frankly will ask Mario if he knows about Action Commands.

If you don't know how to do it, I suggest learning. When you are done, jump on the pipe and enter the Rogueport Sewers.

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Rogueport Sewers  
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Save your game at the save block here. Next, go east and down the stairs and a conversation will start with a normal Goomba, a Paragoomba and a Spiny Goomba. You will now enter combat against them. To beat them, just jump on the normal Goomba and the Paragoomba, and use your hammer against the Spiny Goomba. After you win, Goombella will brag, and Frankly will talk some more. Once you gain control of Mario, go east and jump up the stairs. Now, go north and wait on the platform to come towards you, jump to it and jump to the pipe when you can, then enter it.

In this next part, head east and jump down the steps you will come across. Go west and then smash the "?" block with your hammer to get a Mushroom. Continue to the west and smash the next block for a Fire Flower. Keep going to the west path and eventually you will see two blocks, hit them with your hammer to reveal a pipe, go into it. In this next area, go east and you will see a Punie go into a hole in the wall, don't worry about him right now, as he is meant for a later part in the game.

Anyway, go east and hit the blue block by jumping on it to reveal a set of stairs. Go up the stairs and then drop off the ledge to the west to land on a platform, grab the Black Key there. Go back up the set of stairs again, then go east and into the door. In this room, examine the big black chest and you

will enter a conversation with something thats inside it. Once the conversation ends, examine the chest once more and use the Black Key on it. It turns out that it is something evil that comes out of the chest.

He will curse you and you will now have the ability to turn into Paper Plane Mario. Now head south and go out of this room. Back in the previous room, go west and stand on the plane platform, then use Airplane Mario and fly over to the giant block. Once you land on it, head west into this next room. In this room, Frankly will be shocked that the Thousand Year Door is actually real. Next, go west down the steps, and jump on the pedestal in the middle of the room. The Magical Map will then react to the Thousand Year-Door, then the location of the Crystal Star will appear on the map.

You will also learn a move called Sweet Treat. After some talking, you will appear back in Frankly's house.

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Rogueport  
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Back at Rogueport, you will be in Frankly's House. You will be asked a training question, so I suggest you learn what he asked you to learn if you've never played this game. Frankly also mentions that you need to go to the Petal Meadows. After this, exit his house and he will give you the Power Smash badge. He will ask you if you want to know how to equip it, say yes if your a newbie to this game. Now, go to the pause screen and go to Badges, then equip the Power Smash Badge, and head back to the Rogueport Sewers.

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Rogueport Sewers  
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When you arrive here, don't forget to save. Then, go east until you see an air plane platform. Turn Airplane Mario and fly over to the ledge up high. Enter this next room. In this room, you will see a tentacle, step on it and then a Blooper will come out and will fight you. Read the Bosses section for help on winning. After you win the battle, two platforms will appear. When the first one comes towards you, jump to it. Then wait until it moves to the right again, and then jump to the next one. Then when it moves to the right, jump to the platform and enter the pipe, now onto Chapter One.

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CHAPTER ONE: CASTLE AND DRAGON  
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Petal Meadows  
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When you enter the Petal Meadows, Goombella will talk a little bit. Once she gets done talking, go west and save your game at the save block. Hit the tree on the right for a Mushroom. Now, go east and a scene will begin, and you will see Hooktail fly above you and Goombella. Goombella will be suprised to see Hooktail already at the beggining of your adventure. Now, continue to the east and you will see a "?" block, hit it and a Mushroom will pop out of it.

Continue east to the next area of the meadows. In this area, go east and hit the red block to get a Close Call badge. Continue to the east and fight the enemies if you like, then hit the brown block eight times to get eight coins.

Next, go east and into the next area. In this area, Goombella will tell you to press X whenever you need her help. After she's done talking, go east and examine the dark bushes that are right beside each other to reveal a pipe, go down the pipe. Now you will appear way on top of the blue mountain things. Go east and jump on the blue switch and a bridge will appear. Make your way back to the pipe and go down it, then go across the bridge and continue east.

Examine the bush to the north and a Mystery will pop out, get it. Now, just east of that bush is a block, hit it and a Fire Flower will come out. If you can't carry any more items, throw something away and get it. Go east and you will be in Petalburg.

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Petalburg  
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This town is the home of the Koopa Troopas. In the village, the Koopa Troopa will tell you about Hooktail, the dragon you saw earlier in the Petal Meadows. Then they will start talking about the Crystal Stars, and the Koopa Troopa will tell you to go see the mayor of the village in a pink house. Next, go north and to the Inn, and pay five coins to rest up if needed. Whether you rested or not, continue east and save your progress at the save block right there. Talk to anyone that you'd like to talk to in this town, then go east and into the next area. Here, go east and jump up the two steps and enter the house to the left, this is the Mayor's House.

In the house, speak to the mayor, and he will call you and Goombella thieves...oh my gosh, why would you steal anything from the poor old man? Anyway, he will then realize that they are after the Crystal Stars. He will tell you that the first Crystal Star is in Hooktail's Castle. Then he will ask you a question, answer "Of course!". Then he will ask you if you are going to take Hooktail on, answer "You got it!". He will tell you that all of the Koopa's and him will shower you with gratitude and rewards. Man, if you beat Hooktail, you gonna be popular! :).

Anyway, you will be given a multiple choice about whether or not you need a reward, answer "Of course I won't." and he will tell you that your unselfish and noble. Here is where it gets funny, when he calls you Murphy instead of Mario. Now answer "It's Mario." and once he gets done talking, exit the house. Next, drop down the ledge and go east and you will get an e-mail from Professor Frankly, go ahead and read it. After this, keep going east until you see a Koopa Troopa guarding a gate, speak to him and he will let you pass.

Now Koops will come and tell you to hold on, and come running to Mario, and tell him never mind...okay, what was that about? Anyway, go east into the next part. Here, go east and don't examine or hit anything, as they don't uncover anything. Drop off the ledge and avoid or fight the Paragoomba, then drop off that ledge and avoid or fight that Koopa Troopa thing. Go east and jump up the steps and then hit the "?" block for a POW Block. Keep this item for later, because you're gonna need it soon. Go east some more and enter the next part, which is the Shhwonk Fortress.

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Shhwonk Fortress



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In this dungeon, examine the pillar and the two enemies will jump off the pillars. Fight each one of them. To beat it, use the POW Block that you got earlier and you will kill them. Now the next door will open, so enter through it. Now you will be outside the Fort again, so go east and jump on the ledge. Keep jumping up each ledge and examine the bush right next to the entrance of the fort to get another POW Block. Get this block, because you are about to use it. Now enter the fort. Here, examine the pillar and an enemy will come down.

DO NOT get a First Strike with your Hammer or by using Jump; you will take damage if you do so. To beat these enemies, use the POW Block and they will pass away. Man, those POW Blocks sure are useful :). Now the next door will open, so enter through it. Once again, you will be outside. Just jump from ledge to ledge, and be sure to hit the block and grab the Fire Flower on your way up, then enter the fort...again.

Now save your game and examine the pillar with the Thwomp on it, then he will awaken and he will say if you want Stone Keys, you're gonna have to answer some questions, and that if you get it wrong, you will suffer a terrible fate. Now it is quiz time!

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Question #1 - What's hidden in this place?

Choices:

- A. Stone Keys
- B. Crystal Stars
- C. Princess Peach
- D. Pickle Stone

Answer - Stone Keys

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Question #2 - What do one Mr. Softener and one Fire Flower cost at the shop in Petalburg? Total!

Choices:

- A. 10 Coins
- B. 12 Coins
- C. 16 Coins
- D. 20 Coins

Answer - 16 Coins

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Question #3 - What is the name of the mayor of Petalburg?

Choices:

- A. Kooskoos
- B. Burtle
- C. Moopa
- D. Kroop

Answer - Kroop

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Question #4 - Tell me, now! Where is the Crystal Star?

Choices:

- A. Rogueport
- B. Hooktail Castle
- C. Mushroom
- D. Petalburg

Answer - Hooktail Castle

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Question #5 - How can one get from Petal Meadows to  
Rogueport?

Choices:

- A. Boat Across the Sea
- B. Only by Air
- C. Go Through a Pipe
- D. Race in a Kart

Answer - Go Through a Pipe

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Now that you've answered all five question's correctly, you can pass. If you didn't get them right, you have to fight some enemies. To beat these enemies, use an item like a POW Block. Save your game and enter the pipe. Here, go east and you will see a red block, hit it and you will get the Multibounce badge. Now, go east into this next room. In this room, it is a very narrow path, so you must know, go east. In the hallway, you will encounter some Fuzzies. Once you rid the hallway of all of the Fuzzies, enter the next room.

In here, go to the middle of the room and grab the Sun Stone, a Fuzzy will then come down and attack you, defeat it and go back to the main room. Here, go west and into another hallway. In the hallway, do the same thing you did in the last one, rid the hallway of it's ugly tick creatures, then go into the next room. Go to the middle and grab the Moon Stone right there, and another Fuzzy will attack you. Defeat it, and go back to the main room again.

This time Mario will spot a yellow Fuzzy right there in the middle. Now you will enter combat against it. I won't list it in the Bosses section, because it is simple to beat it. Just use Power Smash and use Headbonk with Goombella. After one turn, he will call on millions of Fuzzies to attack you at one time! Don't worry about them; just focus all your attacks on the yellow Fuzzy. The black Fuzzies will attack you at times, so just avoid those because they don't hurt too much.

Once you win this fight, all of them will run away. Now go through the pipe back into the room where the Thwomp is located. Now, head all the way back to Petalburg.

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Petalburg  
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Here, talk to anyone you like and then head to the Item Shop. In the shop, buy one POW Block, and one Courage Shell, then exit the shop and exit this town. Once you are back outside, you will see Koops again. This time, he will tell Mario that he wants to join him, and he will tell you a story about what happened with his dad. After this, Koops will ask you if he could join you, say "Sure, come along!" and he will join your party. After this, Koops' girlfriend will come out there and Koops will tell her that he is going to go fight Hooktail with Mario.

She then will get mad and throw a temper tantrum by tossing her own shell out at Koops! Whoa, that's a temper! After all of this talking, head west and cross the bridge, and keep going west and enter the next area. Here, go west until you see a pipe, enter it. Out on that block there is a badge sitting on it. To get it, toss Koops' shell and the badge will be brought to you. Next, drop off the pipe and continue to the west path and enter the next part. Here, go west and you will see some stones with an opening in them, examine them and place both stones you found in the fortress.

Doing so will cause both pillars to move, revealing switches. To solve this puzzle, stand to the left and throw Koops' shell, then hold it in place. With Mario, walk over to the right side and release the shell and jump on the switch with Mario at the same time, doing this will cause the pillar in the middle to crumble into pieces, revealing a pipe. Go through the pipe and head over to the east and enter Hooktail's Castle.

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Hooktail's Castle  
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Here, go east and save your game. Now enter through the east path. Once you are outside, drop off the bridge on the eastern side and you will land on a platform. Jump to the next one at the east, then use Koops' shell to get the HP Plus badge. Now, jump from stone to stone and head back into the castle. Now, jump on the spring and get on the platform there. Next, go left and recover your HP/FP if you need to by hitting the Recovery Block. Now go east and into the next area. Here, stand on the Airplane Panel and fly over across the bridge, then enter the door and you will be truly in Hooktail's Castle.

In the castle, go east and you will see lots of Dull Bones, ignore them and continue east and then hit the red "?" block to get a Power Bounce badge, if you have enough BP, equip this immediately. Now, go east and enter this next room. In here, go east and Koops will see a Dull Bones, thinking that it is his dad. He will then read a letter and it will say something about "Kolorado" instead of Koops. Then Koops finds out that it is not his dad. After this, go right and examine the pink bones by the door there. Then, the pink pile of bones will send millions of Dull Bones after you. To get rid of these things, just bash them with your hammer while going east and approach the pink bones, you will then enter combat against it.

This Dull Bone is not too hard to defeat. It has four Dull Bones with him, and he can create more. To kill the white bones, use Power Shell. Then, focus all of your attacks on the pink one by using Power Smash with Mario, and Shell Toss with Koops until you win. After you win, they will all run away, so enter the next door. In this room, go east and you will see a box with a Shine Sprite in

it, hit it and you will receive your first Shine Sprite yet. Now, go east and jump up the set of stairs. Next, drop off the ledge to the south and hit the purple block, doing so will cause one to appear next to the grey block.

Drop off, then go back up the stairs and jump on the purple block. Next, jump to the grey block, then to the next one, then hit the yellow one with your hammer to break it. Go back to the small ledge to the south, then hit the yellow block. Doing this will cause the huge yellow block to raise up into the air. Now that the block is out of the way, go to the ledge where the block was and toss Koops' shell and hit the red switch, causing the stairs to switch around. Go on the stairs on the other side, then use Koops to get the Castle Key sitting on the ledge. Switch the stairs around again, then go back up the stairs again, then go east and unlock the door using the Castle Key, then enter the room.

Head to the right and save your game at the Save Block, then continue the path to the right and open the next door. In here, go right until you see a switch. Next, turn to the left side of it, and throw Koops' shell, then hold it in place. Walk over to the gate just north of that, then release his shell and enter the gate, then east into the next part of the room. In this room, you will see a black chest like the one you saw in the Rogueport Sewers. Examine the chest and it will tell you to go find a key for him...gee, I wonder what's in it? Now, go east and head into the next room.

Go right and then you will see a chest, open it to receive the Black Key. Even though you have received the key, you have also caused the ceiling to fall, and spikes to raise out from the floor in the process! You only have fifty seconds to get out of this room, so go right, then south, then north, then west, then north, then west, then south until you can't go south anymore, then west, then northeast and northwest, and then exit the room. Once you exit the last room, examine the black chest again and unlock it using the Black Key. Doing so will cause that stupid thing to come out like in Rogueport Sewers again. He will then curse you again, giving you the ability to turn into Paper thin Mario.

This is a great ability for lots of parts in the game. After this ability has been given to you, exit this room. Back in the previous room, use Paper thin Mario to slip through the gate. Now, go west and go to the third gate on the left side, then slip through the bars and grab the Attack FX R badge. Exit the gate, then go west and enter the room you were at before. Backtrack all the way to the room with a long gate, then go west until you see some bars that you can slip through, do so and go east in the narrow hallway and grab the Castle Key. Exit the gates, then go east and go back to the room with the giant green block and the save point. Jump up the steps and stand on the green block, then turn left and throw Koops' shell to hit the small green lock, causing the green platform to arise to the top.

Go west and jump up the steps, then unlock the door using the key you got earlier. In this room, recover your HP/FP by using the Recovery Block there, then go to the platform and hit the blue switch there using Koops, doing so will cause a bridge to appear. Cross the bridge and then toss Koops' shell and hit the blue switch and another bridge will appear. Cross it, and then in the middle of the bridge, there is a hole in the window, jump in it and go west and jump out the hole in the window.

Next, go west and enter the door there. In this room, go west and jump up the set of stairs, then go to either the west or east side of the small green block, then toss and hold Koops' shell in place. Stand on the large green block, then release his shell and you will rise up to the high platform. Go left and drop off the ledge by the door. Slip through the bars and grab the Life Shroom there. Make your way back to the top and enter the door on the

left, and you will meet Ms. Mowz for the first time in the game. Ms. Mowz will tell you that you need a certain badge equipped in order to defeat Hooktail.

That badge is the Attack FX R badge you got earlier, so equip this immediately. After this, go west and open the chests for a Mushroom, a Castle Key, and a Honey Syrup. Don't forget to hit that block to the left for a Shine Sprite. After this, exit this area. Here, go east and unlock the door using the Castle Key. In this room, go to the far east until you see some steps, drop down those steps and then hit the yellow block, causing the huge one to lower.

Toss Koops' shell and hold it in place, as always, to the left side of the block. Then walk onto the huge block, and release his shell. Doing this will cause you to rise up. Here, slightly walk around the edge and go left, then use the Paper ability to slip through the bars, onto the Airplane Panel. Turn into Airplane Mario, and fly over to the next door, then enter it. In this next room, go down the stairs to the south and hit the yellow block, then use Koops to get the Castle Key there.

Now go up to the north stairs, and then go west and jump up the stairs, and then get the Shine Sprite there, and unlock the door, then enter the door. Now you will appear outside, we have almost made it to Hooktail. So go west, and then go through the castle-like thing, and go around and around until you reach the top. Next, go up the set of stairs, and then go and save your game and recover your hearts if needed. Enter the next door and you will see a giant dragon. This is Hooktail. Read the Bosses section for help on beating him.

After you beat Hooktail, he will spit out someone, and that is...Koops' dad! Then they will talk a little bit, then Koops' dad will hand over the Crystal Star to Mario, and the chapter ends.

#### END OF CHAPTER

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"Mario and friends finally got a Crystal Star in the castle after defeating Hooktail. Koops even reunited with his long-lost father, whom he thought was dead. Yet they were unable to learn anything about the whereabouts of the princess. Where could Princess Peach be? Yes... Mario's adventure has only just begun."

Save your game when it asks you to, then the screen will switch to a scene with the true leader of the X-Nauts, Sir Grodus. The X-Nauts will have Princess Peach held captive, and will bring her to Sir Grodus' lair. The X-Nauts and Grodus will try to convince Princess Peach to tell them the whereabouts of the Magical Map, but she swears she doesn't have a clue. Then Grodus will find out that Mario has defeated Hooktail, and has obtained the Crystal Star.

Now Princess Peach will be taken back to her room. Then Grodus will tell Lord Crump, the one you fought in the beginning of the game, to go out to the Boggly Woods. Now the three Shadow Sirens will appear and speak with Sir Grodus. After all of the talking, you will gain control of Peach.

=====  
Peach's Event  
=====

When you gain control of Peach, head west and open the door there. In this bathroom, examine the tub and then Princess Peach will take a bath. Trust me, you have to do this to advance in the game. After she bathes, go east and exit this room. Now, you will see a door to the east of the one you are at open by itself. Now enter that door. In this hallway, go east and ignore the elevator, then enter the next door. In this room, the lights will turn on and then a CPU screen will turn on, and start talking with Princess Peach. Could it be Grodus, perhaps? Hmmm....let us think about that for a moment, shall we? Wait, no, it can't be Grodus!

TEC just said Grodus "built" him. Then Peach and TEC will talk a bit, and eventually she will write a letter to Mario, then TEC will send it. After Peach's Event is over, the scene will switch to Bowser's Castle, and Bowser will arrive out the doors.

=====  
Bowser's Event  
=====

When you gain control of Bowser, go east down the long hallway and then Kammy Koopa will come out of the doors and go up to Bowser Those guys never learn. Kammy will then talk with Bowser for a little bit, then she will ask you if you like fried eggs, which I don't know why. Answer either choice, it doesn't matter, they will say the same thing and the same thing will happen either way. Bowser will get ticked off and stomp the ground throwing a temper.

Kammy will convince Bowser to calm down, then Kammy will tell Bowser of some news, and Bowser gets in his Koopa Copter to go to Rogueport. Now it is back to the real adventure.

=====  
Petalburg  
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Back at Petalburg, Koops' dad and others will talk for a little while. After they talk, head out of this town and go back to the Rogueport Sewers. On your way there, you will get some email. Read it. Then head to the sewers.

=====  
Rogueport Sewers  
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Once you are here, jump from platform to platform, then exit this area by going west. Drop off the platform there and head up the stairs. Now, go north and wait on the moving platform to come by, then jump to it, then jump to the pipe, and enter it. Once in this next area, turn into Paper thin Mario and slip through the bars, this is a shortcut to the next pipe, so enter it. Next, go east and then go south and jump up the set of stairs. Go west and you will see an Airplane Panel.

Turn into Paper Plane Mario and fly on top of the huge block, then go west and enter the room with the Thousand-Year Door. Go to the middle of the room and stand on the pedestal, then Mario will hold up the Crystal Star, causing the Magical Map to react to the door. Then, another location of another Crystal Star will be recorded on your Magical Map. Now you will appear at Rogueport.

=====  
Rogueport  
=====

You will be in Prof. Frankly's house. He will tell you that the next Crystal Star is located at a place known as the Boggly Woods. Then he will tell you that there is a strange type of creature that lies in the tree of that place, they are called Punies. Now they will start talking about Princess Peach, and then eventually you will regain control of Mario. Once you do, go back into the Rogueport Sewers, once again.

=====  
Rogueport Sewers  
=====

Here, go east and slip through the bars as a shortcut, and then enter the pipe. Drop down through the bars here, and then you will see another pipe, so enter it as well. Go east and you will see that creature again. Remember when you saw that odd thing in the beginning of the game and I told you he didn't serve any purpose for now? Well now he does, so slip through the bars near the hole in the wall and enter the room. Here, go west and then you will enter a conversation with Punio, the little bug. He will get scared and think you are going to eat him, then he will ask you if you are a bully, say "Of course not!" and he will calm down.

After they talk for a pretty long time, follow the Puni to the east and he will open a secret passageway. Jump up the steps, and then enter the passageway he opened for you, then go all the way west and grab the badge there, it is called the Damage Dodge badge. Go back in the secret entrance and go all the way east and then exit the secret entrance. Now the Punie will tell you to go in the pipe to get in the forest, do so and chapter two will begin.

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CHAPER TWO: THE GREAT BOGGLY TREE  
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=====  
Boggly Woods  
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This chapter is so stupid in my opinion, I wish it would have never existed... yes, it is that bad to me. Anyways, Punio will tell you that you should almost be at the Great Tree. After they are done talking, save your game and head east into the next area. Here, a cutscene will begin featuring those three Shadow Sirens. You will find out that they are after you, and that Vivian stole a necklace she found near a tree. After a lot of talk, go east and ignore the Shadow Sirens, as they don't even know who you are yet. Continue east and you will encounter lots of enemies here, so be careful not to get killed by their First Strikes.

Somewhere around one of the bushes of grass is a Honey Syrup, so get it when you see it. Oh, and from the entrance of this area, go north and hit the tree there for a Sleepy Sheep. Whether you fought the enemies or not, continue east into the next area. Here, go east and then you will see a pipe, Punio will tell you that the tree over there on the mountains is the home of them, home of the

Punies. Next, follow Punio into that pipe, and then go into the tree. But before doing this, just east of that pipe is an Inn Coupon, so get it. This coupon makes it where you don't have to pay money to sleep in an inn. Pretty good, huh? So anyways, go into the pipe and follow Punio to the Great Tree.

Now, go east and then speak with Punio, he will say that someone must've installed that door into the tree, as it wasn't there before. He will then get an idea and climb the tree up, so follow him up there. Then he will say somewhere is a secret entrance, but then he will tell you that a girl known as Madame Flurrie can help out. So, exit this area and a cutscene will begin featuring Madame Flurrie complaining because she lost her necklace. After it is over, exit through the pipe.

Once here, go east where you got the Inn Coupon, then enter the next area. Once here, go east until you reach a dead end, then go down and go right and you will enter a secret passage. Go north and you will appear inside the trees, so walk to the west and hit the blue switch. Doing this will cause the pipe and the Airplane Panel to raise higher than they were. Now backtrack and enter the pipe that raised, then use Airplane Mario to fly over to the ledge up ahead. Hit the red block to get a Quake Hammer badge. Go east and enter into the next area. Once you get here, go east and eventually you will see a small opening in one of the small trees, this means you need to use Paper thin Mario to slip through.

Now, go to the east and hit the tree to get a Volt Shroom. Once you do that, continue to the west and enter the pipe, then go east and enter Madame Flurrie's house. Here, save your game and go up the steps, then Punio will try to yell to see if Flurrie is even there. After this, examine the door and then Flurrie will want you to get her necklace back. Gee, I wonder who took it...? Then Punio will ask you if you can get the necklace back, say "Sure" or whatever the choice is, then exit Madame Flurrie's house.

Now another cutscene will begin with Beldam, Marilyn and Vivian. After it is over, head back to where the Shadow Sirens are, you should know how to get there. Once you get there, you will enter combat against all three of them after some talking. Read the Bosses section if you need help on beating the Shadow Sirens. After they are defeated, they will run away and drop the necklace Flurrie wants. Grab it and head back to Flurrie's place. Once you're there, go to the door and show Flurrie her necklace, she will take it and put it on, then show herself. After she gives Mario a kiss and a talk goes on, she will join your party.

Now go outside and head back to the tree, and you will get some email on the way there. Check your mail, then continue going to the tree, and enter it. Once you're there, go east and then climb the limb thing on the tree. Stand at the very top of it, and use Flurrie to reveal a secret entrance. Punio will then enter the small tiny hole and he will unlock the door from the inside for you. After he does this, go inside the door and you will be in The Great Tree.

=====  
Great Tree  
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When you enter here, go right and Punio will find out that there is nobody in the room. Then he will try to call them to all come out. Then, a door just up ahead will open up, and two X-Nauts come out of the door. Now you will enter combat against them. These aren't hard at all, just use Power Smash with Mario, and Body Slam with Flurrie until you defeat them. After you defeat them, they will run away and then one Puni will show itself and talk a little, then lots



and lots of more Punies will appear out of nowhere.

Then, another Puni named Puniper will come out. After they talk for awhile, go east and save your game and recover yourself if needed, then head up the pipe there. In this next room, go right and ignore the pedestal, then up the next pipe. Now, go south and examine the bush there for a Power Punch. Go west and then enter the next pipe. In here, go southeast and then enter the next pipe that you see there. Now a cutscene will begin featuring an X-Naut. Then Ms. Mowz will come down and give him a whack. When the scene is over, you will appear in a room with a red cell, then Punio will see that the Elder is locked in the cell.

Then they will talk some, and Punio will move over to a blue cell, where there is at least 89 Punies and Petuni, Punio's girlfriend, I presume? Once the conversation is over, go west and into the next room. In here, you will see the unconscious X-Naut and Ms. Mowz in this room. After Ms. Mowz leaves, the X-Naut will mistake you for Ms. Mowz, then attack you, so defeat it. Once you kill it, he will drop a Red Key. But before leaving this room, go west and open the chest for an Ultra Shroom, then leave this area.

Back in the cell room, go right and unlock the red cell using the Red Key you have. Then Punio and the Elder will argue for a bit. After the conversation is over, go east and then enter the pipe. Instead of me having to tell you what to do, put it this way, go back to the entrance of tree. Once you get there, go west and another conversation will start. After a long talk, the Puni Elder will give you a Puni Orb. Once he gives it to you, go east and he will stop you again to tell you something else. After that, go east and enter the pipe. In here, stand on the black pedestal and place the Puni Orb into the pillar there. Doing this will reveal a hidden pipe.

Remove the Puni Orb from the pillar and then enter the pipe. In here, stand next to the pillar and place the Puni Orb there. Then, use Flurrie to blow them off. Continue to exhale with her and then the Punies will be trapped in bubbles, so blow them over to the next platform with Flurrie. Now remove the Puni Orb from the pillar, and jump over to the platform where the Punies now are. Once you've done this, enter the pipe you see. Here, go southwest and fight that hanging creature you see, for they scare the Punies away.

Now, go north and enter the pipe there. Now, go east until you see another pipe, enter through it. In this room, a Jabbi will notice you and then he will enter through the eastern room, follow him into there. In here, go east and a scene will begin featuring the Jabbies entering into the room. Just stand there and let the eleven Punies deal with them all. After they are dead, the Punies will destroy the Jabbi Hive, which will open a new area, so enter it. In here, drop down and you will see a chest, open it to receive the Blue Key. Backtrack all the way to the room with the blue cell, and if you have trouble in the room with the bubbles, here is what you do.

You place the Puni Orb in the pillar, then exhale with Flurrie, and don't stop until the Punies that are in the bubbles are blown to the other side, then remove the orb. Once you are back at the cell room, unlock the blue cell using the Blue Key. After this, they will begin talking for awhile, then tons of more Punies join your party. After this, go east and enter the pipe. Here, go west, then north and enter the pipe. Now, go right until you see another pipe, enter it. In here, enter the pipe right there that you see. Back in the bubble room, use Flurrie to blow them across to the other ledge after placing the Puni Orb in, then remove it.

Go over to the platform they are on, then enter the pipe. Here, go west and north and enter the pipe, then go east and enter the pipe there. Here, go west

and eliminate all of the hanging things you find, because you have to or the Punies will get scared. After you do this, drop down into the bottom level and go west, you will see an odd part of the wall. Use Flurrie to reveal a secret Item Shop. Enter it and stock up on items if you need to. Also, you can get an extra Puni to join you in the shop. On the upper level in this room is a red block.

To get it, use Koops and toss his shell to hit an invisible block, allowing you to jump on it, and hit the block. The block contains a Damage Dodge P badge. Once you are done doing everything in this room, keep going west and enter the next room. In this room, go west and then the Punies will enter combat against more Jabbies. This one may take a few tries, so just keep entering and trying again if you lose. Once you beat them, they will go into a Jabbie Hive and then bust open a new passageway, enter through it. In here, ignore the pillar, and then go west and enter the pipe. Down here, go east and enter the next area. Go to the pillar in the middle of the area and place the Puni Orb there.

Doing this will cause a pipe to appear, and cause a cell to come down. Now we have to rescue them darn Punies again...To get out, turn paper thin and slip through the bars, and then enter the pipe. In here, hit the black switch and then a noise will be heard. Go back in the room where you got the Blue Key and there will be four white switches, make the four pillars in front of them have a Sun for the first one, a Moon for the second one, a Puni for the third one, and a Star for the last one.

Doing this will cause the four pillars to disappear, thus opening a secret passage, enter it. Open up the huge chest and you will receive the Super Boots. Then you will get a tutorial on how to use them. After this, exit the room. Back here once again, butt stomp the X on the floor there to get into a secret room. Jump to the left side and use Koops to get the badge there. Now, drop off the pillar and enter the pipe right there. You will appear back in the room with the Super Boots.

Go west and enter the next area. Travel all the way back to the room with the jail cell and the Punies, then slip through the bars and butt stomp the floor tile. Now, place the Puni Orb in the pillar, and blow every Puni into the hole. Now, drop down the hole and get all the Punies back, then go up the pipe and west into the next room. Here, go west and up the pipe. Then, butt stomp the floor tile, and place the Puni Orb in the pillar, then blow them all into the hole. After this, drop down the hole with them, then get them all gathered up, and enter the pipe there. In here, go east and you will see a pipe, go through it.

Go west until you see another pipe, then go in it as well. Once again, go through the pipe at the south. Here, jump from pillar to pillar until you reach the next platform, leave those Punies behind for now. Enter through the pipe on the eastern side. Here, take Koops in your party and then jump on the light blue switch. Toss Koops' shell, and hold it in place, then get off the switch and release it. Doing this causes the water to drain at the level below, allowing the Punies to get across.

Head back down the pipe, and walk across the lilipads and the pillars, then get the Punies to follow you. Back on the same platform, enter the pipe on the north. Here, go right and place the Puni Orb into the pillar, doing this will cause the floor tile to lower down to the bottom level. Here, remove the orb and recover your HP/FP, and save your game. Go right, and then enter in the next area. In here, you will see a cutscene with Lord Crump. He will hear something, then run away. Man, what a chicken. Now, go right and place the Puni Orb into the pillar there.

Now the Crystal Star will come out! Yay!! Wait... it isn't yours! Darn it! Lord Crump will come and take the Crystal Star before you can even touch it! Now Lord Crump will turn on a Time-Bomb Detonator and you only have 300 seconds to escape! Quickly remove the Puni Orb from the pillar, then go east into the pipe Lord Crump went through. Here, go west and then two X-Nauts will attack you, defeat them and examine the console near the door, then enter the door. When you enter here, go west and save your game if you like, then go into the pipe to the east. Here, go west and then enter the pipe.

Now, go southeast and enter the pipe you see. In this room, get the Puniies across the platform after placing the orb in, you should know how by now. After you get them across, remove the orb and go in the pipe to the north, but not the one with the hole in it. Go west and through the pipe there, and then save your game if needed, and head west and a scene with Lord Crump and the Puni Elder will start, then Flurrie will interrupt their talk, and Lord Crump will shut off the timer. Now you will fight him in his Magnus von Grapple suit. Read the Bosses section for help to beat him.

After you beat him, his Magnus von Grapple suit will explode, and he will drop the Crystal Star and run away. After some talking, Mario will grab the Crystal Star, and this chapter is finally over.

#### END OF CHAPTER

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"And so, after pummeling Lord Crump, Mario obtained the second Crystal Star...With the X-Nauts gone, peace once again prevailed throughout the Great Tree. The Boggly Woods echoed with the Puni songs of joy. But...this may not be the last our hero hears from the vile X-Nauts. They will surely continue to stand in Mario's way and try to put a stop to his efforts..."

The scene will now switch to a scene with Sir Grodus and his vile X-Nauts. The X-Nauts give him news that Lord Crump has been defeated. After this scene is over, it will switch to Princess Peach, and then you will gain control of her.

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Peach's Event

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Once you gain control of Peach, the door leading to TEC's room opens, so go in and meet TEC once again. In the room, TEC will begin talking, and then he will say he heard Peach say she wanted to dance at the Mushroom Bail again. Then Peach will be suprised that he has cameras in her room, watching her constantly. TEC will then say that he wants to dance with her, and he will create another dance partner of her self. To dance, press the buttons that display above Peach's head.

When you are done dancing, TEC will say that was fun, and then allow Peach to use the communicator again. Peach will then write another letter to Mario, then she will go back to her room, and Bowser's Event begins.

=====  
Bowser's Event  
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When his event starts, Bowser will appear in the Petal Meadows, thinking that Princess Peach is there. Now you will get to play the old-fashioned game, back in the NES days. Now you must complete the World 1-1. When you clear the stage, Bowser will arrive at Petalburg, then all the Koopa Troopas in the village will get freaked out, and they will go into hiding. Bowser will then go over to a Peach poster, thinking it is really her. A Koopa Troopa will then rip the poster off the wall, and Bowser will look stupid. Now you will be offered to save your game, do so and now we are back at the Boggly Woods.

=====  
Boggly Woods  
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Back here again, the Punies will thank you for everything you have done for them. They will then begin talking for a little. Once you gain control of Mario, head back outside and then go all the way west and enter through the pipe. Go west and you will get some more email, like you did last chapter. Read it, and go back to the Rogueport Sewers.

=====  
Rogueport Sewers  
=====

When you are back at the sewers, go northwest, and then exit the secret passageway, and head south and exit this room. In this next room, slip through the bars using paper thin Mario, then go south and east, then jump up the stairs. Stand on the Airplane Panel and fly over to the west on top of the huge block, then enter the room with the Thousand-Year Door. In here, go west and drop down the stairs, and then stand on the pedestal in the middle of the room.

Mario will now hold up the Crystal Star, and the location of another Crystal Star will be recorded on your Magical Map, and you will appear back in Rogueport, in Frankly's house.

=====  
Rogueport  
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Here, they will talk with Frankly for a little while, then Frankly will tell you that the next Crystal Star is at a place known as Glitzville. In order to get there, you will need a Blimp Ticket from Don Pianta at the west side of Rogueport. Now exit Frankly's house. Back outside, go east and speak with that guy with a spear. Tell him that you will fight him, and then you will enter combat against him. This guy isn't too hard, as he only has 20 HP, so you should beat him with no problems. To beat him, use Mario's Power Smash and Shell Toss with Koops. Do this again and again until you beat him.

After you beat him, he will run away for good. Go in the place he was blocking, and you should notice a crack in between the two buildings. So, use paper thin Mario to slip through in between the buildings. When you are on the other side, go south and enter the house you see there. In here, speak with the guy there and he will say in order for you to know the secret of how to see Don Pianta,

you must pay up 64 coins. You don't have to pay anything, just leave the house.

Next, slip through in between the buildings again, then go west and enter the house right next to Frankly's. This is Merlon's house. Just go to the front desk, and power up one or two of your characters. This will make them learn a new ability. After you're done here, exit the house and head to the square, which is to the west. Here, go west until you see a building with a Fire Flower sign on it. Enter it, as it is the Item Shop. In here, you will see that the Mushroom is replaced with the Contact Lens that you preordered earlier in the beginning of the game.

Buy the Contact Lens for ten coins, then exit the shop. Now, go west and talk to the lady blocking the path, then give her the Contact Lens. Now she will let you pass, and she will go in her home. Now you can give her stuff so she can cook with it and make different items. Now enter the west part of Rogueport. In here, talk to anyone if you wish to, then go west until you see the Item Shop, then go in it. Buy a Dried Shroom and a Dizzy Dial, in that order. Now the boo will ask you what color your mustache is. Answer anything, and she will say she asked the wrong thing.

Now she will ask what your favorite color is. Answer "Yellow", and she will let you pass through the secret door, which is leading to Don Pianta, so go through the door now. Now you will appear in the back alley of the Item Shop. Jump up the stairs, then head west and enter the door there. In this office building, go east and then a conversation will begin where Don Pianta will talk with you. He will tell you that in order for him to hand over the Blimp Ticket, you are going to have to find Francesca and Frankie. Now exit his office, then go back to the Rogueport Square.

Once you're back there, go south and enter the Rogueport Harbor. In the harbor, head down the stairs and go west, then go south and you will see two Piantas. Speak to one of them, and then Francesca will refuse to go back and see Don Pianta, while Frankie says to go see him once more. Then Francesca will ask you to pretend you never saw them. Answer anything; it doesn't matter. Then, head back to the west part of Rogueport and into Don Pianta's office. Back in the office, go east and then Don Pianta will ask you if you know the whereabouts of Frankie and Francesca. Answer "Sure do. And I'll tell you." and then Don Pianta says he will prepare the blimp ticket for you, and then Francesca and Frankie come in. Then them and Don Pianta start arguing for a little while.

When the conversation ends, go back to the front of Don Pianta's desk and speak with him. He will now give you the Blimp Ticket. Now exit his office, and head back out of the Item Shop. Next, go east and you will get some mail. Read the mail, then go north and enter the next part of Rogueport. Here, save your game and go right. Speak to the fish there and he will ask you if you are joining them in their flight, answer "Yes" and he will check your ticket. Then he will let you pass, so go east and enter the pipe. Now, go west and step in the air balloon, then press A and Chapter Three begins.

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CHAPTER THREE: OF GLITZ AND GLORY  
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Glitzville  
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When you arrive at Glitzville, Flurrie (or whoever is in your party) will be amazed by the way this looks. Go west and there is an Item Shop there, go in if you need to stock up on items. If you choose to enter the shop, I recommend buying at least 2-3 Power Punches for the bosses in this level. Anyway, when you're done doing whatever, go north and save your game, then enter the building. Inside this place, go right or left and jump up the stairs, then enter inside the main door. In this room is where all the fighters come to compete. It is known as the Glitz Pit.

Now a scene will begin featuring the Rawk Hawk and the Koopinotor battling against each other. The Rawk Hawk will own the Koopinotor with one kick. Man, he is weak. Now Grubba will come down and start talking with the Rawk Hawk. In case you haven't figured it out already, the Rawk Hawk is the champion of the Glitz Pit. Anyway, Rawk Hawk will talk for awhile and brag, then whoever is in your party will notice his belt has the Crystal Star on it! When your party member asks how to get the Crystal Star, answer the second choice. When you regain control of Mario, go off the stairs and then go west and speak with the blue guy there. He will let you pass, so enter that door.

In here, go west down the narrow hallway, then save your game there. Continue going west until the screen switches around to the other side, then speak with the guy guarding the red door there, this is Grubba's Office, so go in it. In here, Grubba will notice you and Mario will tell him he wants to be a fighter, then Grubba will ask you if you wanna live the life of a champ, answer "Darn skippy!" and Grubba will talk for awhile. After he tells you about him a little, he will tell you to follow him, and Mario will. Now he will show you the champions room, then he will show you the major-league locker room.

Then he will carry you back in his office, and tell you to sign a contract in order to be a fighter. Answer "Sign me up!" and you will be a fighter for the Glitz Pit. Then he will tell you Mario isn't good enough for a name, and he will say you are known as the Great Gonzales. Then Grubba calls on Jolene, and then tells her to carry you to the minor-league locker room. She will do so. In the locker room, she will tell you a few things before you get started, then when you gain control of Mario, go up to the computer that looks like a GBA and press A, then select "Reserve a Match" and Jolene will talk for a little.

When she asks you did you get all that, say "Yup." then just stand there until a security guy comes in, then speak to him. Then, your first match will begin which is against the Goomba Brothers. Here is a list of everything you fight each rank, each time you fight someone higher than your rank and you beat them, you get higher in the ranks. You will also get prize money after each fight, and it gets higher and higher.

If you follow by Grubba's rules, you only have to fight each enemy once. However, if you disobey his rules, you will have to fight the same enemy again. If you want free Star Points, disobey his rules, and when you're done leveling up, start obeying.

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Goomba Bros.

Rank #19

Salary: 3 Coins

Strategy: To beat these brown ugly heads, use Multibounce and with a successful attack, they will all die in one turn.

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The KP Koopas

Rank #18

Salary: 4 Coins

Strategy: To start off this battle with the KP Koopas, use Multibounce to knock two on their bellies, and one down onto the floor. Then, keep using jump abilities until you beat these guys.

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The Pokey Triplets

Rank #17

Salary: 5 Coins

Strategy: Don't attack these guys with Jump. Instead, use something else such as Power Smash, or Earth Tremor. Repeat this until you defeat them.

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The Dead Bones

Rank #16

Salary: 5 Coins

Strategy: These dudes are a total pushover. Just use your normal Hammer on them, and use Flurrie's Body Slam to beat these rather easy dudes.

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Spike Storm

Rank #15

Salary: 5 Coins

Strategy: To win against these enemies, use something like Earth Tremor on them, and with Flurrie use Gale Force. Repeat this process, and also use Appeal if in need of Star Power until you defeat them.

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Hand-It-Over

Rank #14

Salary: 6 Coins

Strategy: To beat these, use either Multibounce or Power Bounce, and use Flurrie's Gale Force until you win.

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Mind-Bogglers

Rank #13

Salary: 6 Coins

Strategy: To beat these enemies, use Power Smash on the Piranha until he is dead, then use jump attacks on the others until you win.

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The Punk Rocks

Rank #12

Salary: 7 Coins

Strategy: Use Earth Tremor, and Flurrie's Body Slam, and use Mario's Power Smash until you win. You can also use Gale Force.

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Bomb-Omb Squad

Rank #11

Salary: 7 Coins

Strategy: These are fairly easy. Just use Multibounce once and then use Flurrie's Gale Force once and they will explode.

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#### The Armored Harriers

Rank #10

Salary: 7 Coins

Strategy: The first time you encounter these, you can't beat them. Run away, then reserve the match again, because you will have Yoshi. Then use Gulp on them twice to win.

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#### The Tiny Spinies

Rank #9

Salary: 11 Coins

Strategy: To beat the first battle of the major-league, use Earth Tremor, and with a successful attack, you will kill them in one blow. However, if you don't get a successful attack, just use Gulp and repeat until they are finished off.

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#### The Poker Faces

Rank #8

Salary: 12 Coins

Strategy: Use Earth Tremor on these guys, as it is the only way to beat these guys.

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#### Shellshockers

Rank #7

Salary: 12 Coins

Strategy: To beat these enemies, use Yoshi's Gulp, and Power Smash with Mario. DO NOT knock them on their bellies, as they will hurt you a lot if you do. Repeat this and use Sweet Treat if you need to until you beat them.

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#### The Fuzz

Rank #6

Salary: 12 Coins

Strategy: These guys are kinda hard, kinda not. To win, have Mario use Earth Tremor if you have enough SP. If not, use Multibounce, and Gulp with Yoshi. Watch out for the pink type Fuzzy, as she can drain your FP by 3 points. Repeat this process until you defeat them.

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#### Craw-Daddy

Rank #5

Salary: 13 Coins

Strategy: To win, use Power Smash with Mario, as it hurts just as much as the Earth Tremor. Then, use Gulp with Yoshi, and avoid getting hurt by his spear. Repeat the same process and heal if needed until you beat him.



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Magikoopa Masters

Rank #4

Salary: 13 Coins

Strategy: This can be a hard fight if you aren't careful. To beat them, use Earth Tremor if you can, and also use Multibounce to bring the green Magikoopa to the ground. Be careful with the white Magikoopa, as she restores at least eight HP on one of the Magikoopas. Use Gulp with Yoshi, and repeat the process until you win.

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Hamma, Bamma, and Flare

Rank #3

Salary: 14 Coins

Strategy: This is an extremely tough fight if you don't know how to beat them. For starters, use Power Bounce with Mario on the white Boomerang Brother, as he is the one who hurts you the most. Next, focus all of your attacks on the other ones by using Power Bounce and Gulp. Repeat this and heal if needed until you win this hard fight.

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Chomp Country

Rank #2

Salary: 15 Coins

Strategy: These guys aren't that tough at all. One Power Smash with Mario and one Gulp with Yoshi will kill one of them. Repeat this to win the easy fight.

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The Koopinators

Rank #1

Salary: 15 Coins

Strategy: A hard fight, indeed, despite his high attack power. To beat him, use Power Smash with Mario and Gulp with Yoshi. Watch out for The Koopinators attacks, as they can hurt five damage per blow. Heal up if needed, and repeat the process as stated above until you win.

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Rawk Hawk

Champion

Salary: 20 Coins

Strategy: Refer to the Bosses section of the guide to see how to beat the champion.

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After you beat the Goomba Brothers, Grubba will ask you how was the taste of victory. Answer "That fight? What a joke." if you like to be cocky. If you think it was decent, say the second answer, and if you think it was a cool fight, say the first answer. After anything you say, you will be carried back to the locker room. In here, Grubba will talk for a minute or two, then Jolene will give you your fight money. Now King K. the Koopa Troopa will begin talking to Mario, and he will introduce him to everyone in the locker room. Once you gain control of Mario, rest up if you need to and then reserve another match.

After you win the next battle, King K. will talk a little bit. After this, rest up if needed, then reserve another match. After you beat The Pokey Triplets, Jolene will come in and gripe at the green bandit. After this, rest up if needed, then go to the computer terminal, as always, and reserve yet another battle. Once you win this match, King K. and you will hear someone go to the hospital. After this, go to the terminal and reserve another match. After this battle has been won, King K. will tell you that he heard there is a new menu item at the Hot Dog consession stand.

So, rest up if needed, then go out of the locker room, and head back to the main room. Now you will see the crowd going nuts around the Rawk Hawk. Hit every person with your hammer, then speak with the Rawk Hawk and head back outside. Once outside, you will see the consession stand owner trying to chase the egg. Go towards the consession stand and it will jump up there. Next, go east and then near the Juice Bar is a huge blue switch. Jump on the small box, then on the big box and get on the blue switch and butt stomp it. Doing this will cause stairs to appear. Jump up the stairs, and open the chest for a Power Plus P badge.

Now, jump on the spring and land on the Airplane Panel, then turn into a paper plane and fly way over on top of the consession stand. Speak with the egg and then choose positive choices when you are given some choices. The egg will now join you. Go east and you will get an email. Read it and head back to the locker room. Once there, reserve a match once again. After you beat the Hand-It-Overs, King K. will tell you to check out a woman for him out at the Juice Bar, but don't do it if you don't want to. After this, rest up at the bed, then go outside and save your game if you want, then reserve another battle.

After you win the next round, King K. will say he is going to retire soon. After this, reserve a match again. After you win, reserve another match again. After the match, you will see the Bomb-Omb and the Cleft talk for a moment. Then Jolene will bring a bat in and tell him how to reserve a match. After this, rest up if needed then save your game, and reserve a match. You can't win this battle, just run away. Back in the locker room, your egg will be hatched, and a Yoshi will appear! The colors of your Yoshi are random. To see how to get a colored Yoshi of your choice, refer to the Secrets section.

Once you get your favorite color or whatever, you will have to name the Yoshi. Name him whatever you like, and he will join your party. Once you regain control of Mario, reserve a match and you will fight the Hand-It-Overs again (or at least I did). After you beat them, rest in the bed if needed and reserve a match and you will face off against the Armored Harriers again. Use Gulp twice with Yoshi to win. After you win, Grubba will congratulate you, as you are now a major leaguer. After that, Jolene will give you your prize money, then she will carry you to Grubba's Office.

Once you're there, Grubba will give you 30 coins for getting into the major league. Jolene will then carry you out into the major-league locker room. In the locker room, the Rawk Hawk will bust in and tell everyone that theres a rising star in the leagues, which is you. Then he will notice Mario and Yoshi will begin to make fun of him. Once this happens, you will get some email from a person named "X". Once you regain control, reserve a match for your first time in the major-league locker room.

After you win the match, rest in the bed and then reserve another battle. After you win the match, you will get another email from "X". Read the mail and head outside the Glitz Pit, then go east where the huge blue switch was earlier and enter the bar there. In the bar, speak with the green guy and

he will give you a new hammer, the Super Hammer. After Toadette gives you instructions on how to use your newly founded hammer, you will get more email, and it is from "X" again, the mail will tell you to break the big block with the Super Hammer in the minor-league locker room, so head back there and speak with the security guard that blocks the door, he will let you pass.

In the locker room, go south and you will see a huge block, bash it using your Super Hammer and then enter the room. In this room, jump on top of the microwave, then on top of the bookshelf. Now, use Yoshi to fly over to the next bookshelf. Grab the Dubious Paper on the shelf there. After this, Yoshi will talk for a little. After he's done talking, exit the room. Now, Jolene will tell you it is forbidden for a major-leaguer to enter a minor league locker room, then she will take your Dubious Paper!

After this, enter the major-league locker room again. Once in there, reserve a battle and you will face off against the Shellshockers. Once you beat them, the Iron Clefts will come to attack Mario again. Do the same as before to beat them. After this, you will get another email, but this time, it isn't from X. I get the feeling that the Rawk Hawk sent that message. After that, rest in the bed if needed (which I know you will after fighting two things in one match), then reserve another match.

After you win, Jolene will give you your prize money, as always, and then you will see a cake. Eat the cake, as it restores both HP/FP/SP. After this, reserve a battle again. Once you win the fight, Bowser will interfere in the middle of the ring, and he will challenge Mario to a battle. Read the Bosses section to see how to beat him. After you beat Bowser, rest up if needed and then reserve a battle against the Magikoopa Masters. After you beat them, you will get another email from "X", the mail will tell you to go to the telephone booth out on the pavilion.

Go out of the locker room, and you will see the Rawk Hawk. He will tell you that you need to quit rising in the ranks if you don't want to enter a world of hurt. So he's the one that sent that hate mail! Now, go outside the Glitz Pit, and outside on Glitzville, go southwest towards the item shop, and the phone booth is there. Grab the Storage Key there. Now, exit the phone booth only to get another email from "X".

Next, go near Grubba's Office and unlock the door there using your Storage Key. Inside the room, you will see a cutscene with Ms. Mowz. After the scene is over, "X" will give you another email. After this, switch to Flurrie and look to the right. Blow away the blue wrapping there using her gusts. This will reveal blocks. Hit the blocks with your hammer and grab the badge there. Next, blow off the wrappings on the left side and hit the blocks to reveal a switch.

Hit the switch to reveal a secret staircase. Switch back to Yoshi and head up the staircase. In the attic, don't forget to hit the block there to get a Shine Sprite. Now, jump west on top of the little crate, then jump to the big crate. Next, use Yoshi to fly over to the set of crates, then brake the huge block with your Super Hammer. After this, jump up the set of crates and use Koops to get the badge there.

Drop down the hole that revealed after you broke the big block. Now you will be inside the ceiling. Next, examine the small hole there and a conversation will start between Grubba and Jolene. After it's over, Grubba will think he heard something in the ceiling, answer any choice and he will calm down. Once you regain control of Mario, go west and then drop down the grate there by turning paper thin, and you will appear back in the Storage Room. Make your way back to the major-league locker room and reserve a match.

After you win the battle, you will get an email from another hater of yours. Could it be the Rawk Hawk? Now, Jolene will come in and bring you in another cake to eat. Do not eat this cake, as this one is a poisonous one. After this, reserve another battle and you will face the Chomp Country. Once you beat them, you will notice the Koopa Troopa is laying on his shell, as he ate the cake and it was poisoned. After that, reserve a match versus your final opponent before the Rawk Hawk: the Koopinotor.

After you win the tough battle, you will get yet another email from "X". Next, switch to Flurrie and head to the lobby. Normally in here, you would have to blow each and every Mario poster off the wall, but with this guide, I will tell you the one that holds the secret item. Go up the stairs and blow the one to the left off. Pick up the Storage Key and another email from "X" will tell you to go back to the second floor of the Storage Room, do so. Once in the attic, unlock the door there using your Storage Key, then go inside. Next, jump on the two crates there, then fly with Yoshi on to the next set of crates.

After this, use the Super Hammer to break the big block there, and you will find Bandy Andy and King K. laying there! Speak with Bandy Andy, as King K. says nothing but ".....". Then, jump back to the other side and you will see Jolene peek through the door. Now go back out and head back to the major-league locker room and reserve a match and wait on the security guard to come in the room. Speak with the security guard there and he will carry you in a minor league locker room, and lock you in there!

The scene will then switch to a scene where the Rawk Hawk steps in the ring, then the scene switches back to Mario. After the scene is over, another scene with the Rawk Hawk will commence. Once you regain control of Mario, switch to Flurrie and go to the southeast corner. Use Flurrie's wind gusts to blow the Peach poster away, revealing a secret entrance. Go in there, then go right and enter the door there. In the next locker room, go right and enter the next door you see.

In here, enter the toilet and you will appear in the major-league locker room. Next, go out of there and then save your game, and enter the double doors and you will face off against the champion, Rawk Hawk. Read the Bosses section to see how to beat him. Once you beat the championship battle, you will be carried back to the locker room, and Grubba will show you the way to the champions room. When you regain control of Mario, sleep in the champions bed, as it even restores SP!

After this, jump on the things left of the door, then fly with Yoshi on top of the door thing, then fly again over to the vent, then use the Super Hammer to break it down. Enter the vent, then go right and a conversation will start where Grubba is talking. So HE is the one behind all of this, eh? I take it he has got the real Crystal Star. When he is done talking, bust the next wall down with your Super Hammer, then enter and you will appear in Grubba's Office.

Drop down off the bookshelf, then go to Grubba's desk and examine both parts. One has a Star Piece, while the other has a paper. Grubba will then enter the room, and he will then chicken out to the ring. Save your game, and follow him there, and go east and stand in the ring and he will beef up into Macho Grubba! Read the Bosses section to see how to beat him. Once you beat Grubba, a long scene will commence, and Jolene will come in and tell you everything that happened with her and her brother. Turns out that SHE was "X" that gave you all of those emails. After the story, Prince Mush will come out of the draining machine, and the chapter ends.

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"Glitzville's seamy underside was a dark,  
dangerous place seething with conspiracy...  
With the help of the lovely Ms. Jolene,  
Mario revealed Grubba's true identity...  
And acquired the third Crystal Star by  
defeating the monstrous Macho Grubba.  
Grubba had used the power of the Crystal  
Star to run his power-draining machine...  
What other hidden powers might these strange  
and mystical items possess?"

As always, the scene will switch to Grodus' Lair, and the Shadow Sirens will  
talk with Grodus. When they are done talking, Peach's Event begins.

=====  
Peach's Event  
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When you gain control of Peach, TECs door will open again, so go in his room  
again, which is to the east, past the elevator in the hallway. In TECs room,  
he will tell you to go up the elevator in the hallway, and then disguise  
yourself as an X-Naut so you can ask Grodus something for him. When you regain  
control of Peach, go west and go towards the elevator, and it will open, enter  
it. At the top floor, TEC will tell you the room with the disguise is near  
where you disembarked the elevator.

Just east of the elevator is a door with a green lamp above it, enter through  
the door there. In this room, examine the second locker door to the left and  
the uniform is in there, get it. Next, go east and enter either of the pink  
curtains, and Peach will change clothing. When you gain control of Peach, exit  
the curtain and then exit the room. Back in the hallway, go east from the  
previous door and enter the door there, this is Grodus' room. Speak with Grodus  
and after the conversation, you will be back in the dressing room.

Go back in the pink curtain and change clothing back to Peach's clothing again.  
After that, exit the curtain and exit the dressing room. You will automatically  
appear in TECs room. After the conversation ends, you will be given the  
opportunity to save your game, do so and we are on to Bowser's Event.

=====  
Bowser's Event  
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Bowser and Kammy Koopa will scare away all of the Punies, then they will hide  
in bushes. When you gain control of Bowser, go and examine any bushes if you  
want, then examine the lone bush to the far right, and a talk will begin with  
the elder and Bowser. After this, the elder will tell Bowser that the Crystal  
Star is gone, then Bowser will get mad and you will be back in Glitzville.

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Glitzville  
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Back in Glitzville, Jolene and others will talk for a little bit. When you gain control of Mario, go and save your game, then take the blimp back to Rogueport.

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Rogueport  
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At Rogueport, go east and enter the pipe and you will appear next to the blimp fish. Next, head west and save your game if you like, then go south and exit this area. In the next area, go south and you will immediately get another letter from Princess Peach, read it and head southeast back into the Rogueport Square. Back here, go east and then enter the eastern Rogueport. Here, go south and as always, enter the pipe leading to the Rogueport Sewers.

=====

Rogueport Sewers  
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When you arrive here, go east and then slip through the bars using paper thin Mario, then enter the pipe. Here, turn into paper thin and slip through the bars and drop down below. Instead of entering the next pipe, head west. In this room, bash down the huge yellow block using the Super Hammer. After this, jump on the moving platform, then drop down on a huge blue switch. Butt stomp both switches to reveal two pipes. One takes you to Petalburg, and the other takes you to the Boggly Woods.

Don't forget to grab the Shine Sprite located in this room. When you are done here, go east to the previous room. Here, go north and enter the pipe. In this room, bash down the huge yellow block with your hammer to reveal a spring and a Star Piece. Use the spring as a shortcut to the Thousand-Year Door room from now on. Now, go east past the two Spinias, and you will see something that looks odd on the wall. Use Flurrie to blow that off to reveal a chest, open it to receive the Happy Heart P badge.

From the chest, go south until you hit the wall, then go west until you are facing the hole in the wall, then jump to receive a Pretty Lucky badge. Now, jump on the spring and enter the Thousand-Year Door room. In here, jump on the pedestal in the middle of the room, and, as always, another location of another Crystal Star will be recorded on your map. Once this is done, you will appear back in Rogueport.

=====

Rogueport  
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Back here, you will be in Prof. Frankly's house. He will tell you the next Crystal Star is located at Twilight Town. When he is done talking, exit his house. If you have enough Shine Sprites, go ahead and power up Yoshi at Merlon's place, just left of Frankly's house. When you are done here, go west and you will get an email, read it and go west to the Rogueport Square. Here, go ahead and save your game if you like. Next, go west and enter the western part of Rogueport.

Here, go west and go to the middle of the area, then turn into paper thin and

slip down the sewer grate. Inside here, get on Yoshi and fly him over to the west. Here, get the Shine Sprite and enter the green door there. In this room, go down the brown rusted pipe and it will spit you back out! Now it is time to return to Professor Frankly. Drop off the ledge you are on and head east, then go in the long pipe. Back outside, return to the eastern part of Rogueport and enter Frankly's house, then speak with him.

He will tell you that Darkly can get you into Twilight Town. When he is done talking, go out of his house. After this, go west of Merlon's place and go north through the secret passage of a brick wall, then go west and speak with the guy that looks dark. After all, that's why he is called Darkly! He will then write you and your partners name on your...butt! Ewww! When he does this, head back to the western part of Rogueport. Here, go to the middle of the area and drop down the grate again using paper thin Mario.

=====  
Rogueport Sewers  
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Back here again, get on Yoshi and fly him to the platform to the west, then enter the green door again. In here, go down the brown pipe and this time, you will not get spit back out, and chapter four will begin.

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CHAPTER FOUR: FOR PIGS THE BELL TOLLS  
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=====  
Twilight Town  
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When you arrive at Twilight Town, you will see a dark kid that looks like Darkly, and he will greet you. After this, the bell will ring and he will get turned into a pig. Once this happens, the mayor of the town will come, then he will bring you into his house. He will then tell you how they all get turned into pigs, and when it happens. When you regain control of Mario, go out of his house. Back outside, go east and save your game, then go into the next area. Here, enter the first house you see and speak with the lady. She will ask you to spare some food, so give her a type of a mushroom. She will then give you a Shooting Star, and her too, will be turned into a pig.

After this happens, exit the house. Back here, go east and enter the first house on the right, this is the item shop. The shop is sort of empty, but go right and speak with the lady. She will tell you that her husband got turned into a pig, then she will talk so fast, you won't be able to read! You will have to press Z to go to the previous sentences. When she's done talking, exit the building. Here, go right and speak with the boy guarding the gate, he will tell you that you cannot go past there without the mayors permission. So, go west and the bell will toll again, turning someone into a pig.

Now, go west and exit this area. Back here, go west and enter the second building to the left which is the mayors house. In his house, you will see that he is now a pig! Approach him, and your party member will be shocked that he is now a pig, too. Next, exit his house and go east into the next area again. Back here once again, the bell will ring, turning another person into a pig! Man, does it ever come to an end? Go east and go back to the gate, and the gate guard will now be a pig. Next, open the gate, as the gate guard is a pig, so he

cannot do anything about it. Then enter the next area.

=====  
Twilight Trail  
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Here, enter the shed and go left to get a Black Key. Yep, you have guessed it, a black treasure box is somewhere in this place. Next, go right and ignore the block, as it has nothing in it, then enter the next area. Here, go right until you see a block with a "?" mark on it, hit it with your hammer to get a coin. Next, go right and then hit the brown block to get lots of coins, then enter the next area. Here, get Koops in your party and then toss his shell under the tree to get a Shop Key. Now, make your way back to Twilight Town.

=====  
Twilight Town  
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Here, go west and enter the second building to the left, which is back in the item shop again. Here, go right and unlock the door there using your Shop Key. In this room, grab the Life Shroom, the Jammin' Jelly, and the Boo's Sheet, then open the brown chest to get a Defend Plus badge. Now, examine the black chest and open it using the Black Key, and then the thing that comes out of the box will curse you again, giving you the ability to turn into a tube. When you regain control of Mario, head back to the Twilight Trail. On your way there, you will get an email. Read it and continue on.

=====  
Twilight Trail  
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Once you arrive here, go east and into the next area. Make your way back to the area where the tree was, where the Shop Key was located. Once there, turn into a tube. If you forgot how, hold R and rotate the control stick until you roll into a tube. After this, roll under the tree and turn back to normal. Check behind the tree for a Star Piece. Next, go right until you see a brown tree, then use Flurrie to blow it away, revealing a pipe. Enter the pipe and you will appear in the background. Now, go west and you will enter the jungle part of Twilight Trail.

Once you're here, go west until you see a block, hit it eight times to get eight coins. Now, go east until you see a little opening in the bushes, use paper thin Mario to slip in between them. Hit the block there to get an Earth Quake item. Now, continue west and enter the next area. Once here, go west and hit the red block to get the Hammer Throw badge. Now, continue to the west path until you see a tree blocking your way, use Flurrie to blow an entrance in the tree. Once you enter the tree, you will appear in the background. Now, go east and then you will enter another jungle of the area.

Here, go east until you see a dark purple color on the ground, then use Flurrie to reveal an X tile. Butt stomp the tile to reveal a hole. Enter it and you will be in the background. Here, go right until you see a big stone, mash the Control Stick to the right and you will push it. Now, go back to the west and go in the hole. Go right and then drop down the next hole to get to the other side. Here, go east and then enter the next area, which is the Creepy Steeple.



=====  
Creepy Steeple  
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Here, recover your HP/FP at the recovery block if needed, then save your game. Now, go right until you see an opening in the gate, then roll through using tube Mario. Now, go north and enter the castle. In this place, go right and you will see a statue with a star on it. Push it to reveal a hole. Go in the hole and you will be underground. Here, use Flurrie to reveal a passageway just to the north of the spring. Go in the passageway. Here, go east and you will be walking in the black, and you will eventually see a chest, open it to receive a Flower Saver badge.

Now, exit the secret passage and then enter the brown door to the left. In here, examine the chest and then tons of Boo's will come out. They will then ask you how many Boo's just came out of the chest, the answer is 200. Answer that and the Boo will give you an Ultra Shroom, so grab it. Next, go east and backtrack to the previous room. In here, jump on the spring and you will appear back in the main room. Go west and then you will see a Boo, speak to it and it will ask you if your gonna be mean, answer no and millions of Boo's will appear in the room. Ignore them all, as they will grab you if you stay here long enough, and carry you back to the entrance of the castle.

Now enter the door to the south. In here, go east down the long hallway until you come across a red switch, hit it once and enter the door in front of you. Here, jump up the set of stairs and enter the door. In the next room, go west and jump across the crack in the bridge, and eventually you will come across a ledge that you cannot jump to that has a key on it. Switch to Koops and use his shell to get the key. Now, backtrack to the room where the set of stairs are.

Here, drop down the stairs and enter the door to the north. Once you are in this room, to the right is a red switch. Hit it twice and then go back to the previous room. Here, go up the stairs and enter the door. Go west across the long bridge, and then jump across the crack in the bridge and save your game, then unlock the door using the Steeple Key. In this room, recover your HP/FP if you need to, which I don't see why you would have to.

Next, go around all the stairs and eventually you will see a spring. Jump on it and you will be at the top of the castle. Here, a ghost-like guy will stop you. After the conversation ends, you will enter combat against him. Read the Bosses section for help. Once you beat him, Mario will get another Crystal Star. But, notice something weird about it? Mario isn't even happy and smiling like he always does, and he doesn't even say "Woohoo!". So, after this happens, you will gain control of the shadow Mario.

You've guessed it right, ????? took control of the real Mario! Now you must get your name and body back, so drop down the hole. Now, make your way down the stairs and make your way out of the entire castle. Back outside, you will see a cutscene with the three Shadow Sirens. When the cutscene ends, go south and roll into a tube and go under the gate again. Now, save your game and recover your HP/FP if needed, then head back to the Twilight Trail.

=====  
Twilight Trail  
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When you get here, head back towards Twilight Town. On your way back there, you will encounter the mysterious person you faught earlier, in Mario's body. He will then tell you to guess his name. Guess anything, as you can't guess his

name right now. No matter what you guess, you will enter combat against him. Just run away, as he doesn't get hurt no matter what. When you run away, you will be in Twilight Town.

=====  
Twilight Town  
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When you arrive back here, go in the item shop and stock up on stuff if needed, as the item shop is actually stocked up on items this time. When you are done buying, exit the item shop. Now, head west and enter the next area of the town. Here, you will see Vivan sitting by the grass, crying about what is she gonna do. Save your game, then go to where Vivian is at. Here, talk to her if you want, then examine the bush to the far left and the Superbombbomb will come out.

Grab it, then give it to Vivian. After this, she will say it broke, say the first answer. After a lot of talk, Vivian will join your team! Pretty cool, huh? When you regain control of Mario, save your game and head back to Twilight Trail.

=====  
Twilight Trial  
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Here, you will encounter the mysterious shadow again. Run away from him, then go to the Creepy Steeple.

=====  
Creepy Steeple  
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When you get here, save your game. Now, head south past the castle and then you will see a well with a hole in it, jump in the hole. Here, go west and get the Shine Sprite there, then go east and continue into the next room. In here, there are tons and tons of Buzzy Beetle's lurking about in the room. You will more than likely have to fight them all. Use Earth Tremor to win. Once you do this, hit the red box to get a Tornado Jump badge. Now, go east and push the barrier up, then hide in the shadows with Vivian and wait until the barrier passes you up, then unhide and go east up the hill.

Now, head north into the door. Here, save your game and then hit the Shine Sprite block there. Roll into a tube, then roll under the small tunnel and go east. Turn back into normal Mario, then butt stomp the floor tile with the "X" on it, then enter the hole. Here, roll into a tube and go west, you will see a hole. Roll through it to get in a different room. In here, turn back to normal and get the two chests for a Mr. Softener and a Power Plus badge. Now, go west and open the green chest to get the letter "P". Now, open the blue chest to get a Steeple Key.

Don't unlock the next door. Instead, go near the parrot and hide in the shadows and then the parrot will begin talking, thinking that no one is around. Eventually he will say out loud the mysterious shadows name; it is "Doopliss". When he is done talking, unhide and then unlock the door to the east, enter it. Now you will appear back in the castle. Next, go to the main room of the castle. Once you're there, charge up for your Super Hammer and wait until the Boo's cover up Mario, then release the hammer and you will hit them.

Do this about three more times and you will enter combat against all the Boo's fused together, making an Atomic Boo. I consider this a boss fight, so refer to the Bosses section for help on winning. After you beat the Atomic Boo, it will drop a Lucky Start badge. Get it and head out of the castle, and back to your Doopliss buddy.

=====  
Twilight Trail  
=====

When you get to the entrance of here, Doopliss will tell you to guess his name again, so enter in his name. When you put in Doopliss for his name, he will then go crazy and run everywhere, then he will go towards the steeple. Now, go in town and rest up if needed, then go to the Creepy Steeple, once again.

=====  
Creepy Steeple  
=====

Here, save your game then go east and roll under the gate, then turn back to normal and enter the castle. In the castle once again, go east and enter the door you see to the south. In here, go east through the narrow hallway and enter the next door. In here, go north and enter the next door there. In this area, hit the red switch once, then go to the previous room. Here, jump up the stairs and go in the next door. Back here again, go west and jump over the small crack and save your game, then enter the next door. Follow the stairs around the entire room, then jump on the spring and prepare for your next fight with Doopliss. Read the Bosses section for help.

Once you beat Doopliss, he will turn back to normal and your party members will regret ever working with him, then Doopliss jumps off the steeple. After this, Mario will get his name and body returned to him, then Vivian will really join him, and she will give him the Crystal Star. End of chapter.

END OF CHAPTER

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"Mario defeated the rogue who had stolen his name and appearance. Now Mario has four Crystal Stars. That leaves a mere three more to find! And THAT means his quest to collect all of the Crystal Stars is more than half over! Now Mario heads off toward his next adventure with his new friend, Vivian.....But what about Beldam and Marilyn? And what became of the doppelganger, Doopliss?"

Now you will see a cutscene with Marilyn and Beldam, and once it's over, the scene will switch to Grodus' Lair. Now a scene with Grodus and a blue X-Naut will commence. When it's over, the scene switches to TEC's room, and Peach goes in there automatically.

=====  
Peach's Event

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In her next event, TEC will tell Peach that they are going to have a quiz, and if she answers all five questions correctly, she may once again use his communicator. Here is the answer to all of TEC's questions.

-----  
Question #1 - What will happen if you collect seven Crystal Stars?

Choices:

- A. Your wish is granted.
- B. Thousand-Year Door opens.
- C. A thousand coins appear.

Answer - Thousand-Year Door opens.

-----  
Question #2 - What is the goal of Grodus, leader of the X-Nauts?

Choices:

- A. To conquer the world.
- B. To get rich.
- C. To become a superhero.

Answer - To conquer the world.

-----  
Question #3 - What is the legendary treasure that waits beyond the Thousand-Year Door?

Choices:

- A. 100,000,000 coins.
- B. An extremely rare badge.
- C. A 1,000-year-old demon's soul.

Answer - A 1,000-year-old demon's soul.

-----  
Question #4 - What does Sir Grodus wish to do with this ancient demon's soul?

Choices:

- A. Cherish it always.
- B. Bring the demon back to life.
- C. Hang out with it.

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Answer - Bring the demon back to life.

Question #5 - What is required to seal up the demon again?

Choices:

- A. A legendary sword.
- B. A magic spell.
- C. Crystal Stars.

Answer - Crystal Stars.

-----

Once you answer all five of his questions correctly, Peach will use the communicator as always, then TEC sends the message, and Bowser's Event will begin.

=====  
Bowser's Event  
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When his event begins, Kammy Koopa will tell Bowser that there is a secret in the floating town of Glitzville. Then, the blimp fish will get horrified and then run away, and Kammy Koopa will see that Bowser is in his Koopa Copter. Then, Bowser will begin flying towards Glitzville, only to run out of gas for his Koopa Copter. He will then drop down and fall into the water, and another classic stage will begin. After you beat the classic stage, Bowser will get on a ledge at the harbor of Rogueport, then three townspeople will get scared and run away.

Kammy Koopa will then come and ask Bowser where he has been. After the talking ends, save your game when it asks you to. Then, we are back at Twilight Town.

=====  
Twilight Town  
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Here, the mayor will say he can't believe that Doopliss was actually a fake Mario, then he will ask you if they hurt your feelings. answer "Nah, not really." and he will thank you for saving their town from evil. When you regain control of Mario, go west and exit this town through the brown rusted pipe.

=====  
Rogueport Sewers  
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In here, go south and exit through the green door, and you will immediately get an email from Princess Peach. When you regain control, drop off the ledge there, and go east into the long pipe, leading back to the western part of Rogueport. Don't forget to save your game at the save block.

=====  
Rogueport

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Once here, drop down off the pipe and then go back to the eastern side of Rogueport, and go to the Rogueport Sewers.

=====

Rogueport Sewers

=====

Here, return to the room with the Thousand Year-Door like always, then jump on the pedestal in the middle of the room. Now, a new location of another Crystal Star will get recorded on your Magical Map, and you will be back in Frankly's office.

=====

Rogueport

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Back at Rogueport again, Frankly will talk for awhile, then he will say the next Crystal Star is located on Keelhaul Key. When he's done talking, exit the house. Now, go east and then right next to the building is a bridge. Go south of it, and then use Yoshi to fly over to the platform. Next, jump on the stack of crates and on the next ledge. Then, go to the very edge of the left side of the platform, then fly with Yoshi on top of the roof. Here, you will see a chimney. Now, roll up into a tube and drop down the chimney into Admiral Bobbery's house.

Here, speak with him and he will say he has no interest in you, and he will unlock the door and tell you to get out. Exit his house and head to the Rogueport Square. Once there, enter the Inn and then go east, and speak with the guy that's staring at the red stone. He will then ask you what he lacks the most. Answer anything, as it doesn't change anything. Flavio will then run his mouth for a little while, and he will say that he will take you to Keelhaul Key, and to meet him at the harbor.

Once he's done talking, head out of the Inn and go to the Rogueport Harbor. Once there, head south and go to the dock where you first arrived at in the beginning of the game, and you will see a boat. Get on the boat and speak with Flavio and he will talk for awhile, then a Bomb-Omb will say that a person called Admiral Bobbery can help you. So, when they are done talking, exit the harbor and go to the Rogueport Square.

Here again, go back in the Inn and speak with the owner of the kitchen, the green guy. After he's done speaking, exit the Inn and then head to the eastern side of Rogueport. Here, go east and enter the now unlocked door back into Bobbery's house. Speak with Bobbery and he will tell you that he is not ever going to travel on the sea again. When he's done talking, head back to the Rogueport Square. Here, go to the Inn again and speak with the owner of the kitchen again.

Tell him you wish to hear Bobbery's tale of woe. After he tells it to you, he will ask if you still would like Bobbery to go out to the sea again. Answer "Yes...We have no choice." and he will give you an Old Letter. When you regain control, head out of the Inn and back to the east side of town. Now, go back to Bobbery's house and speak with him, and Mario will give him the letter and he will read it. When you regain control, go in Scarlette's room, which is the room that Bobbery went in when he said he needs time alone.

Hit the block to get a Shine Sprite. Now, exit the house and go all the way back to the harbor. On your way there, you will get an email from Petuni. Back at the harbor, go to the boat and speak with Flavio, and tell him your ready to shove off if your errands in town are done. When you do this, you will see an X-Naut talking for a moment, then chapter five begins.

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CHAPTER FIVE: THE KEY TO PIRATES  
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You will see the boat traveling across the ocean, and after two nights, they will begin talking some. After a lot of talking, the pirate ghosts will appear and swarm around the boat. After awhile, the boat will sink and you will appear on the Keelhaul Key.

=====  
Keelhaul Key  
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When you gain control of Mario, go up the steps and then go west around the brown wall, and a blue thing will pop up. Hit it to get a Whacka's Bump. Now, go all the way south, then east into the next area. Now you will see Pa-Patch and Flavio in an argument, then three pirate ghosts will come and attack you. These aren't that hard, just whack them with your hammer or use Art Attack. Once you win and regain control of Mario, go east and save your game. Now, continue to the eastern path, past the Inn, and enter the next area. Here, go east and then hit the red block you see to get a Head Rattle badge. Continue to the east and then enter the next area.

Here, go east and ignore the first bush, but then examine the second bush and you will get a Mini Mr. Mini. Next, go east and hit the "?" block for a coin. Now, jump on the block and then jump while on the block to reveal a hidden block full of coins. Next, go up the steps then go northwest through the passage, then jump up on the next two platforms. Now, use Yoshi to fly over to the west yellow block, then fly to the next platform. Here, jump up the steps and onto the next ledge. Now, get on Yoshi and fly to the west, then get the Shine Sprite, and fly back to the platform. Now, jump onto the next platform and then hit the block there for a Thunder Rage. Continue east down the two steps, and then into the next area.

Here, a cutscene will begin with Bobbery being surrounded by two blue flames. Once it's over, you will be carried back to the previous area. Now, go back east again into the same area you were taken out of. Here, go across the bridge and you will see an item. Turn paper thin and slip through the bridge and grab the item. Now, head down the steps, then jump on the spring, back onto the platform. Now, go north and you will see a yellow block, hit it and another Shine is yours, then enter the next area. Now, Bobbery will say a few words, then you will regain control. Go east down the steps and then fight one of the blue flames.

Once you defeat them, hit the tree they were surrounding and then a cutscene will commence with Bobbery. Once it is over, exit this area. Here, go west across the bridge, then drop down the ledge to the south. Use Yoshi to get across the two platforms, then enter the pipe. In the background, hit the tree to get a Coconut. Now, exit the pipe and make your way back to the beach. Here, speak with Flavio, and he will tell you that he does have some Chuckola Cola for Bobbery, and he will want you to trade him something in order to get it. Speak with him again and show him the Coconut, and he will give you some

Chuckola Cola for Bobbery.

Now, make your way back to Admiral Bobbery. Once you're there, show Bobbery the Chuckola Cola, and a cutscene will commence. Once it is over, hit him with your hammer, and he will wake up, for he is just sleeping. After the cutscene ends, Bobbery will join your team. Now, head back to Flavio and speak with him. When the cutscene ends, save your game. Now that Flavio is with you, head all the way back to where Admiral Bobbery was at, where you gave him the Chuckola Cola. Once there, go east past the tree Bobbery was in, and heal at the Recovery Block if needed. Now, go east and Flavio will begin talking. Once he's done talking, examine the Skull Face on the wall.

After that, go west and speak with Flavio. He will then ask you what you could possibly want from him. Answer "Skull Gem" and he will lend you the Skull Gem. Now, examine the Skull Face again and place the Skull Gem in it. Now the red and blue faces will light up. Now, jump on the red face, and butt stomp it three times. Next, hammer the blue face four times. Doing this will cause an entrance to open. Throw Bobbery up the ledge, and he will blow up an entrance to a cave. Enter it to get in the Pirate's Grotto.

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Pirate's Grotto  
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In here, a small cutscene will commence. Once it is over, head east and save your game at the save block there. Now, head east into the next area. Once here, a voice will speak. When you regain control, go down the stairs and fall down the pit, then go west and drop down the next pit, and then continue east. In this next room, go east to the edge of the platform, and use Yoshi to fly across on top of the boat. Once on the boat, jump east to the platform. Now, go north and then east, and switch to Vivian, and then when the spikes go down, run, then hide in the shadows and they will pop back up.

When they go down, unhide and run a little, then hide. Repeat this until you can continue to the east and into the next room. In this room, head east across the bridge, and make your way to the Bill Blasters, and fight one. These can be tough, so I strongly suggest using Bobbery's Bomb Squad ability for an easy victory. Once you kill them, advance to the east and into the next area. In here, go east across the bridge, and then jump with Mario over to the next platform. Continue to the east and jump on the platform, and use Yoshi to get over to the next ledge.

Now, ignore the huge Bomb-Omb, and advance into the next area. In here, jump on the platform to the north, and save your game at the Save Block here. Now, jump up the rest of the steps, and then on the last small ledge, switch to Koops and get to the edge of the platform, and toss his shell to reveal a hidden block. Now, jump on the platform, and go west and down on the block you just revealed. Hit the Shine Sprite block with your hammer to receive another Shine.

Now, go northeast, and then north and jump across the water to the next ledge. Now, switch to Bobbery and throw him to the ledge that the switch is sitting on, and when he explodes, the switch will trigger, causing a door to open. You will also hear another voice. When you regain control, enter the next door. Here, go west and fight the Bulky Bomb-Omb if you wish, then jump up the stairs and jump across the water. Go west down the stairs, and enter the door into the next room. In this room, go west and then go all the way south, and when the wooden platform comes by, jump on it and switch to Koops. Now, when the wooden platform touches the other platform, turn left and shoot Koops' shell, and hold it in place.



Now, jump off the wooden platform when it comes to the left side, then, while still holding Koops' shell in place, go north and jump on the wooden platform sitting on the floor, and release Koops' shell. Doing this will cause him to hit the switch, thus raising the platform you are on now. When it rises up all the way, jump to the next platform and grab the Grotto Key there. Now, make your way back to the room where you last saved. Here, jump across the water, and drop down the ledges and then save your game if you wish, and then unlock the next door to the east.

In this room, fight the Parabuzzies if you wish, and then continue south into the next room. Great, another room with spikes. But this ones easier. Simply roll into a tube, and roll under the spikes, and at certain points, stop, for some of the spikes can go lower and hit you. When you make your way out of the spikes, turn back to normal and advance into the next room. In here, hit the shadow below the Shine Sprite block to reveal a hidden block. Continue to hit it as much as you can until it turns yellow, then jump on it and hit the Shine Sprite block for another Shine.

Now, go south and jump from barrel to barrel and onto the boat, then jump to the next platform. Now, go west and then jump across the broken bridge to the other part of the bridge, then continue west and then jump to the next ledge, and throw Bobbery to the left wall to blow an entrance in the wall, so enter into the next area. Here, go west down the steps and head west, and fight the Bill Blaster. Once you kill it, go west up the steps, and defeat the next Bill Blaster. After this, advance onto the next room. Here, go west and fight the Bomb-Omb if you want, then continue west and get to the very edge of the ledge, then jump onto the brown platform, and continue west across the little bridges, then go north to the next room.

In here, you will see another black chest, so examine it and when it is done talking, a blue Ember will appear. Fight it and it will drop a Black Key. Unlock the chest using the Black Key you just received, and you know what will happen next. That's right, you will be cursed once again. Ever payed attention to those brown panels? Well now it is time to use them with your new "cursed" ability. Now, continue south and exit this room. Here, go east across the small bridges, and stand on the Boat Panel, then turn into a paper boat, and surf around to the east, then you will see another Boat Panel.

Turn back to normal, and then jump up the ledge, and go east into the next area. Here, make your way down the steps and then make your way back to the room where the second set of spikes are. Roll into a tube and make your way to the other side, then turn back to normal and head east to the edge of the platform, and use Koops' shell to get yet another Shine, then make your way back to the room where the last Save Block was at. Here, save your game if you want to, then head north onto the platform, then go north and jump across the water, and head west into the next room.

In this room, go west and you will see a Boat Panel, turn into a paper boat and sail south down the waterfall. Now, go west, then southwest and into the next room. Here, sail west down the narrow hallway, and then enter the next room. Here, you will see a Boat Panel. Go in front of it and turn back to normal, then jump to the west onto the boat, and grab the Gate Handle. Now, go west onto the edge of the boat, then jump to the left and you will land on a ledge, and receive a Star Piece. Now, jump to the left onto the platform. Next, go north and make your way past the spikes the way you did before.

Once you make it past the spikes, go east into the next room. Here, go across the bridge, then enter the next room. Now, go across the bridge and jump to the right onto the next platform. Jump on the ledge, and then use Yoshi to get

across, and then examine the thing right next to you and select the Gate Handle. Doing this will cause the gate to rise up, and you will also hear another voice. After this, go all the way back to the room where you turned into a Paper Boat. Once back here, step on the Boat Panel, and turn into a boat once again, then sail south down the waterfall. Now, sail south and then enter through the next room that the flood gate was guarding a moment ago.

Gee, dosen't this room look familiar from somewhere? Head southeast and into the next area. In this room, go east and you will see waves coming from the waters. Be careful here, for you will have to restart from the start of the room if these waves touch you. So, if a wave goes down, go up. If a wave goes up, go down. Repeat it like that while going east until you finally see a door. Go in it. In this room, a cutscene will commence with tons of Toads, from Rogueport I assume, jumbled up together. Now it is our job to free the Toads.

When you regain control of Mario, go southeast and don't worry about the platform with a pipe yet. Continue to the east and eventually you'll see a Boat Panel. Turn back to normal Mario and then jump on the pipe and enter it. In the background, jump on the boat when it's tilted to the right, towards Mario. Now, go west and wait til the boat is tilted left, then jump to the next platform. Now, go west along the narrow path, then jump across the platform and continue west, then jump up the ledges and enter the pipe there. Back on the foreground, jump west and onto the Airplane Panel, then get to the very edge and turn into a paper airplane, then fly to the east and onto the ledge with a pipe on it, so go down it.

Back on the background once again, hit the switch there. Doing so will cause two barrels to appear on the water. Now, drop down onto the ledge and make your way back to the Airplane Panel. Now, fly and ignore the first pipe ledge, and then when you see the second one, turn back to normal and enter the pipe. Here, hit the switch and two more barrels will appear over the water, thus creating enough platforms for the Toads to get across. Now all the Toads will jump across. Wait a minute...weren't those Pianta's that hopped across Frankie and Fransesca? When you regain control, drop off the ledge, and go east back on the boat, then jump on the pipe and enter it.

Hop across the two barrels and onto the next platform, and a cutscene will commence with the Toads and Frankie and Fransesca. Once it's over, go east and enter the next area. Here, go east and then a cutscene will commence where Four Eyes will say a few words. When you regain control, save your game on the bridge, then jump on the blue boat to the north, and heal your HP/FP at the Recovery Block, then enter the door to the east. In the boat, the voice will speak yet again, so go down the narrow hallway and open the door.

In this room, the voice that was speaking to you will show itself. This is the pirate spirit, Cortez. After the cutscene ends, you will enter combat against him. You know where to go if you need help. After you finish fighting Cortez, another cutscene will commence, and then Cortez will hand over the Crystal Star, as he thought you were after his treasure.

END OF CHAPTER

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"Cortez, scourge of the seas...Mario soundly defeated this fearful spirit and claimed the Crystal Star. Perhaps the peaceful citizens of the world no longer need to fear Cortez and his fell ship...The only problem remaining

is how Mario will escape this isolated island.  
And could there be another problem still, hiding  
beneath our hero's nose?"

The game will prompt you to save, do so and now we have to find a way off this island.

=====  
Pirate's Grotto  
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Another cutscene will commence, then Cortez will toss Mario out of the ship. Now, jump south onto the ledge, and then use Yoshi to fly to the ledge, then use him to fly to the bridge. Save your game, and then use the Recovery Block again. Now, go west into the next area. Here, a cutscene will commence. Once it is over, go west and jump on the platform with the Toads, then jump to the east platform and use Bobbery to blow up the crack in the wall. Now, everyone will leave out of the hole, then you will regain control, so you leave out of the hole as well.

=====  
Keelhaul Key  
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Finally back at Keelhaul Key, go south past the Toads, and Flavio will come. A cutscene will commence, then you will see a huge boat firing cannonballs. Wait a minute...this guy seems familiar. Yes, I'm sure of it, he's Lord Crump! He will then take off his costume. After the long cutscene, go north back into the grotto, once again.

=====  
Pirate's Grotto  
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Here, make your way back to Cortez. In Cortez' room, another cutscene will commence. Once it's over, Cortez will lend you his ship, and you will regain control. Now, make your way out of the ship. Now yet another cutscene commences, then they set sail to Keelhaul Key.

=====  
Keelhaul Key  
=====

A cutscene commences, again. After the cutscene is over, you will enter combat against Crump once again. Read the Bosses section if help is required. Once you beat Crump, a cutscene commences again and Crump runs once again. Now onto Peach's Event.

=====  
Peach's Event  
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In this event, you will see a cutscene with Grodus and Lord Crump speaking. Once they are done, Grodus talks to an X-Naut, and the scene switches to TECs

room, and Peach walks in. TEC will tell you to take the elevator that's in the hallway, so exit this room. In the hallway, go west until you see an elevator with a green button beside it; press it and the elevator will open, and you will be brought up to the top floor. TEC will now tell you to enter the room with a green lamp above it, so go west until you come across the third door in the hallway, past the second elevator. When you see this door, enter it. In this room, TEC will tell you that you need to grab the potions off the desk, and put them in a certain order in the shelves to the north.

Grab all of the potions off the table, and put them in the slots in this order: red on the far left slot, blue on the slot next to the red, orange in the slot next to the blue, and green next to the orange. Tell TEC you are now ready to begin mixing potions. From here on, follow TEC's instructions until you finally turn invisible. Once you turn invisible, Peach will take off her dress since the invisible potion doesn't make her own dress transparent (I know, it is indecent). Once you regain control of Peach, exit the room. Now, head all the way east to the end of the hallway, and enter the door there into Grodus' room.

In Grodus' room, go all the way east and ignore the red Yux, and enter the door leading to his computer room. Here, go east and examine the bookshelf in the far right corner to get a Data Disk. Now, go up to Grodus' monitor and place the disk in there. When you regain control, place the Data Disk back in the bookshelf and head back to the potion room. Follow TEC's instructions and then exit the room. Peach will automatically be in TEC's room. When the talking's over, we're onto Bowser's Event.

=====  
Bowser's Event  
=====

Bowser and Kammy Koopa will be in Twilight Town, so when you gain control of Bowser, just speak to Lord Crump, sit back, and enjoy the Koopa vs. X-Naut battle. Once it's over, Bowser's short event ends.

=====  
Keelhaul Key  
=====

Back at Keelhaul Key, you will see a cutscene with Cortez, Flavio and the others, then Cortez will let you use his ship any time you like, and he will then carry you back to Rogueport.

=====  
Rogueport  
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At Rogueport, a cutscene will commence, and Flavio will leave you in peace. When you regain control go west only to get another email from Princess Peach. Read it, then save your game at the Save Block. Now, head north and go into Rogueport Square. Once there, go to the east part of Rogueport, then head down the pipe to the Rogueport Sewers once again.

=====  
Rogueport Sewers  
=====

Once at the sewers, head back to the room with the Thousand Year Door like always, and stand on the pedestal in the middle of the room. Now another location of a Crystal Star will be recorded on your map, and you will be back in Rogueport, and in Prof. Frankly's house.

=====  
Rogueport  
=====

At Rogueport, Frankly will tell you that the next Crystal Star is located at the Poshley Heights in the Poshley Sanctum. When you regain control, head out of Frankly's office and go to the Rogueport Square. Back here, go west into the west part of the town. Here, go to the Item Shop and head west in the door, and then go inside Don Pianta's Office. Once here, go east and talk to Don, and a cutscene will trigger. Don Pianta's henchmen will tell you to go find Frankie and Fransesca, so say "Deal!", for they will give you a ticket to the train if you do so. Once you regain control, go to the Rogueport Harbor and speak with Cortez and head back to the Keelhaul Key.

=====  
Keelhaul Key  
=====

Here once again, cross the bridge and head southeast into the next area. Once here, stock up on items if you want to, then head east into the next area. Here, continue the path to the east, and then you will see Frankie and Fransesca by the pond. Speak with Fransesca, and then a conversation will begin. They will tell you to find their wedding ring that they dropped, and then Fransesca will make Frankie say "I love you!" one-hundred times! Yes, I know, that is a lot. When you regain control of Mario, head east into the next area.

Here, make your way to the next area, as you should know how by now considering you have been here a dozen times. At the next area, go east and cross the bridge, and enter the next area. Here, head east to the palm tree in the middle, then go directly north from that, and you should see a glimpse of a blue dot. Go to the dot, for this is the Wedding Ring. Once you get the Wedding Ring, go back to Frankie and Fransesca. Back where they are at, show Fransesca the Wedding Ring you just found. Now they will tell you to meet them at the dock, so go there. At the dock, go west and cross the bridge, and tell Cortez to take you back to Rogueport...again.

=====  
Rogueport  
=====

Here, go back to the Rogueport Square. At the square, go back to the west part of Rogueport, and back to Don Pianta's place. Here, speak with Don Pianta again and a cutscene will commence, and Don Pianta will hand over a Train Ticket to get on the train leading to the Poshley Heights. When you regain control of Mario, exit Don Pianta's office and go back to the real part of the west part of Rogueport. Once here, a cutscene will commence where you will see Beldam come out, and she will say she heard your partner say that the next Crystal Star is on Poshley Heights!

Oh, that's not good. When you regain control, head north and enter the next area. Here, ignore the Cheep Blimp and head west up the stairs, then speak with the Toad with a black hat and show him your Train Ticket, and you will be in the Excess Express.

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CHAPTER SIX: THREE DAYS OF EXCESS  
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Excess Express  
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When you arrive at the Excess Express, your partner will notice a letter on the ground, and will read it to Mario. When you gain control of Mario, exit the room. Here, go west and save your game, then enter the next room. Here, buy some items in the shop if you need to, then continue west and enter the door there. In this area, go all the way west and speak with the Toad there, and a cutscene will commence. When it is over, go east and enter the door. Back here in the kitchen, go east and you'll notice a group of people gathered up, so speak to the penguin with the magnifying glass, and a cutscene will commence.

When the cutscene finally ends, go south and you'll notice stains on the ground. Examine it and then follow the stains to Cabin 003. In there, talk to the fat guy and he will claim he does not know who did it. When you gain control of Mario, examine the drawer next to the bed to find a Galley Pot. Now another cutscene will commence. When you regain control, head back to the kitchen and show the chef (the fish) the Galley Pot, and he will give you a Star Piece in return.

Now, head west and enter the next door. Here, enter Cabin 006 that you see in front of you. Here, speak with Pennington and a cutscene will begin. When the cutscene is over, head out of the cabin and go to Cabin 008 which is to the left. Here, talk to the girl Bom-Omb, and a cutscene will commence. Talk to the son two times and then exit the cabin. Here, go west and speak to the black Toad, and he will tell you something about that Bob-Omb, about what he always wanted for his birthday. When you regain control, go east and enter that at the end of the hallway. door.

Here again, go east and enter the next door. Now, go all the way east and then enter the door. Again, go east down the hallway, and enter the next door. In here, go east and speak with the conductor there. He will then give you an Autograph. Now, head all the way back to the little Bob-Omb, and then show him the autograph to get a Shine Sprite, now exit this cabin. Now, head back to Cabin 006 and speak with Pennington there. Now Pennington will say a few words. When you regain control, exit the cabin and go to the west, and speak with the conductor there. He will tell you that a blanket is missing somewhere, so get ready to solve yet another mystery on this weird train.

Agree to it that you will help him. When you regain control, head all the way east and enter the door there. Exit the kitchen through the eastern door again. Back here once again, switch to Vivian. Now, go east and then enter Cabin 004. In here, use Vivian to hide in the shadows, and wait until a ghost appears, then unhide and speak to it. He will tell you that in order for him to give you the missing blanket, you will have to find him something. Agree to doing this and he will tell you to find his diary somewhere on this train.

When you regain control of Mario, head out of this cabin. Now, go all the way

back to the west side of the train once again, and speak with the conductor. He will now let you through the door that leads to the barrage car. In this room, head west and you will notice a crack in between the boxes, and you know what that means. Thats right! Turn paper thin and squeeze in between the crates, then grab the diary there. I am warning you, DO NOT read that diary, for if you do, it will be Game Over. Anyways, head all the way back to Cabin 004, and once there, show the ghost his diary and he will give you his Blanket in return.

Now, go back to the west end of the train and show the conductor his Blanket, and he will give you a Mushroom. Now, go back to Cabin 005 and take a rest for the night. Now we go to Day Two. In day two, exit your room. Now, go all the way back to Pennington's room which is in Cabin 006. Once in there, speak with Pennington, and a cutscene will commence. Once it is over, head all the way to the east end of the train, and enter Cabin 001. Once there, grab the piece of paper on the floor. Now, go back to Pennington and show him the piece of paper. When you regain control, head back to Cabin 005, your own room.

In here, you'll see another piece of paper lying on the floor. Examine the paper, then hide in the shadows with Vivian. After a little while, Zip Toad will appear, so unhide and catch that Zip Toad. Once you catch him, you and Zip Toad will appear in Penningtons room, and a cutscene will commence. Zip Toad will then give you everything he stole. Now, show the Ratooley rat the Briefcase. After the long cutscene, you will see a scene where you arrive at Riverside Station.

Zip Toad will then show his true self. What?! Doopliss?! Not again...! Before leaving the train, make sure you go to the kitchen and speak with the girl there and give her back her earrings, and make sure you head to Cabin 002 to give the Gold Ring back to Toodles. When you are ready, exit Cabin 002 and exit through the door to the southeast.

=====  
Riverside Station  
=====

When you arrive at this place, go east and go down the stairs, and then recover your hearts at the Recovery Block there if you need to, then save your game. Next, go down the steps and speak with the Toad in black there, and agree to help him and he will give you a Station Key. Now, go up to the door to the north and unlock it using your key. Here, go all the way east and open the door there. In this room, go right and turn into a tube, and roll under the wooden door there. Now, turn back to normal and go east and hit the switch there. Doing this will cause stairs to appear, so roll back into a tube and exit this part.

Now, go east and go up the stairs, then enter the wooden door there. Here, go west and jump up the stairs, then wait on the spinning things to stop, then jump over each one and to the ledge before you fall off. When you make it up, go east and roll into a tube and roll through the cylinder there. Turn back to normal and jump on the spinning yellow cog there, then jump to the lowest ledge possible on the cylinder. Next, jump on the ledge above the one you are on, and when the thing goes to the east, jump to that ledge. Now, switch to Koops and when the yellow thing goes up, use his shell to grab the key there. Now, exit this room.

Back here again, drop down all of the stairs, then use your Station Key on the door there, then enter it. Here, drop down the stairs, then go east down the long hallway, or you could just go down and drop to the lower ledge. Next, go down the western hallway and then you will see a wall covered in paper. Now,

use Flurrie's wind to blow all of the pieces of paper out, revealing a door, so enter it. Here, go west down the stairs, and then roll into a tube and go down the slide to the west. Once you go down the west part of the slide, take the path to the right, and jump at the gap, then enter the hole there.

If you fail to do this, you have to make your way to a spring in this room to get back up, so keep trying til' you get it. When you get it, jump over the gap to the west and jump up the stairs and grab the P-Up, D-Down badge there. Now, go east and fall down the gap there. Take the path to the left and slide down the slide there. When you're finally out of the maze, turn back to normal and head west into the door. In this room, head southwest and enter the next door. Here, fight all of the Goombas you see, and once you defeat them, three switches will open up out of a box. Now, hit those switches as much as they indicate. To explain things better, hit the switch that has a one on it once, and do the same for the others.

Hit the switches as much as the numbers are on the switches. When you do this, it will cause stairs to appear, so go north and up the stairs. Then, go up the next set of stairs and on the last step, toss Koops' shell to get a Shine. Now, enter the next door. Here, open the chest there to get the Ultra Boots! Yay! When Toadette is through giving you instructions and you regain control, go to the water spot where the pipe is leaking, and perform a Spring Jump onto the pipe there.

Now, move to the right and when you can't anymore, drop down by pressing B and you will be on the chest. Next, jump on the box to the right. It may take a few tries, but you will get it. Next, jump southeast onto the stack of boxes, then drop off the eastern ledge, then turn paper thin and fall down the grate in the southeast corner. In here, jump on the crate to the northeast, then to the one above it, then use Yoshi to fly to the crates to the west. Next, perform a Spring Jump and hang onto the pipe, and move over to the left and drop in the gate. Here, go west and get on the box there, then perform another Spring Jump and you will hit the platform, causing an Elevator Key to fall.

Grab the key, then get on the box, and onto the other thing above the box and perform yet another Spring Jump, then exit the gate and drop down, then enter through the door to the north. Here, go east down the ledge, then continue east until you see a spring, then jump on the spring to the top ledge. Now, go northeast up the stairs and through the door. Back here, make your way up to the top ledge, then go to the west and enter the door. Here, go down the western hallway and then enter the door.

In this area, examine the elevator switch to the north and use the Elevator Key on it. Doing this will cause the elevator door to open. When you get down to the lower level, you will see a bunch of black tick-like things hopping around everywhere. Your partner will say a few words, and when you regain control, switch to Flurrie and blow away each and every Smorg covering up the lever switch. Now, get whatever partner you want out, then turn the lever switch. Doing this will cause a step to appear, along with a switch. Go on the ledge and hit the switch. Doing this will cause a bridge to get put back together, so head back outside.

Once outside, recover your HP/FP if needed and save your game. Now, drop down the steps, then go southwest up those stairs, then enter the train door.

=====  
Excess Express  
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Back here once again, just go to bed and we are onto Day Three. In day three, head out of your cabin and go all the way to the engine room which is at the east end of the train. Here, save your game and talk to the conductor there. Now, every Smorg will cover up the train, so head all the way to the west end of the train. Here, get Flurrie out and blow the Smorgs away. When the Smorgs finally leave, get next to the door they exited through, and perform a Spring Jump onto the pipe.

Now, move to the left and drop down on the box, then enter the door. Here, go north then jump on the train, and smack the Smorgs while you move to the east. When you finally make it to the end of the train, the Smorgs will all fuse into one huge monster, and a boss battle will begin. Refer to the Bosses section for some help on defeating Smorg. Once you defeat Smorg, he will shatter and go away, and you will appear back in the train. The train will now arrive at Poshley Heights.

When you regain control, exit your cabin. Now, exit the train and you'll be in the Poshley Heights.

=====  
Poshley Heights  
=====

When you arrive here, go east then south down the steps and then save your game. Now, go southeast into the next area. Here, go continuously east and into the next area. In this area, go east as always, then examine the note on the big huge door. A cutscene now begins, and Pennington will unlock the door for you, so when you regain control, enter the sanctum.

=====  
Poshley Sanctum  
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When you arrive here, you will see a cutscene with Beldam, Marilyn and Doopliss taking the Crystal Star! Oh great! Wait, Pennington said it is a fake! When you regain control, go north down the hall until you see a tile with a star on it to your left. When you see this, stand on it and perform a Spring Jump onto the pipe. Slide along the left side until you are above a small platform, then drop down. Now, go south and stand on the next Star Tile and then perform a Spring Jump on the next pipe. Slide along the right side of the pipe, then drop down.

Get on the next tile and Spring Jump on the pipe, then slide to the right and drop. Now, head south and you will see an Airplane Panel. Turn into a Paper Plane, then fly to the west on the highest ledge possible. Now, go north and stand on the next Star Tile and Spring Jump on the pipe. Slide to the left and drop. Now, go north and hit the blue switch. Doing this will cause a curtain to rise up, revealing a pipe. Now, drop down all of these ledges and enter the pipe.

In the background, move to the east into the second part of the sanctum. Here, go north down the hallway and fight all of the Dark Boos if you want lots of experience. Whenever you're ready, examine the pedestal with a Crystal Star on it, and this chapter ends.

END OF CHAPTER

=====

"Mario found the sixth Crystal Star, hidden craftily in the Poshley Heights sanctum. Now only one Crystal Star remains...But our hero still does not know where Princess Peach is being held. Where could the last Crystal Star be? And where is Peach being held? Hoping this Crystal Star might yield answers, Mario and friends return to Pennington."

=====  
Poshley Sanctum  
=====

We aren't at Peach's Event just yet. Back in the sanctum, go southeast onto the Star Tile and do a Spring Jump on the pipe. Slide along the right side and then drop. Next, go south until you see another tile, then stand on it and Spring Jump once again. Slide along the right side and drop again. Next, go on the tile to the north, Spring Jump, then slide to the right and drop again. Now, go all the way south and stand on the Airplane Panel you see there. Fly all the way to the left on to the highest ledge possible once again.

Hit the block there for another Shine. Now, go north until you see yet another tile, then Spring Jump and slide to the left, then drop and go north to get the L Emblem badge. Equip this if you want to look like Luigi, as it costs no BP at all. Now, drop all the way down, then go south down the hallway back to the previous area. Here again, go west and enter the pipe. A cutscene will now commence. When you regain control, go south down the hallway and exit the sanctum and Peach's Event starts again.

=====  
Peach's Event  
=====

The scene will switch to Grodus' room, and he will fuss at an X-Naut because they fell for a fake Crystal Star. Serves em' right. The scene will now switch to Peach's room. When you gain control of her, go east into the door. Here, go east down the hallway, then at the end of the hallway, enter the door and another cutscene with Peach and TEC will begin. Close to the end of the long cutscene, you will most likely be wondering what TEC is telling Peach before he dies. He said "I love you". When you get the option to save your game, do so and we are at Bowser's Event.

=====  
Bowser's Event  
=====

Bowser and Kammy Koopa will arrive at Rogueport, and a cutscene will begin. When the cutscene ends, you will see Luigi for a second, then Bowser's last sidescrolling stage begins. When you complete his last stage, they will arrive in the one...the only... Rawk Hawk's training room! They will then see another Crystal Star, but it is a fake. When the cutscene ends, save your game and we are back at Rogueport.

=====

Rogueport  
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Back at Rogueport finally, head east and the last and final email from Princess Peach will be received. When you regain control, go east down the stairs and speak with Luigi if you want to, then save your game at the Save Block. Now, go south into the next area. Here, go southeast into the Rogueport Square. Now, go east right next to the Inn, and look above you. You should see a platform with a huge chest sitting on it. Get under the wooden platform and perform a Spring Jump and it will come down to the ground. Open up the chest to receive the Ultra Hammer! After Toadette gives you instructions, go east to the next area. Here, go southeast down the pipe to the Rogueport Sewers.

=====  
Rogueport Sewers  
=====

When you arrive here, as always, head to the room with the Thousand Year Door. Once there, step on the pedestal in the middle of the area as always, and another Crystal Star location will be added to your map. You will now appear back in Rogueport.

=====  
Rogueport  
=====

Back here, Frankly will tell you that it will take a little bit before he can figure out how to get up to the Moon, which is where the final Crystal Star is lurking, as is Princess Peach. When you regain control, head out of Frankly's office, then go west to the Rogueport Square, and then head back to Frankly's office again. Once there, speak with him and a cutscene will commence. He will tell you that you need to go to the Fahr Outpost to use their cannon to be blasted to the Moon, and that an Ultra Hammer is required to get there.

Lucky for us, we already have one. When you regain control, head out of Frankly's office, and head west to the square again. Here, go west and then enter the next area. Here once again, head west and turn paper thin and drop down the sewer grate.

=====  
Rogueport Sewers  
=====

In the sewers, go west and go to the very edge of the platform, then use Yoshi to fly over to the next platform. Now, break the grey block to the west, and enter the next area. Here, go down the blue pipe to begin the next chapter.

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CHAPTER SEVEN: MARIO SHOOTS THE MOON  
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=====  
Fahr Outskrits  
=====

When you arrive here, your partner comments on how cold it is out here. When you regain control, go east into the next area. Here, go east down the snowy hallway, and I also suggest fighting the enemies along the way, as these enemies give you a bit of experience. When you're done, enter the next area. Here, go east down the next snowy hallway, and fight the enemies along the way if you want experience. Now, hit the red "?" block to get an HP Plus P badge. Now, continue east into the next area.

=====  
Fahr Outpost  
=====

In the Fahr Outpost, your partner will comment on where the cannon maybe, and when you regain control, go east into the next area. Here, save your game at the Save Block there. Now, head southeast and speak with the elder. The elder will tell you that there is, in fact, no cannon here! Oh, what to do, what to do? When you regain control, switch in Bobbery and speak with the elder again. Bobbery will tell the elder that the last time he was here, there was a cannon, and that the elder is really lying.

The elder will then tell you that you need Goldbob and General White to use the cannon. When you regain control, head out of the outpost.

=====  
Fahr Outskirts  
=====

Back here, go down the narrow hallways like before until you reach the pipe, then go in it to the Rogueport Sewers.

=====  
Rogueport Sewers  
=====

Here, go east into the next area. Now, drop down the ledge and head east into the long pipe back to Rogueport.

=====  
Rogueport  
=====

Back here once again, head east into the next area. Continue east into the eastern part of town. Here, go southeast down the pipe to Rogueport Sewers.

=====  
Rogueport Sewers  
=====

Back here...again, go east and slip between the bars and then down the pipe. In this room, slip between the bars and then enter the next area to the west. Now, head west down the hallway into the next area. In here, break the huge block with your Ultra Hammer, then get on the elevating platform. Now, drop on the huge switch and butt stomp it to reveal a pipe. Do the same for the other one which will also reveal a pipe. Also, open the chest for an FP Plus badge. Now, enter the pipe on the left.

=====  
Poshley Heights  
=====

In Poshley Heights, go north into the next area. Here, go northwest and into the next area. Now, go west and you will see Goldbob. Speak with him and he will ask you how much coins would you pay him. Tell him every single bit and then he will ask you some questions. Tell him yes on all of them. He will now take all of your coins, and give you the permission to use the cannon. But he will then return your coins! When you regain control, head out of this place via the warp pipe you entered this place in.

=====  
Rogueport Sewers  
=====

Here again, drop down the ledge and go east into the next area. In this room, ride the elevator up, then go east and enter the pipe leading to Petalburg.

=====  
Petalburg  
=====

At this place, go northwest into the next area. Here, go west across the bridge and speak with the Koopa Troopa next to the entrance. He will then tell you that General White has left. When you gain control, exit through the pipe you went through to get here.

=====  
Rogueport Sewers  
=====

Man...more backtracking. Drop down the ledge and go west into the next area. Here, ride the elevator up and then go through the east pipe.

=====  
Keelhaul Key  
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At the Keelhaul Key for the last time in the whole game, go west and enter the next area. In this area, go west and speak with Pa-Patch right next to the beach and he will say General White went to some arena. Can you guess what that place is? When you regain control, head to Rogueport Sewers via the pipe.

=====  
Rogueport Sewers  
=====

Man...how much times does General White move away?! Gosh...head to Glitzville, you should know how via the blimp.

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Glitzville  
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When you arrive here, go northeast and enter the Juice Bar. Talk to the green guy only to find out that...yep, you've guessed it. General White...moved! Aaaarrgghh! Next, exit Glitzville and go back to the room with the pipes in the sewers.

=====  
Rogueport Sewers  
=====

In the pipe room, ride the elevator up, and enter the pipe to the left.

=====  
Boggly Woods  
=====

Yeah, I'm sure you are tired of this dumb place if you hate it. Anyways, go left and enter the Great Tree.

=====  
Great Tree  
=====

Here, speak with the first Puni you see and he will say General White went somewhere dark! Come on, man! Enough is enough already! Your next target, Twilight Town.

=====  
Rogueport Sewers  
=====

Too bad there is no shortcut to Twilight Town. Go to there via the grate in Rogueport, you should know how to do the rest by now.

=====  
Twilight Town  
=====

Here, go east and speak with the guy next to the Inn. He will say General White has moved once again. Exit the town.

=====  
Rogueport Sewers  
=====

Here, exit this room, and go west down the blue pipe to FINALLY resume our quest.

=====  
Fahr Outskirts  
=====

Here, make your way down the long hallways like before until you reach the outpost.

=====

### Fahr Outpost

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In here, continue to the east into the outpost. Here, speak with the elder and when you regain control, head north into the building you see. Yes! General White is here! But he's sleeping. Try talking to him and then try and wake him up. Keep on trying and trying and trying until eventually he wakes up. When he's done talking and you regain control, exit his house. Now, talk to the elder and he will then tell you to follow him, so go west into the next area.

Here, go west and speak with the elder, and then Mario will fall down a hole! But he's not gone. The cannon will then arise up and everyone will get on board and then be shot to The Moon.

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### The Moon

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On the Moon, your partner will say a few words. When you regain control, you will notice that the gravity in this place makes you move slow. However, you can hover in the air for a short time if you hold A. Anyways, go east and go down the hole thing and save your game. Now, continue east into the next area. Here, go east and drop down the pit. Now, continue east into the next area. In this area, you will notice a cracked rock to the north, so ignore it and go east into the next area.

In here, go south and you will notice a cracked rock, so ignore that one as well and continue north until you see another crack in the rock, then blow this one up to reveal a pipe. Go east in the background to the X-Naut Fortress.

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### X-Naut Fortress

=====

This is it, we are here. Your partner will comment on this place. When you regain control, go up the conveyor belt and then enter the door. In this room, you will see two Elite X-Nauts, and you will enter combat against them. Once you kill them, recover your hearts at the Recovery Block there and save your game. Now, go southeast and enter the door there. Now, go southeast down the hallway and then enter the door. In this area, you will see tiles light up, then unlight. Go on the tiles that lit up until you reach the chest, then open it to receive an Elevator Key.

The floor tiles will now all unlight completely, making every tile safe. Now, go north west and hit the block there to receive a Super Shroom, now exit this room. Back in the hallway, go west until you see an elevator, then use the Elevator Key on the button there to activate the elevator. Enter the elevator and choose to go to Sublevel 2. Here, go to the west end of the hallway and enter the door there. This room is another tile room, so look at the diagram on the wall and step on the tiles that are high lighted in purple until you make it to the chest. Open the chest to get a Card Key. Now that all the tiles are safe, go east and exit the tile room.

Back in the hallway, go east to the end of the hallway and enter the next room. Recognize this room? Yep, it is Grodus' room, but Grodus isn't there, he is gone. Anyways, there is an enemy in the middle of the area that I don't suggest fighting, for you could get killed fighting it. Go east and go behind where Grodus always stands, and enter the door. In Grodus' computer room, go east right next to his monitor and pick up the green Card Key there.

Now, exit Grodus' entire lair, and by that I don't mean exit the whole fort, I mean exit Grodus' room. Now, go west and you will see another door, enter it. You may recognize this place too, for it is where Peach dressed up as an X-Naut. Anyway, examine the notes on the table to the west, and one tells you how to activate the switch, which is Left, Right and Middle. The other says that the code is 014029, so keep these codes in mind for later. Now exit this room.

In the hallway again, go to the elevator and ride it up to Sublevel 1. Here, go east down the hallway until you see a terminal. Examine it and it will tell you to put the code in. The code is "014029". Once you input the code, the door will unlock, so enter it. In this room, talk with the Thwomp on the pillar to begin another quiz. I will list the answers here like I did in Shhwonk Fortress.

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Question #1 - Exactly what's hidden here?

Choices:

- A. Card Key
- B. Monkey
- C. Elevator Key
- D. Pretty Lucky

Answer - Elevator Key

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Question #2 - What's the name of the girl in Petalburg who's waiting patiently for Koops' return?

Choices:

- A. Petuni
- B. Marilyn
- C. Flavio
- D. Koopie Koo

Answer - Koopie Koo

-----  
Question #3 - Goomba, Lava Bubble, Buzzy Beetle, and Boo. How many feet do they have? Total!

Choices:

- A. 4 Feet
- B. 6 Feet
- C. 8 Feet



D. Defeat

Answer - 6 Feet

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Question #4 - It's elementary...for non-idiots! Where was the one, the only, Diamond Star?

Choices:

- A. Glitzville Arena
- B. Cortez's Ship
- C. Hooktail's Belly
- D. Poshley Sanctum

Answer - Hooktail's Belly

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Question #5 - What was the name of the very first champion at the Glitzville Arena?

Choices:

- A. Prince Mush
- B. Prince Macho
- C. Prince Marsh
- D. Prince Matthew

Answer - Prince Mush

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Question #6 - What did Fransesca and Frankie from Rogueport lose on Keelhaul Key?

Choices:

- A. A Necklace
- B. A Bracelet
- C. A Ring
- D. A Bling

Answer - A Ring

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Question #7 - What number question is this?

Choices:

- A. Number Four
- B. Number Five
- C. Number Six
- D. Number Seven

Answer - Number Seven

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You won't have to answer two of his questions if you get two of them wrong. When you complete the quiz, he will be so mad, but you will receive an Elevator Key. When you regain control, get the Elevator Key from the floor and exit the room. In the hallway, go west until you see the elevator, then take it to Sublevel 2. Here, go east until you see another elevator, then insert your key into the switch, and take the elevator Sublevel 3. Here, go west down the hallway, and at the end of the hallway, enter the door there. Another tile room is what this is. This time, step on the blue highlighted tile and then wait until two more blue tiles appear next to you, then step on them and this time, you have to follow the blue tiles as you move.

In other words, if the blue tile goes down, go down with it, and so on and so on until you reach the chest, then open it to receive a Card Key. Now all the tiles will dissipate like always. Now, exit this room. Back in the hallway, go east down the entire hallway and enter the next door. In this room, you will notice three terminals. From left to right, insert these Key Cards in this color order: red, yellow and green. When you do this, a door will open, so enter it.

Here, go east and then defeat the X-Naut here, as you'll have to, for it will disturb you if you don't. Now, go east and you will see a switch. Switch to Bobbery, and throw him over the platform, and he will hit the switch. Doing this will cause a conveyor belt to start moving. Now, head west and turn paper thin and slip through the bars, and switch to Vivian. Hide in the shadows, and the conveyor belt will carry you through the barrier. Unhide and then ride the platform to the top, then jump up to the platform. Now, wait until a platform comes by to you, then jump to it and wait until it carries you next to a platform, then jump to it and enter the pipe there.

In the background, you will see several elevating platforms. Jump from one to the next until you reach the platform with an Ultra Shroom on it. Grab the Shroom and wait until the platform comes back to you, then jump to it, then the next one when you can, then to the next one, then to the red spinning cog. You are gonna have to constantly jump while on the cog, as it will push you off if you don't. Then, jump to the small red cog, and then constantly jump to the west to avoid falling off, and when it comes down, jump to the elevating platform.

When it takes you all the way up, jump to the right. Now, go east and do some more platform jumping like you did before, and if you fall, there are some cogs below for you to land on, giving you enough height to be able to get back on the elevating platforms. When you make it to the last elevating platform, jump east to the ledge and enter the pipe. Back in the foreground, go south and stand on the edge of the Airplane Panel, and fly all the way to the west to the ledge with the last Key Card on there. Grab the Card Key and drop off the ledge. Now, go east and then fight the Yux there.

Now, save your game at the Save Block and then recover your HP/FP at the Recovery Block there. Now, go north and enter the pipe there. Now, drop down and then go south and make your way back to the second red cog in the background. When you're on this cog, jump to the elevating platform and then when it goes half way up, jump to the platform there. Now, jump across the gap, then jump up the steps and enter the pipe. Back in the foreground, go south and jump on the moving platform, then jump to the next platform, and then the next one, and then hit the switch.

Doing this will cause a set of stairs to appear. Wait until the platform comes back, and jump to it, then the next one, and then the platform to the north, and go up the stairs. You will see a terminal here. Now, just insert your last

Card Key into the terminal, and the door will open. Enter the door, and prepare for an encounter with Crump again. I don't wanna spoil any more fun. In this room, you will hear that awful and so farmiliar laugh...Yes, thats right. It's Lord Crump...again! And this time with a huge upgraded version of his machine that we faught in the Great Tree last time!

This one is known as Magnus Von Grapple 2.0! Oh, and Princess Peach isn't even here, in case you are wondering. Read the Bosses section for help on winning this battle. When you defeat Magnus, his so-called powerful machine will explode to tiny bits, and then he will shout out Grodus' name, not like it'll do him any good at this point. He will then be blasted away to the far reaches of space. Say bye bye for good to Crump. Now, the Crystal Star will be yours, and this chapter ends. Only one chapter left.

END OF CHAPTER

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"The last Crystal Star had been hidden in the X-Naut hideout on the moon...But by the time Mario recovered it, Peach had already been taken away...Where could Peach be now? And what of the elusive Grodus? Perhaps he holds the key to the remaining puzzle...Mario finally has all seven Crystal Stars...Where will they lead him next?"

Sadly enough, there is no Peach's Event this time, but there is a Bowser's Event.

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Bowser's Event

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Bowser and Kammy Koopa arrive at Poshley Heights, thinking that a Crystal Star is in the sanctum...Come on now, when will they give up? When you gain control of Bowser, go east and examine the lock on the door, and Bowser will get raged because it's locked, but then with his anger, the lock drops down and the door unlocks because of Bowser's rage, then he enters. In here, he finds yet another fake Crystal Star lying there on the pedestal. He grabs it, and Pennington finds them there, and tells them it is a fake.

Bowser once again gets mad, and then a Paragoomba tells you that Mario is headed for the Thousand Year Door, then you will be given the choice to save, so do it and then we are back at the X-Naut Fortress.

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X-Naut Fortress

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Back here, your partner will say a few words. Once you regain control, head west and enter the door. Now, go west down the hallway and enter the first elevator you see. Take it down to Sublevel 4 and once there, go east to the end of the hallway and then enter the door there. In this room, TEC will turn on.

It turns out he really ain't dead! He will then tell you that Grodus is with Peach in the Palace of Shadow, which is where your next target is.

It is also the final level of this game. When you gain control, exit TEC's room. In the hallway, take the elevator in the hallway to Sublevel 2. Now, go west and enter the second door you see. In the room, go north and push the red button there. Doing this will cause the teleporter to activate, so stand on it and you will be teleported out of here. TEC will also say his last words.

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Rogueport Sewers  
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Back at the sewers, your partner will comment on what he heard, and when you regain control, exit this building. Frankly will now tell you that he saw a suspicious man with a cape, and with Peach going into the Thousand Year Door! But...the Thousand Year Door was only supposed to open with all seven Crystal Stars! When you regain control, go east and blow the huge pillar up with Bobbery, then enter the next area. Make your way to the Thousand Year Door room, and then step on the pedestal in the room and the Thousand Year Door will open, and the final chapter begins.

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CHAPTER EIGHT: THE THOUSAND-YEAR DOOR  
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=====  
Palace of Shadow  
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When you enter the final level, your partner will comment on the place. When you regain control, go east and enter the door there. Here, go east down the narrow hallway and fight or avoid the enemies there, then enter the next room. In this room, go south and hit the "?" block there to get a Shooting Star. Now, go east and then down the steps, then go west and down the steps, then go southeast and then make your way to the Bill Blasters and defeat them. Once you defeat them, go into the next door. In this room, go northeast and hit the block there to get an All or Nothing badge. Now, go back to the beginning of the room and slowly walk around the entire room, and study where the spikes emerge from the floor until you make it into the next room.

Here, save your game at the Save Block you see there. Now, take out Yoshi and ride him, then rush through the spinning flames until you get over to the next set of spinning fire. Here, defeat the green flame thing, as you'll really need to because he distracts you, and makes you hit the fire there. Once you defeat it, go east while avoiding the flames and head down the steps. Now, roll into a tube and hop over the flames that are on the ground, and roll under the flames in the air until you make it into the next room. Here, go east and then examine the bones on the ground at the end of the room.

Doing this will cause millions of Dry Bones to fall from the ceiling. Now, hammer the Dry Bones while trying to find the blue one, then catch him to enter combat with him. Once you beat them finally, pick up the Palace Key it drops, then unlock the next door into the next room. In this room, go south and hit the "?" block there to get an Ultra Shroom. Now, go east down the hallway and then fight the B. Bill Blasters. Once you defeat them, go down the steps and then go west down the next hallway, then go down the steps. Now, go east down

the hallway and defeat the B. Bill Blasters, and advance into the next room.

Here, go northeast and hit the three boxes to get a coin, a P-Up, D-Down P badge, and a Jammin' Jelly. Now, continue east into the next room. Here, go east and ignore the stairs, and enter the door there. In this same room, go east, ignoring the stairs into the next area. Here, go north up the stairs, then go southeast up the stairs and into the next area. Back in the same place once again, go east down the steps, then up the steps to the east and into... well, the same place...again. Go south down the steps, then go northeast down the steps and into the next room.

Here, go up the stairs and then go southeast and up those stairs and into the next room. Here, drop down the stairs, and go northeast down those stairs...and into the next room. Finally out of the endless room of stairs and torture, your partner will comment on this room and once you regain control, go east across the bridge and fight or avoid the Chain Chomp, then save your game at the Save Block. Now, go southeast across the next bridge, fighting or avoiding the Chain Chomp, then recover your hearts at the Recovery Block there.

Now, go across the next bridge, then go east into the next room. In this room, go east down the long hallway and into the next door. Here, go east down this next hallway and into the next room. In this room, go east down the long hallway again, and then into the next door. In this next hallway, go east down the hallway and save your game at the Save Block at the end of the hallway, then enter the next room. In this room, a voice will speak to you, and you will see Hooktail's sister, Gloomtail.

Read the Bosses section to see how to beat Gloomtail. Once you defeat her, she will spit out a chest. Open the chest to receive a Star Key. Now, exit this room. Back in the hallway, make your way out of each hallway to the previous room. Back here again, switch Bobbery into your party and throw him into the mouth of the Chain Chomp you see. Doing this will reveal a pipe. Enter the pipe and you will appear in the background. Here, go west and hit the blue switch to reveal a Boat Panel.

Now, go east and exit the background. Back in the foreground, go southwest across the bridge and recover yourself at the Recovery Block. Now, go west across the bridge and save your game at the Save Block. Now, go across the next bridge and then toss Bobbery into the next Chain Chomp's head and go down the pipe. In the background, go east and hit the next blue switch to reveal yet another Boat Panel, then exit the background. At the foreground, head south and cross the bridge once again and then head southeast and stand on the Boat Panel.

Turn into a Paper Boat and then go north and get in front of the next Boat Panel and turn back to normal, then enter the door here. In this room, go east and enter the first door you see. Here, go east and then you will be blocked by an invisible barrier. Switch to Flurrie and use her gust to blow away the barrier, then open the chest to receive a Palace Key. Now, go west and exit this room. Here, go north and enter the door there. Here, go east and you will walk through the wall, then hit the blue block there to reveal a chest.

Go through the wall again and then open the chest to receive another one of those Palace Key. Now exit this room. Back here, go all the way west and then enter the door there. Here, go all the way west and pound the grey block with your Ultra Hammer, then exit this room. Back in this room again, go south and then enter the next door. Here, go west and then hit the red block three times, then hit the block on the right twice. Doing this will cause a chest to appear. Open the chest to receive another Palace Key, then exit this room.

Back here, go up the stairs in the middle of the room and then once you reach the second floor, go south. On the second floor, go southeast and enter the door there. Here, hide in the shadows with Vivian and then a blue switch will appear. Now, unhide and hit where the switch appeared at to reveal a chest. Open the chest to get yet another Palace Key. Now, exit this room. Now, go north and enter the next door. Here, go east and blow up a hole in the wall using Bobbery, then enter it and open the chest in there to get a Palace Key.

Now, exit this entire room. Here, go west and enter the next room. Here, go west and smash the grey block there, then continue west and jump on the ledge and smash the next grey block, then exit this room. Back here, go south and then enter the next room. This room is full of bones, so fight each bone in this order: Dull Bones, Red Bones, Dry Bones and Dark Bones. Once you kill them in that order, hit the switch revealed to reveal a chest. Open it to get a Palace Key, then exit this room.

Now, head back downstairs and then go southwest into the next room. Here, open the chest to get another Palace Key, and exit the room. Now, go north and then enter the next room. Here, jump on the ledge and hit the grey block there. Now, drop off the ledge and head west and hop onto the next ledge, and hit the blue block there to reveal a chest, open it to get yet another Palace Key. Now, exit this room as well. Back here...again, head up the stairs to the second floor again, then enter the door to the north. Here, head up the ledge and hit the block there to reveal a chest. It contains another Palace Key.

Once you get the key, exit this room. Now, this time, go up the stairs and get on the third floor, then your partner will comment on what that big star map is. Now, place your Star Key in the pedestal there, and then eight pillars will arise from the ground. Place each and every Palace Key in them, and then you will see a small cutscene. When you regain control, go down the stairs completely, then head south and exit this room.

Back here, stand on the Boat Panel and turn into a boat, then sail south and turn back to normal. Now, save your game at the Save Block and cross the next bridge, and recover your hearts at the Recovery Block. Now, cross the bridge to the east and a cutscene will commence. Beldam, Marilyn and Doopliss will appear once again, and you will enter combat against them. Read the Bosses section for help. Once you defeat them, they will be laying on the floor hurt.

When you regain control, head east into the next room. Here, drop down the set of stairs and then get under the shadow of the "?" block and perform a Spring Jump to get a Thunder Rage. Now, go southeast and then use Flurrie to blow away the paper on the wall. Go in the hole there and then go north and get Yoshi out and hover over to the next platform, then enter the next area.

Here, go east and then go to the left side of the switch and toss Koops' shell and hold it in place, then go west and jump up the set of stairs, then release his shell and hop onto the ledge, then onto the next platform. Now, go east down the steps and hit the block there to get a Repel Cape. Now, head south into the next room. Here, go west up the stairs and enter the door there. Here, head up the stairs and hit the small green block, then go down the steps and head back to the last room. Back here, go east down the steps and get on the very edge of the yellow platform, and ride Yoshi to the next ledge.

Here, head east up the steps, and then drop down. Here, hit the small purple block and quickly get on the huge purple block before it begins to rise. When it rises all the way up, use Yoshi to hover to the next ledge. Now, hit the small red block and it will come up. Now, toss Koops' shell to the left side of the switch and hold it in place, and then get on the red block and release

Koops' shell. Doing this will cause the red block to lower, so when it carries you half way down, jump to the next platform.

Now, go east and turn into a tube, then jump over the gap and then turn back to normal and enter the next door. Here, go north and stand on the yellow line and perform a Spring Jump onto the pipe. Now, move to the right and when you can't anymore, drop down. Now, go south and stand on the yellow line there and then perform a Spring Jump to the pipe. Now, move to the right and when you can't anymore, drop down and go north into the next area. In this room, get Bobbery out and head up the steps, then get to the very edge of the platform and toss Bobbery and he will hit a switch, causing a platform to appear.

Jump on the platform then jump to the west onto the next platform. Now, go west up the steps and save your game at the Save Block. Now, go east and then jump on the wooden platform thats on the ferris wheel-like thing. Now, jump down onto the next wooden platform and toss Koops' shell to get a Palace Key. Now, drop down and make your way back up the steps and unlock the door there, then enter it. In this room, use a Spring Jump to hit the block there to get a Life Shroom. Now, head up the steps there and then roll into a tube and jump up the steps there, then turn back to normal.

Here, hit the red blocks you see in this order: Block Two, Block Four, Block Five, and Block Seven. Doing this will cause the blocks to disappear and you will hear a noise. Now, exit this room. Now, go east and jump on the now moving ferris wheel thing, then jump to the next platform when it carries you to the north. Now, head down the steps there and enter the next area. In this room, blow away the platform there with Flurrie, then use your Ultra Hammer to break the huge block there. Now, perform a Spring Jump on the "X" thats on the floor to enter the basement level. Now, hit the "?" block there, and then jump on it and then jump again to get a Point Swap.

Now, head south and into the next room. In this area, walk along the red line, being careful not to fall off and then once you reach the end, enter the next room. In this room, get to the very edge of the Airplane Panel and turn into an Airplane, then fly to the next platform. Now, head north into the next room. Here, get Yoshi out and then go west and defeat the Chain Chomp there, then hit the red block there, then get on Yoshi, and rush to the east, up the stairs, then hover over the platform to the next platform. Now, open the chest to get a Palace Key.

Now, drop off the ledge and exit this room. Here, drop down the ledge and head all the way west and jump on the spring there. Now, stand on the Airplane Panel once again and fly all the way east to the locked door. Unlock the door and enter it. Also, you can get a Life Shroom and a Shooting Star using the Airplane Mario. In this room, go down the hallway and recover your hearts at the Recovery Block and save at the Save Block. Now enter the next door. In here, your partner will comment on how farmiliar this place is to him/her. Once you regain control, head up the steps, and you will enter a confrontation with Grodus himself.

This is it. Once the cutscene is over, you will engage in battle with him. Read the Bosses section for help. Once you defeat Grodus, another cutscene will commence. Bowser will then land on Grodus! Ouch! Then, you will enter combat against Bowser and Kammy Koopa. Read the Bosses section to see how to win this battle. Once you defeat them, Grodus will somehow take Princess Peach into another room, so follow him in there. In here, open the chest to get an Ultra Shroom, then recover your hearts at the block there, then go down the hallway and save your game, and open the chest to get a Jammin' Jelly, then enter the door there.

Here, a long cutscene will occur and Grodus will awaken the Shadow Queen, and she will possess Peach. Read the Bosses section to see how to win the final battle. Once you defeat her, congratulations on completing Paper Mario: The Thousand-Year Door! Now sit back, and enjoy the ending.

END OF CHAPTER

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V. Bosses

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In this section, I will list all of the bosses in the game, along with info about how to defeat them and such.

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Lord Crump

Found: Rogueport Harbor

HP: 4

AP: 1

DF: 0

Boss Strategy: To start off, use Jump on him, and time it if you can. If you manage to time it, you will deal two damage on Lord Crump. He will now jump on you. If you time it, you will take no damage. Keep repeating the above process and you'll soon win.

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Blooper

Found: Rogueport Sewers

HP (Tentacles): 3

HP (Blooper): 12

AP: 1

DF: 0

Boss Strategy: For starters, use Mario's Power Smash badge on Blooper's tentacle thats on the ground. It should only take one Power Smash to kill his first tentacle. Now, use Headbonk and Jump to kill the second tentacle. Now he will fall to the ground. Next, just keep using Power Smash and Headbonk until he regenerates his tentacles. Use Sweet Treat if needed. Repeat the same process until he is defeated.

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Hooktail

Found: Hooktail's Castle

HP: 20

AP: 1-5

DF: 1

Boss Strategy: To beat Hooktail, you must have the Attack FX R badge equipped on you. After that, use Power Smash with Mario, and Hooktail will hate the way that badge you have on sounds. He hates crickets, so this should be his weakness. With Koops, use either Power Shell, or just Shell Toss. Repeat this same process and use Sweet Treat if needed, then Hooktail will eat the audience, causing him to recover 10 HP. Now phase two begins. To beat this part, just do basically the same as before until he is really defeated.

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Beldam/Marilyn/Vivian

Found: Boggly Woods

HP (Beldam): 9

HP (Marilyn): 12

HP (Vivian): 10

AP (Beldam): 1

AP (Marilyn): 2

AP (Vivian): 1

DF (Beldam): 0

DF (Marilyn): 0

DF (Vivian): 0

Boss Strategy: First of all, use Power Smash on Vivian and Shell Toss with Koops. Focus all of your attacks on Vivian first, as she only has 10 HP, so she shouldn't be a problem. After she is defeated, use Power Shell with Koops and use Power Smash with Mario on Marilyn until he is dead. Repeat the same process on Beldam and use Sweet Treat if needed until they all three fall.

---

Magnus von Grapple

Found: The Great Tree

HP: 30

AP: 2

DF: 1

Boss Strategy: At the start of the battle, use Power Bounce on him, it will cause some pretty good damage depending on how good you do on it. With Flurrie, use Body Slam. After a few turns, he will fire his hands out. Destroy the hands, as they can hurt you alot if you don't. After you kill his hands, immediately use Power Punch on Mario, for his jumps and stuff will now hurt up to five damage. Repeat this same process and use Sweet Treat if needed until he falls.

---

Bowser

Found: Glitzville

HP: 30

AP: 3

DF: 1

Boss Strategy: This isn't that hard of a boss battle, considering Bowser doesn't cause that much damage. To win, use Earth Tremor, and if you don't have enough SP, use Power Smash on him. With Yoshi, use Gulp. Use Sweet Treat if needed, and appeal to the crowd so you can use Earth Tremor. Repeat this until you win.

---

Rawk Hawk

Found: Glitzville

HP: 30

AP: 4

DF: 1

Boss Strategy: To beat the Rawk Hawk is kinda tough. For starters, use Mario's Power Smash on him, and Earth Tremor if you can. After this, use Gulp with Yoshi and repeat the process until he jumps on top of a railing, causing lots of junk to fall down, watch out for this. Now, use Flurrie's Body Slam to knock him off the railing, then repeat the same process as stated above until you beat him.

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Macho Grubba

Found: Glitzville

HP: 60

AP: 4

DF: 0

Boss Strategy: This fight can be dangerous if you don't know what you're doing. To start off, use Power Smash or Earth Tremor with Mario, then use Gulp with Yoshi. Throughout the entire battle, he will power himself up, increasing either his chances to attack, his defense, or his power. While he is doing this, you have a great chance to lay all your attacks on him. Grubba will also attack sometimes, and he can hurt, too. After some time, he will grow even bigger than he was. Just repeat the process as stated above, and heal with Sweet Treat if needed until Grubba dies.

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?????

Found: Creepy Steeple

HP: 40

AP: 1

DF: 0

Boss Strategy: To beat him, use Mario's Power Smash, or Power Bounce, as they work well here. With Yoshi, use Gulp on him. After you have half way beaten him, he will copy Mario's body, and he will become a purple shadow Mario! Just repeat the same process as you did before and he will be defeated in no time.

-----

Atomic Boo

Found: Creepy Steeple

HP: 40

AP: 4

DF: 0

Boss Strategy: This can be quite a tough battle if you aren't that high to actually win with ease. To beat him, use Power Bounce on him to get up to usually around 6-8 damage. With Vivian, use Shade Fist. If you have enough SP, use Earth Tremor. If you need to heal up seriously bad, use either an Ultra Shroom or use Sweet Treat. This huge Boo will sometimes hide his face for one or two turns, then attack you causing status effects to be put on you. If Mario gets confused, do not attack with him, as he will only attack his partner. Repeat the same process and heal and appeal when needed and you will kill him.

-----

Doopliss

Found: Creepy Steeple

HP: 40

AP: 1

DF: 0

Boss Strategy: This battle is basically the same as before, only he can be a little tough because he has your party members with him. The first member that is with him is Goombella, so you don't have to worry too much. For starters, you only have Mario alone, so just start smacking Doopliss with Power Smash or Power Bounce. Repeat this and avoid Doopliss' attacks and Goombella's attacks until Vivian steps in to join. Then, continue the process and use Shade Fist with Vivian until you beat him, and use Sweet Treat if needed.

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Cortez

Found: Pirate's Grotto

HP: 20  
AP: 4  
DF: 1

Boss Strategy: Despite his low HP, Cortez isn't as easy as he sounds. He has three forms. His first form shouldn't be that tough, so switch to Vivian in your party. Use Mario's Power Smash on Cortez' pile of bones, and have Vivian use Fiery Jinx on Cortez to cause a decent amount of damage. Repeat this and heal when needed until the curtains close, then re-open, form two begins now. This form is basically the same as the first one, except now he can power up his attack power by four, causing him to hurt Mario or your team member a massive eight damage. Just do like you did on the last form, until Cortez falls apart and his final form begins.

On this form, switch to Flurrie and use her Gale Force to blow every single weapon he has away. Once you do this, switch back to Vivian, and pound him with Power Bounce and Shade Fist. After his HP is more than half way depleted, he will eat the audience, just like Hooktail did. Repeat the same thing you did before until Cortez falls.

-----

Lord Crump

Found: Keelhaul Key

HP: 30  
AP: 3  
DF: 0

Boss Strategy: Great...another battle against Lord Crump. But anyway, this guy has X-Nauts with him this time. But take note not to focus on the X-Nauts, focus on Crump only. Pound him with Mario's Power Bounce, and toss Bombs with Bobbery using Bomb Squad. Eventually, Lord Crump will call up another army of X-Nauts, and they will do like the Rawk Hawk and hang on the ceiling. They will also come down and attack you continuously. Again, focus your attacks on Crump, and ignore the X-Nauts. He will call upon an entire pack of X-Nauts after you beat phase two. This is the tough part. Crump will also recover ALL of his HP! He can now roll on the X-Nauts, and hit both you and your team member. Focus all attacks on Crump, and heal when needed until he is finally defeated.

-----

Smorg

Found: Excess Express

HP: 50  
AP: 5  
DF: 1

Boss Strategy: Okay, this can be a really tough fight if you don't know what you're doing. Smorg has three things with him which are Smorg Miasmas. Get rid of these things, for if you don't, Smorg is invincible. Use a Thunder Rage if you have one to knock out all three at once. If not, just use Mario's Spring Jump to hit all the Miasmas. When you do this, Smorg himself will pop up, so then focus all your attacks on him. I suggest using Bobbery for this fight. After awhile, Smorg will take on a form of a hook. Avoid these attacks he throws at you, for they could get you killed. Repeat the same process and heal when needed until you finally defeat Smorg.

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Magnus Von Grapple 2.0

Found: X-Naut Fortress

HP: 70

AP: 6

DF: 2

Boss Strategy: Don't worry, this will be our last battle against Lord Crump, then he will finally learn his lesson. Anyways, to start off, make sure you have Vivian in your party. Then, switch her in front, and use Fiery Jinx with her. And have Mario use Power Jump or Power Bounce, or maybe even Spring Jump if you want. Magnus will eventually fire his hands out like he did before, only this time you have to kill them before they go away! One Fiery Jinx and they are gone. Repeat this and eventually, Magnus will suck up the audience, and spit every single one of them back at you, causing a massive amount of damage! You will HAVE to heal up, there is no doubt about it. Repeat the same process and heal when needed until Magnus falls...for good.

---

Gloomtail

Found: Palace of Shadow

HP: 80

AP: 8

DF: 2

Boss Strategy: This fight against Gloomtail can be a pretty tough fight if you aren't careful enough. First off, make sure you have Vivian in your party, and that you're full on HP/FP/SP. Now, have Mario use Supernova on Gloomtail to deal a pretty good amount of 15 damage. Then, have Vivian use Fiery Jinx on her. Now, switch Vivian in front of Mario, and then use either Fiery Jinx or Veil. Have Mario use Power Smash, and then have Vivian use her Fiery Jinx. Repeat this process and heal up when needed. Eventually, Gloomtail will charge up for an attack that will hurt 16 damage on both party members! If Vivian dies, have Bobbery use his Bomb attack, or if you have it, have him use his Ultra-Rank ability. If Bobbery falls, use Flurrie's Lip Lock and heal when needed until you finally beat Gloomtail.

---

Beldam/Marilyn/Doopliss

Found: Palace of Shadow

HP (Beldam): 30  
HP (Marilyn): 40  
HP (Doopliss): 40  
AP (Beldam): 5  
AP (Marilyn): 7  
AP (Doopliss): 7  
DF (Beldam): 0  
DF (Marilyn): 0  
DF (Doopliss): 0

Boss Strategy: To win the last fight against these freaks, as always, make sure you have Vivian in your party. Then, switch her in front of Mario and have her use Fiery Jinx on them. As soon as Mario gets a turn, make him use Spring Jump on Marilyn, as if you don't kill her first, she will charge up for an attack that when released, will hurt alot of damage. On the second turn, switch Mario in front of Vivian and use Spring Jump on Marilyn again, and use Fiery Jinx again. Repeat the same process until Marilyn is defeated. Once Marilyn is defeated, focus all your attacks on Beldam with Mario's Spring Jump, and have Vivian use Fiery Jinx as always. Once Beldam falls, repeat the same process for Doopliss and heal when needed until you win.

---

Grodus

Found: Palace of Shadow

HP: 50  
AP: 7  
DF: 1

Boss Strategy: To defeat the X-Naut leader himself, make sure you have Vivian in your party like for every boss battle. Use Multibounce at the start of the fight to destroy his little bit things surrounding him. Then, use Fiery Jinx with Vivian, and have Mario use Spring Jump or Supernova on him. Then, switch Vivian in front of Mario and then use Fiery Jinx and Spring Jump, and repeat. Heal up when needed and do the same process until you win this rather easy battle.

---

Bowser/Kammy Koopa

Found: Palace of Shadow

HP (Bowser): 70  
HP (Kammy Koopa): 50  
AP (Bowser): 7  
AP (Kammy Koopa): 5  
DF (Bowser): 2  
DF (Kammy Koopa): 0

Boss Strategy: This is the semifinal fight, and it ain't so easy if you didn't do the right thing. You should've had 70 Star Points at Grodus, because that way you would level up after winning, and you would be prepared for these creeps. To win, have Mario use Spring Jump on Kammy and have Vivian use Fiery Jinx. Focus all of your attacks with Mario on Kammy, as she can recover Bowser. Repeat the process until Kammy dies. Then, focus all of your attacks on Bowser. Use Spring Jump with Mario, and Fiery Jinx with Vivian. Repeat this same process and heal up when needed until you win. Take note that if you leveled up before fighting these goons, use Supernova for a good start.

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## Shadow Queen

Found: Palace of Shadow

HP: 150

AP: 7

DF: 0

Boss Strategy: This is it, the final boss. And it ain't gonna be so easy, either. To win against her 'Princess Peach form', use Mario's Power Smash, and Vivian's Fiery Jinx like always. Attack her with everything you've got and heal up when/if needed until she turns into her true form. This form is invincible, so just keep attacking her until another cutscene commences. Once it ends, the true battle begins. To win the true fight against her, make Mario focus all his attacks on the Shadow Queen's body using Spring Jump, and make Vivian hit all three body parts using Fiery Jinx. Continue to do this and eventually she will power up for a very strong attack, so use Veil to avoid it. Repeat the same process listed above and heal when you need to, and once you take off 150 HP, congratulations on completing Paper Mario 2!

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## VI. Star Pieces

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NOTE: This Star Piece checklist is in no particular order, so be warned. Also, there is a place where you spend your Star Pieces for Badges. In the Rogueport Sewers, go to the western side of the sewers, and into one of the houses. One of them is Dazzle's house, where he sells you several Badges for Star Pieces. Below is a list of what is sold for how many Star Pieces.

## Badges Sold at The Badge Shop

=====

Attack FX P: 1 Star Piece

Chill Out: 2 Star Pieces

Pretty Lucky: 3 Star Pieces

Happy Flower: 4 Star Pieces

Happy Heart: 4 Star Pieces  
Happy Heart P: 4 Star Pieces  
Item Hog: 5 Star Pieces  
Flower Finder: 6 Star Pieces  
Heart Finder: 6 Star Pieces  
Peekaboo: 7 Star Pieces  
Quick Change: 8 Star Pieces  
Flower Saver: 10 Star Pieces  
Flower Saver P: 10 Star Pieces  
Power Plus: 15 Star Pieces  
Power Plus P: 15 Star Pieces

Rogueport Star Piece Locations  
=====

Star Piece #1  
Location - Rogueport  
How to Find:

At the entrance of the eastern part of Rogueport, go north to the brick wall and you will see that it is really a secret passageway. Go west and north past Darkly, and jump on the crates. Jump over to the east until you receive a Star Piece.

Star Piece #2  
Location - Rogueport  
How to Find:

This one is located on the roof of Zess T.'s house.

Star Piece #3  
Location - Rogueport  
How to Find:

This Star Piece can be found behind the chimney that leads into Admiral Bobbery's house.

Star Piece #4  
Location - Rogueport  
How to Find:

In the western part of Rogueport, go behind the warp pipe. The Star Piece is behind it.

Star Piece #5  
Location - Rogueport  
How to Find:

In the western side of the town, you'll find a trash can at the very end. Behind it is the star piece.

Star Piece #6  
Location - Rogueport  
How to Find:



In the area where the Cheep Cheep Blimp that takes you to Glitzville is, there is a star piece in the background. Use the green pipe to get in the background.

#### Star Piece #7

Location - Rogueport

How to Find:

At the harbor area, you will find a Boat Panel somewhere. Use it to become a boat, then swim over to the left, to a new area. In that area, you will find a Star Piece nearby.

#### Star Piece #8

Location - Rogueport

How to Find:

This star piece can be found behind the warp pipe in the Blimp Area.

#### Star Piece #9

Location - Rogueport

How to Find:

In the eastern part of Rogueport, near where Darkly is, this is behind Frankly's pad, on top of some crates.

#### Star Piece #10

Location - Rogueport

How to Find:

Behind Zess T.'s house, go near the Goomba, and perform a Spin Jump until this you get this piece.

#### Star Piece #11

Location - Rogueport

How to Find:

On the way up to the rooftops to go through the chimney leading to Bobbery's house, ground pound on the first rooftop until this piece appears.

#### Star Piece #12

Location - Rogueport

How to Find:

Near the Pianta Parlor, perform a Spin Jump. Eventually, you'll find this one.

#### Star Piece #13

Location - Rogueport

How to Find:

In the harbor area, near the stairs, perform a Spin Jump. The star piece is there; just keep performing Spin Jumps until you get it.

Star Piece #14  
Location - Rogueport  
How to Find:

Spin Jump near Merlon's house until you get this star piece.

Star Piece #15  
Location - Rogueport  
How to Find:

Where the gallows are in the square area, perform a Spin Jump to get this one.

Star Piece #16  
Location - Rogueport  
How to Find:

In the area with the train, go to the end of it, and perform a Spin Jump.

Star Piece #17  
Location - Rogueport  
How to Find:

At the plaza, search behind the crates to get this star piece.

Star Piece #18  
Location - Rogueport  
How to Find:

By Ishnail's house, search behind the barrels. You will find the star piece.

#### Rogueport Sewers Star Piece Locations

=====

Star Piece #19  
Location - Rogueport Sewers  
How to Find:

From the entrance of the sewers, head west and enter that room. Now, go north and go behind the pillar for this Star Piece.

Star Piece #20  
Location - Rogueport Sewers  
How to Find:

At the room that leads to Petal Meadows, you should see a pipe nearby. Perform a Spring Jump to cling onto the pipe, then follow the path to a warp pipe. Go inside it to enter the background, then follow the path into the building where this star piece lurks.

Star Piece #21  
Location - Rogueport Sewers  
How to Find:

By the house leading to Dazzle, you'll see Merulvlee's house. By her house is a pedestal, and behind the said pedestal is a star piece.

#### Star Piece #22

Location - Rogueport Sewers

How to Find:

At the west side of the sewers, check behind the platform in the middle to get this star piece.

#### Star Piece #23

Location - Rogueport Sewers

How to Find:

In the room with the Thousand-Year Door, check behind the stairs.

#### Star Piece #24

Location - Rogueport Sewers

How to Find:

Near the building that leads to the teleporter to X-Naut's Fortress, check behind all of the debris for this star piece.

#### Star Piece #25

Location - Rogueport Sewers

How to Find:

In the west side of the sewers, ride the elevating platform up to some buildings. One of these buildings has Wonky in it. Perform a Spin Jump next to the Know-It-All and this star piece is yours.

#### Star Piece #26

Location - Rogueport Sewers

How to Find:

In the room with the Thousand-Year Door, go to the southern part of the room, and perform a Spin Jump to obtain this piece.

#### Star Piece #27

Location - Rogueport Sewers

How to Find:

In the first room of the eastern part of the sewers, go to the moving platform and perform a Spin Jump.

#### Star Piece #28

Location - Rogueport Sewers

How to Find:

In the room with the black chest that put a curse on you, perform a Spin Jump until you get it.

Star Piece #29

Location - Rogueport Sewers

How to Find:

To get this one, perform a Spin Jump near the pipe leading to Boggly Woods.

Star Piece #30

Location - Rogueport Sewers

How to Find:

Right before the room leading to the Thousand-Year Door is a huge block. You must have the Ultra Hammer to crush it. Doing so will reveal a Star Piece, and a spring.

Star Piece #31

Location - Rogueport Sewers

How to Find:

At the western side of the sewers, use Yoshi to hover across the gap, but do not enter Twilight Town. Instead, enter the pipe nearby. Then, cross the background area to a Star Piece.

Petal Meadows Star Piece Locations

=====

Star Piece #32

Location - Petal Meadows

How to Find:

When you enter the pipe leading to the meadows, go west to the save block, then go north and bash the tree to the west and a Star Piece will come out of it.

Star Piece #33

Location - Petal Meadows

How to Find:

In the area where you are on top of the blue mountains, go to the very far east past where the blue switch was, and a Star Piece will be sitting there.

Petalburg Star Piece Locations

=====

Star Piece #34

Location - Petalburg

How to Find:

At the eastern side of the town, perform a Spin Jump by the pink flowers.

Star Piece #35

Location - Petalburg

How to Find:

At the western side of the town, you will find Bub-ulber, a flower-like thing.

Spin Jump near it for this one.

#### Shhwonk Fortress Star Piece Locations

=====

Star Piece #36

Location - Shhwonk Fortress

How to Find:

At the first area before entering the actual fortress itself, examine the bush in the area.

#### Hooktail's Castle Star Piece Locations

=====

Star Piece #37

Location - Hooktail's Castle

How to Find:

In the room where you get the first Shine Sprite, drop down onto the ledge with the yellow and purple block, then lower the purple block. Turn left and toss Koops' shell and hold it in place, then drop off the ledge and jump onto the purple block that is lowered, then release Koops' shell and then move east into the room with the Star Piece.

Star Piece #38

Location - Hooktail's Castle

How to Find:

From Star Piece #37, lower the purple block and the yellow block, then turn left beside the small yellow block, then toss Koops' shell and hold it in place. Make your way on top of the yellow huge block, then release Koops' shell and you will raise up to a ledge with the Star Piece. Jump to it to get it.

Star Piece #39

Location - Hooktail's Castle

How to Find:

When you are inside the window in the room with all the blue switches, go east and at the dead end it is there.

Star Piece #40

Location - Hooktail's Castle

How to Find:

When you are on top of the rail on the ceiling, go all the way to the right to find this star piece sitting there.

Star Piece #41

Location - Hooktail's Castle

How to Find:

In the room where you fought the Red Bones, perform a Spin Jump.

## Boggly Woods Star Piece Locations

=====

### Star Piece #42

Location - Boggly Woods

How to Find:

In the area where you hit the blue switch, go west and the Star Piece is lying there; you can't really miss this one.

### Star Piece #43

Location - Boggly Woods

How to Find:

From Star Piece #41, go to the Airplane Panel and fly to the next area. In there, go east and hit the third tree to get this Star Piece.

### Star Piece #44

Location - Boggly Woods

How to Find:

This one is located behind the gate where Flurrie's house pipe is.

### Star Piece #45

Location - Boggly Woods

How to Find:

In Flurrie's room, go to the love seat. From there, perform a Spin Jump to get this next star piece.

## The Great Tree Star Piece Locations

=====

### Star Piece #46

Location - The Great Tree

How to Find:

In the room before the area where Mario and the Punies get trapped in the jail cell, check behind the long pipe.

### Star Piece #47

Location - The Great Tree

How to Find:

In the room where you find Lord Crump and he sets a timer to blow up the tree, take the pipe up into the next room, and examine the bush by the pipe.

### Star Piece #48

Location - The Great Tree

How to Find:

Just east of the room leading to the shop, examine the bush for it.

Star Piece #49

Location - The Great Tree

How to Find:

In the very first room of the tree, take the first pipe to the next room. At the far right end of this room, perform a Spin Jump.

Star Piece #50

Location - The Great Tree

How to Find:

In the room where the blue cell is that contained Punies, perform a Ground Pound on the floor there. The star piece will be yours.

Star Piece #51

Location - The Great Tree

How to Find:

In the area where you are captured in a cell by Lord Crump, check behind the pipe in that room.

#### Glitzville Star Piece Locations

=====

Star Piece #52

Location - Glitzville

How to Find:

To get this one, go to Grubba's Office. Then, open his drawer to get this star piece.

Star Piece #53

Location - Glitzville

How to Find:

Behind the phone booth outside of the stadium itself.

Star Piece #54

Location - Glitzville

How to Find:

Right below where the Blimp lands on Glitzville, perform a Spin Jump for it.

Star Piece #55

Location - Glitzville

How to Find:

In the Glitz Pit Lobby, perform a Spin Jump near the stairset to the left.

Star Piece #56

Location - Glitzville

How to Find:

On the first floor of the Storage Room, perform a Spin Jump in the middle of the room to get the piece.

Star Piece #57  
Location - Glitzville  
How to Find:

This one is located on the roof of the Juice Bar. Use Koops to reach it.

Star Piece #58  
Location - Glitzville  
How to Find:

In the Juice Bar, you'll find this one behind the counter.

Star Piece #59  
Location - Glitzville  
How to Find:

In Grubba's Office, this one is located behind the plant in that room.

Star Piece #60  
Location - Glitzville  
How to Find:

On the second floor of the Storage Room, this star piece is located behind a yellow block in the room where you find Bandy Andy and King K.

Star Piece #61  
Location - Glitzville  
How to Find:

By the Glitzville arena are some shrubs. Go behind it to find this star piece.

#### Twilight Town Star Piece Locations

=====

Star Piece #62  
Location - Twilight Town  
How to Find:

Go to the west side of the town, then check in between the two houses at the entrance. Your Star Piece is there.

Star Piece #63  
Location - Twilight Town  
How to Find:

In the same area you found #62, examine a bush in the area near a tree.

Star Piece #64



Location - Twilight Town

How to Find:

Go to the east side of the town, then go in a fence. This Star Piece is located behind barrels.

#### Twilight Trail Star Piece Locations

=====

Star Piece #65

Location - Twilight Trail

How to Find:

It's kind of hard to explain where to find this Star Piece, but it can be found behind a downed tree in the trail.

Star Piece #66

Location - Twilight Trail

How to Find:

From #65, check behind the pipe near the tree.

Star Piece #67

Location - Twilight Trail

How to Find:

To get this one, go behind the wall near Creepy Castle.

#### Creepy Castle Star Piece Locations

=====

Star Piece #68

Location - Creepy Castle

How to Find:

At the entrance of the castle, in the first hallway, there is a nearby hole. Use the Tube Ability to roll through it, and reach this Star Pieces location.

Star Piece #69

Location - Creepy Castle

How to Find:

Go to the room where you must make one staircase move across to several doors. This Star Piece is on the right side of that room. Use the Super Boots to reach this piece.

Star Piece #70

Location - Creepy Castle

How to Find:

Go to the room where there was a chest full of Boos, and then enter the background of that area. You will see this Star Piece without even trying to.

Star Piece #71

Location - Creepy Castle

How to Find:

In the room where the parrot is (where you get the key), there is a door. Near it, you'll see this Star Piece. Use the Super Boots to reach it.

Keelhaul Key Star Piece Locations

=====

Star Piece #72

Location - Keelhaul Key

How to Find:

At the eastern side of the shore, there is a gap. Use the Super Boots to reach it, and grab the Star Piece.

Star Piece #73

Location - Keelhaul Key

How to Find:

This one can be found on the western side of the beach.

Star Piece #74

Location - Keelhaul Key

How to Find:

Go to the eastern side of the beach, and search behind some rocks for this one.

Star Piece #75

Location - Keelhaul Key

How to Find:

After getting #73, go to the next area and examine the nearby bush you see.

Star Piece #76

Location - Keelhaul Key

How to Find:

After you get #75, head into the next area, and check behind the root.

Star Piece #77

Location - Keelhaul Key

How to Find:

Go to the entrance of Pirate's Grotto, and check behind some rocks.

Pirate's Grotto Star Piece Locations

=====

Star Piece #78

Location - Pirate's Grotto

How to Find:

In the room where the spikes emerge from the floor, look around for a nearby floating platform, which has this Star Piece on it.

Star Piece #79

Location - Pirate's Grotto

How to Find:

Use the Super Boots to jump on top of the waterfall in the level, where you'll find this one.

Star Piece #80

Location - Pirate's Grotto

How to Find:

In the room where you got the Grotto Key, there is a crate. Ride it to the very top, and look at the barrel. The Star Piece is there.

Star Piece #81

Location - Pirate's Grotto

How to Find:

In the room with the locked door, check behind the locked door for this piece.

Excess Express Star Piece Locations

=====

Star Piece #82

Location - Excess Express

How to Find:

Go to Cabin #4, and you'll find this one near some seats in the room.

Star Piece #83

Location - Excess Express

How to Find:

Go to Cabin #5, and examine the drawer in there.

Star Piece #84

Location - Excess Express

How to Find:

Go to the Engine Room, and use the Super Boots near the engine to get this Star Piece.

Star Piece #85

Location - Excess Express

How to Find:

Get the pot, and return it to the Chef in the kitchen. You'll get this one as a reward.

Star Piece #86  
Location - Excess Express  
How to Find:

Get the Shell Earrings, and return them to the waitress to get this one.

Riverside Station Star Piece Locations  
=====

Star Piece #87  
Location - Riverside Station  
How to Find:

Check behind the cylinder in the room with the Storage Key.

Poshley Heights Star Piece Locations  
=====

Star Piece #88  
Location - Poshley Heights  
How to Find:

This Star Piece is in front of the stairs leading to the Riverside Station.  
Use the Super Boots to get it.

Star Piece #89  
Location - Poshley Heights  
How to Find:

This one can be found behind a lawn chair near a blue building.

Star Piece #90  
Location - Poshley Heights  
How to Find:

Near a pink building, you'll see a fence. Go through the small crack in it  
using the Paper Ability, where you'll find this Star Piece.

Star Piece #91  
Location - Poshley Heights  
How to Find:

This one is just west of the Hotel, behind a hedge.

Fahr Outpost Star Piece Locations  
=====

Star Piece #92  
Location - Fahr Outpost  
How to Find:

Use the Super Boots just west of the Warp Pipe to get this one.

Star Piece #93  
Location - Fahr Outpost  
How to Find:

Go to the next area after #92, and check behind the shrub in that area.

Star Piece #94  
Location - Fahr Outpost  
How to Find:

After getting #93, go to the next area, and look behind a broken wall.

Star Piece #95  
Location - Fahr Outpost  
How to Find:

In the outpost itself, this one is in the western area behind yet another broken wall.

Star Piece #96  
Location - Fahr Outpost  
How to Find:

Use the Super Boots just west of the big cannon to get this one.

Star Piece #97  
Location - Fahr Outpost  
How to Find:

Go to the house at the far right side of the outpost, and check behind some boxes to find it.

#### The Moon Star Piece Locations =====

Star Piece #98  
Location - The Moon  
How to Find:

In the area where you see the X-Naut's Fortress, break the damaged rock to find this Star Piece inside.

#### X-Naut's Fortress Star Piece Locations =====

Star Piece #99  
Location - X-Naut's Fortress  
How to Find:

In the area where you have to use the crane to grab certain stuff, use that crane to grab this piece.

Star Piece #100

Location - X-Naut's Fortress

How to Find:

At the left side of the fort, enter the air duct. Search around and you'll find this one inside.

=====  
VII. Badges  
=====

Badges are things you can equip on Mario to make him or his partner get stronger. Each badge has different effects. Here is a chart of each and every badge in the game; there are 85 in all.

BADGE	BP COST	FP USED	FOUND
Attack FX B	0	0	Rogueport
Attack FX R	0	0	Hooktails Castle
Attack FX G	0	0	Charlieton
Attack FX P	0	0	Lovely Howz
Attack FX Y	0	0	Dazzle
All or Nothing	4	0	Palace of Shadow
Bump Attack	5	0	Pit of 100 Trial
Chill Out	1	1	Glitzville
Charge	1	1	The Great Tree
Close Call	1	0	Petal Meadows
Charge P	1	1	Glitzville
Double Dip	3	4	Rogueport
Defend Plus	5	0	Twilight Town
Double Dip P	3	4	Pit of 100 Trial
Defend Plus P	5	0	Rogueport Sewers
Double Pain	0	0	Charlieton
Fire Drive	3	5	Lovely Howz
Feeling Fine	4	0	X-Naut Fortress
FP Drain	1	0	Lovely Howz
Flower Saver	4	0	Dazzle
Feeling Fine P	4	0	X-Naut Fortress
Flower Saver P	4	0	Dazzle
First Attack	1	0	Lovely Howz
FP Plus	3	0	Pianta Parlor
Flower Finder	3	0	Dazzle
Happy Flower	2	0	Lovely Howz
Hammer Throw	1	2	Twilight Trial
Happy Heart	2	0	Dazzle
HP Drain	1	0	Rogueport
Happy Heart P	2	0	Dazzle
HP Plus	3	0	Hooktails Castle
Head Rattle	1	2	Keelhaul Key
HP Drain P	1	0	Poshley Heights
HP Plus P	6	0	Pianta Parlor
Heart Finder	3	0	Dazzle
Ice Power	1	0	Keelhual Key
Ice Smash	1	3	Creepy Steeple

Item Hog	3	0	Dazzle	
Jumpman	2	0	Charlieton	
Lucky Day	7	0	Pit of 100 Trial	
L Emblem	0	0	Poshley Sanctum	
Lucky Start	4	0	Creepy Steeple	
Last Stand	1	0	Glitzville	
Last Stand P	1	0	Lovely Howz	
Money Money	5	0	Pianta Parlor	
Mega Rush	1	0	Charlieton	
Mega Rush P	1	0	Petalburg	
Multibounce	1	2	Shhwonk Fortress	
P-Up, D-Down	2	0	River Station	
P-Down, D-Up	2	0	Pirate's Grotto	
P-Up, D-Down P	2	0	Palace of Shadow	
P-Down, D-Up P	2	0	Boggly Woods	
Power Bounce	3	3	Hooktails Castle	
Peekaboo	2	0	Dazzle	
Power Jump	1	2	Lovely Howz	
Pity Flower	3	0	Pit of 100 Trial	
Power Plus	6	0	Dazzle	
Piercing Blow	1	2	Lovely Howz	
Power Plus P	6	0	Dazzle	
Power Smash	1	2	Rogueport	
Power Rush	1	0	Lovely Howz	
Pretty Lucky	2	0	Dazzle	
Power Rush P	1	0	Lovely Howz	
Pretty Lucky P	2	0	Lovely Howz	
Quick Change	7	0	Dazzle	
Quake Hammer	2	3	Boggly Woods	
Return Postage	7	0	Pit of 100 Trial	
Refund	1	0	Pianta Parlor	
Sleepy Stomp	1	2	Lovely Howz	
Spike Shield	3	0	Rogueport Sewers	
Simplifier	1	0	Lovely Howz	
Soft Stomp	1	2	Rogueport Sewers	
Shrink Stomp	1	2	Lovely Howz	
Slow Go	0	0	Charlieton	
Super Appeal	1	0	Lovely Howz	
Super Appeal P	1	0	Lovely Howz	
Tornado Jump	2	3	Creepy Steeple	
Timing Tutor	1	0	Charlieton	
Unsimplifier	1	0	Lovely Howz	
W Emblem	0	0	Charlieton	
Zap Tap	3	0	Pit of 100 Trial	
_____	_____	_____	_____	

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=====  
VIII. Items  
=====

Fire Flower

Location - Toad Bros. Bazaar

Description - Attacks all enemies with fireballs  
and burns them, making them take  
three damage.

### Courage Meal

Location - Zess T.'s House

Description - Throw this to attack an enemy. See the Recipes section to see how to make this.

### Shooting Star

Location - Northwinds Mart

Description - Makes Shooting Stars fall down, confusing all enemies in the area.

### Zess Dynamite

Location - Zess T.'s House

Description - Attacks all enemies. See the Recipes section to see how to make this.

### HP Drain

Location - Pungent's Shop

Description - Simultaneously attacks foes and replenishes your own HP.

### Thunder Bolt

Location - Westside Goods

Description - Drops lightning on an enemy and stuns it.

### Earth Quake

Location - Souvenir Shop

Description - Attacks all ground-bound enemies.

### Egg Bomb

Location - Zess T.'s House

Description - Throw it to attack an enemy. See the Recipes section to see how to make this.

### Ice Storm

Location - Pungent's Shop

Description - Drops shooting stars on all enemies and freezes them.

### Love Pudding

Location - Zess T.'s House

Description - Makes you invisible, electrified, or sleepy. See the Recipes section to see how to make this.

### Volt Shroom

Location - Westside Goods

Description - Electrifies you to damage direct attackers.

### Boo's Sheet



Location - Sales Stall

Description - Makes you invisible, so attacks against you miss.

Courage Shell

Location - Niff T.'s Shop

Description - Gives your partner courage to boost his or her defense.

Peach Tart

Location - Zess T.'s House

Description - Makes you electrified, dodgy or sleepy. See the Recipes section to see how to make this.

Repel Cape

Location - Souvenir Shop

Description - Raises your evasion, making you harder to hit.

Dried Shroom

Location - Westside Goods

Description - A less-than-tasty dried mushroom. Replenishes 1 HP.

Cake Mix

Location - Pianta Parlor

Description - An ingredient for making treats.

Fire Pop

Location - Zess T.'s House

Description - Replenishes 20 FP. See the Recipe section to see how to make this.

Healthy Salad

Location - Zess T.'s House

Description - Replenishes 15 FP and cures poisoning. See the Recipe section to see how to make this.

Horsetail

Location - Petal Meadows

Description - A plant found in Petal Meadows. Replenishes 3 HP.

Golden Leaf

Location - Creepy Steeple

Description - A weird leaf found in Creepy Steeple. Replenishes 10 FP.

Honey Shroom

Location - Zess T.'s House

Description - Replenishes 5 HP and 5 FP. See the Recipes section to see how to make this.

Fruit Parfait

Location - Zess T.'s House

Description - Replenishes 10 HP and 2 FP. See the Recipes section to see how to make this.

Honey Candy

Location - Zess T.'s House

Description - Replenishes 20 FP. See the Recipes section to see how to make this.

Dried Bouquet

Location - Petalburg

Description - Beautiful flowers made by Bub-ulber. Replenishes 1 HP.

Coco Candy

Location - Zess T.'s House

Description - Replenishes 3 HP and 15 FP. See the Recipes section to see how to make this.

Icicle Pop

Location - Zess T.'s House

Description - Replenishes 10 HP. See the Recipes section to see how to make this.

Heartful Cake

Location - Zess T.'s House

Description - Replenishes 20 FP, but also softens you. See the Recipes section to see how to make this.

Fresh Pasta

Location - Poshley Heights

Description - Poshley Heights pasta. Replenishes 10 HP and 5 FP.

Hot Dog

Location - Hot Dog Stand

Description - Mr. Hoggle's meaty work of art. Refills 5 HP and 5 FP.

Honey Ultra

Location - Zess T.'s House

Description - Replenishes 50 HP and 5 FP. See the Recipes section to see how to make this.

Honey Super

Location - Zess T.'s House

Description - Replenishes 10 HP and 5 FP. See the Recipes section to see how to make this.

Honey Syrup

Location - Toad Bros. Bazaar

Description - A sweet snack. Restores 5 FP.

### Jammin' Jelly

Location - Underground Shop  
Description - Restores 50 FP.

### Jelly Ultra

Location - Zess T.'s House  
Description - Replenishes 50 HP and 50 FP. See the Recipes section to see how to make this.

### Mistake

Location - Zess T.'s House  
Description - Replenishes 1 HP and 1 FP. See the Recipes section to see how to make this.

### Turtley Leaf

Location - Niff T.'s Shop  
Description - Replenishes 3 FP.

### Whacka Bump

Location - Keelhaul Galleria  
Description - Replenishes 25 HP and 25 FP.

### Zess Frappe

Location - Zess T.'s House  
Description - Replenishes 20 HP. See the Recipes section to see how to make this.

### Spaghetti

Location - Zess T.'s House  
Description - Replenishes 6 HP and 4 FP. See the Recipes section to see how to make this.

### Omelette Meal

Location - Zess T.'s House  
Description - Replenishes 5 HP and 5 FP. See the Recipes section to see how to make this.

### Spicy Pasta

Location - Zess T.'s House  
Description - Replenishes 10 HP and 10 FP. See the Recipes section to see how to make this.

### Shroom Cake

Location - Zess T.'s House  
Description - Replenishes 10 HP and 10 FP. See the Recipes section to

see how to make this.

#### Shroom Roast

Location - Zess T.'s House

Description - Replenishes 15 HP and 5 FP. See the Recipes section to see how to make this.

#### Shroom Crepe

Location - Zess T.'s House

Description - Replenishes 30 HP and 20 FP. See the Recipes section to see how to make this.

#### Shroom Steak

Location - Zess T.'s House

Description - Replenishes 30 HP and 10 FP. See the Recipes section to see how to make this.

#### Shroom Fry

Location - Zess T.'s House

Description - Replenishes 6 HP 2 FP. See the Recipes section to see how to make this.

#### Space Food

Location - Zess T.'s House

Description - Replenishes 5 HP. See the Recipes section to see how to make this.

#### Tasty Tonic

Location - Toad Bros. Bazaar

Description - Cures poison and other ailments.

#### Ultra Shroom

Location - Underground Shop

Description - Replenishes 50 HP.

#### Koopa Bun

Location - Zess T.'s House

Description - Replenishes 15 FP. See the Recipes section to see how to make this.

#### Koopasta

Location - Zess T.'s House

Description - Replenishes 7 HP and 7 FP. See the Recipes section to see how to make this.

#### Mango Delight

Location - Zess T.'s House

Description - Replenishes 10 HP and 3 FP. See the Recipes section to see how to make this.

### Zess Deluxe

Location - Zess T.'s House

Description - Replenishes 40 HP and 40 FP. See the Recipes section to see how to make this.

### Zess Special

Location - Zess T.'s House

Description - Replenishes 20 HP and 20 FP. See the Recipes section to see how to make this.

### Zess Dinner

Location - Zess T.'s House

Description - Replenishes 10 HP and 10 FP. See the Recipes section to see how to make this.

### Zess Tea

Location - Zess T.'s House

Description - Replenishes 20 FP. See the Recipes section to see how to make this.

### Super Shroom

Location - Westside Goods

Description - Replenishes 10 HP.

### Snow Bunny

Location - Zess T.'s House

Description - Refills 30 HP but freezes you. See the Recipes section to see how to make this.

### Meteor Meal

Location - Zess T.'s House

Description - Refills 7 HP and gradually recovers even more. See the Recipes section to see how to make this.

### Maple Super

Location - Zess T.'s House

Description - Replenishes 10 HP and 10 FP. See the Recipes section to see how to make this.

### Maple Ultra

Location - Zess T.'s House

Description - Replenishes 50 HP and 10 FP. See the Recipes section to see how to make this.

### Koopa Tea

Location - Zess T.'s House

Description - Replenishes 7 FP. See the Recipes section to see how to make this.

### Keel Mango

Location - Keelhaul Galleria  
Description - Replenishes 5 HP.

#### Jelly Candy

Location - Zess T.'s House  
Description - Replenishes 64 FP.

#### Jelly Super

Location - Zess T.'s House  
Description - Replenishes 10 HP and 50 FP. See the Recipes section to see how to make this.

#### Jelly Shroom

Location - Zess T.'s House  
Description - Replenishes 5 HP and 50 FP.

#### Jelly Ultra

Location - Zess T.'s House  
Description - Replenishes 50 HP and 50 FP. See the Recipes section to see how to make this.

#### Mousse Cake

Location - Zess T.'s House  
Description - Replenishes 15 FP. See the Recipes section to see how to make this.

#### Peachy Peach

Location - Twilight Town  
Description - Replenishes 1 HP and 2 FP.

#### Mushroom

Location - Toad Bros. Bazaar  
Description - Replenishes 5 HP.

#### Mystic Egg

Location - The Great Tree  
Description - Replenishes 5 HP.

#### Inky Sauce

Location - Zess T.'s House  
Description - Replenishes 30 FP. See the Recipes section to see how to make this.

#### Ink Pasta

Location - Zess T.'s House  
Description - Replenishes 10 HP and 30 FP. See the Recipes section to see how to make this.

#### Gradual Syrup

Location - Underground Shop

Description - Makes allies recover FP gradually for a brief period.

Power Punch

Location - Souvenir Shop

Description - Boosts your partner's attack power by adding buffness.

Hot Sauce

Location - Glitzville

Description - A popular sauce with captivating spiciness.

Mr. Softener

Location - Niff T.'s Shop

Description - Softens up enemies for a bit, decreasing their defense.

Mini Mr. Mini

Location - Pungent's Shop

Description - Briefly shrinks enemies, dropping their attack power.

Dizzy Dial

Location - Westside Goods

Description - Makes all enemies dizzy, decreasing their accuracy.

Couple's Cake

Location - Zess T.'s House

Description - Slowly refills HP. You can't eat it alone. See the  
Recipes section to see how to make this.

Sleepy Sheep

Location - Toad Bros. Bazaar

Description - Temporarily puts all enemies to sleep, immobilizing  
them.

Stop Watch

Location - Twilight Shop

Description - Temporarily immobilizes all enemies.

Slow Shroom

Location - Underground Shop

Description - Makes allies recover HP gradually for a brief period.

Ruin Powder

Location - Northwinds Mart

Description - Confuses all enemies, hindering their attacks.

Spite Pouch

Location - Twilight Shop

Description - Briefly does half-damage to all foes who attack directly.

### Shroom Broth

Location - Zess T.'s House

Description - Gradually replenishes HP. See the Recipes section to see how to make this.

### Point Swap

Location - Souvenir Shop

Description - Swaps your partner's HP and FP. (Cannot exceed max.)

### Fright Mask

Location - Toad Bros. Bazaar

Description - Summons a scary spirit to chase some enemies away.

### Mystery

Location - Pungent's Shop

Description - Who knows what this does? Take a chance and find out!

### Trial Stew

Location - Zess T.'s House

Description - Yields incredible results. See the Recipes section to see how to make this.

### Inn Coupon

Location - Petal Meadows

Description - Lets you stay one free night at an inn.

### Poison Shroom

Location - Zess T.'s House

Description - Eat it and it'll poison you! See the Recipes section to see how to make this.

### Blanket

Location - Excess Express

Description - The conductor's blanket. Without this, he's freezing.

### Box

Location - Rogueport

Description - The thing McGoomba asked you to deliver to Goomfrey.

### Autograph

Location - Excess Express

Description - The autograph of the Excess Express engineer.

### Black Key

Location - Various Locations

Description - A strange black key...but what could it be for?

### Blue Key



Location - Great Tree

Description - A key that opens the blue cell door.

Battle Trunks

Location - Glitzville

Description - Trunks some wrestler wore to tatters.

Blimp Ticket

Location - Rogueport

Description - A ticket for the airship that travels to Glitzville.

Briefcase

Location - Excess Express

Description - A heavy briefcase with Nitro Honey Syrup specs  
inside.

Champ's Belt

Location - Glitzville

Description - The champ's belt you earned when you beat Rawk Hawk.

Contact Lens

Location - Toad Bros. Bazaar

Description - An aid for poor vision. Does Mario really need this?

Cog

Location - X-Naut Fortress

Description - A cog needed to operate the crane.

Card Key

Location - X-Naut Fortress

Description - A card key that opens a door in the X-Naut base.

Cave Key

Location - Pirate's Grotto

Description - A key that opens a door inside the cave.

Chuckola Cola

Location - Keelhaul Galleria

Description - Flavio's treasured beverage. (Actually, it's Bobbery's!)

Cookbook

Location - Creepy Steeple

Description - A rather old cookbook penned by Maitre Delish.

Castle Key

Location - Hooktail's Castle

Description - A key that opens a door in Hooktail Castle.

### Dubious Paper

Location - Glitzville

Description - A letter that looks like it has lots of important stuff in it.

### Data Disk

Location - X-Naut Fortress

Description - A disk from Grodus's room. What kind of data is on it?

### Floodgate Handle

Location - Pirate's Grotto

Description - A handle used to open the floodgates.

### Elevator Key

Location - X-Naut Fortress

Description - A card key that operates an elevator in the X-Naut base.

### Gold Card

Location - Rogueport (Trouble Center)

Description - A parlor card that lets you play the Tube Mode game.

### Goldbob's Permission

Location - Poshley Heights

Description - Goldbob's user's manual for the Fahr Outpost cannon.

### Gold Bar

Location - Underground Shop

Description - A gold bar.

### Gold Bar x3

Location - Underground Shop

Description - Three gold bars.

### Galley Kettle

Location - Excess Express

Description - An empty stewpot. This thing looks like it was licked clean!

### Gold Ring

Location - Excess Express

Description - The ring Tooodles lost. It looks quite expensive.

### Green Potion

Location - X-Naut Fortress

Description - A pretty-colored potion. What kind of affect will it have?

### House Key

Location - Rogueport

Description - A key to a house. Whoever lost it probably needs it back.

### Palace Key

Location - Palace of Shadow

Description - A key for a pedestal in the Palace of Shadow.

### Necklace

Location - Boggly Woods

Description - Flurrie's favorite necklace.

### Old Letter

Location - Rogueport

Description - The letter Scarlett wrote to Bobbery on her deathbed.

### Lottery Pick

Location - Rogueport

Description - A lottery ticket from Lucky's booth.

### Moon Stone

Location - Shhwonk Fortress

Description - A mystical stone shaped like the moon.

### Blue Potion

Location - X-Naut Fortress

Description - A lovely colored potion. What kind of effect will it have?

### Puni Orb

Location - Great Tree

Description - The emblem of a Puni leader, given to you by the elder.

### Platinum Card

Location - Poshley Heights (Trouble Center)

Description - A parlor card that lets you play the Boat Mode game.

### Routing Slip

Location - Twilight Town

Description - A Silver Club routing slip. It's so well used, it's tattered.

### Present

Location - Poshley Heights

Description - The thing Bub asked you to deliver to Sylvia.

### Red Key

Location - Great Tree

Description - A key that opens the red cell door.

Ragged Diary

Location - Excess Express

Description - The diary the ghost kept. You shouldn't read it.

Red Potion

Location - X-Naut Fortress

Description - A vividly colored potion. What kind of effect will it have?

Shine Sprite

Location - Various Locations

Description - A mysterious, powerful object. Collecting these will help!

Star Piece

Location - Various Locations

Description - A lovely piece of a star.

Star Key

Location - Palace of Shadow

Description - A strange, star-shaped stone.

Shell Earrings

Location - Excess Express

Description - Earrings lost by the waitress. They remind her of her ex.

Station Key

Location - Riverside Station

Description - The key that opens the entrance to the station.

Strange Sack

Location - Pit of 100 Trials

Description - A sack that allows you to carry 20 items at a time.

Skull Gem

Location - Keelhaul Galleria

Description - The pride of Flavio's family. Can it be set into Skull Rock?

Special Card

Location - Hooktail's Castle (Trouble Center)

Description - A parlor card that lets you play the Paper Mode game.

The Letter "P"

Location - Creepy Steeple

Description - A letter needed to get Mario's name and body back.

Superbomb Bomb

Location - Twilight Town

Description - Won't Vivian be punished if she dosen't find this?

Sun Stone

Location - Shhwonk Fortress

Description - A mystical stone shaped like the sun.

Super Luigi

Location - Toad Bros. Bazaar

Description - "Super Luigi: Book 1" Super popular! Now on sale!

Super Luigi 2

Location - Toad Bros. Bazaar

Description - "Super Luigi: Book 2" Manager's pick!!!

Super Luigi 3

Location - Toad Bros. Bazaar

Description - "Super Luigi: Book 3" This month's best-seller!!!

Super Luigi 4

Location - Toad Bros. Bazaar

Description - "Super Luigi: Book 4" The fan favorite!!!

Super Luigi 5

Location - Toad Bros. Bazaar

Description - "Super Luigi: Book 5" Coming soon to theaters!!!

Steeple Key

Location - Creepy Steeple

Description - A key that opens a door in Creepy Steeple.

Storage Key

Location - Various Locations

Description - A key that opens a door in the Glitz Pit storage room.

Station Key #2

Location - Riverside Station

Description - A key that opens a door in the station.

Silver Card

Location - Pit of 100 Trials (Trouble Center)

Description - A parlor card that lets you play the Paper Mode game.

Up Arrow

Location - Hooktail's Castle

Description - It's unclear what this means. You should ask somebody.

Train Ticket

Location - Rogueport

Description - A ticket for the ritzy train to Poshley Heights.

Wrestling Mag

Location - Glitzville

Description - A mag that Jolene returned. Deliver it to Toddles.

Vital Paper

Location - Excess Express

Description - This...looks like something very important and complicated.

Ultra Stone

Location - Rogueport

Description - A stone that helps raise your partners to the highest rank.

Yellow Potion

Location - X-Naut Fortress

Description - A pale-colored potion. What kind of effect will it have?

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## IX. Shine Sprites

=====

Here is a complete checklist of every Shine Sprite in the game.

### Rogueport Shine Sprite Locations

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#### Shine Sprite #1

Location - Rogueport

How to Find:

You must have Yoshi to get this one. Get on top of the buildings, then jump to the building to the left, and then jump on the building to the north and claim your Shine.

#### Shine Sprite #2

Location - Rogueport

How to Find:

To get this Shine, go on top of the buildings and slip in between the boxes to nab it.

Shine Sprite #3

Location - Rogueport

How to Find:

Go to Admiral Bobbery's house, and into Scarlette's room.

Shine Sprite #4

Location - Rogueport

How to Find:

Go to the west side of town, then left of the Item Shop. Blow up the crack there with Bobbery and your prize awaits you in there.

Shine Sprite #5

Location - Rogueport

How to Find:

At the west side of the town, enter the house to the right. Inside, go up the stairs and roll through the opening in the wall with Tube Mode, where this Shine lurks.

Rogueport Sewers Shine Sprite Locations

=====

Shine Sprite #6

Location - Rogueport Sewers

How to Find:

To get this one, go to the room with the Thousand-Year Door, and slip between the bars there, then jump on the spring. Fly with Plane Mario over to the higher ledge, then use the spring there and it is up there.

Shine Sprite #7

Location - Rogueport Sewers

How to Find:

Go to the area with all of the blue pipes, and ride the elevator up to where this one is.

Shine Sprite #8

Location - Rogueport Sewers

How to Find:

Use Yoshi to fly to the ledge to the west leading to the green door that leads to Twilight Town, the Shine is near there.

Shine Sprite #9

Location - Rogueport Sewers

How to Find:

In the room where you battled Blooper, turn into a Paper Boat there, and sail to the east where the Shine is.

Shine Sprite #10

Location - Rogueport Sewers

How to Find:

This one is in a hidden room in the sewers. To get there, go to the west side of Rogueport, then slip through the cage on the floor leading to the sewers. Now, you should see a wall that looks like it's peeling off. Use Flurrie's wind gust to blow it away, revealing a pipe. Do not take the pipe, but instead, go left of it to the next area. Use the Boat Panel and sail all the way over to the right, to a hidden room where there are three Shines.

Shine Sprite #11

Location - Rogueport Sewers

How to Find:

Yet another one which lies in a hidden room.

Shine Sprite #12

Location - Rogueport Sewers

How to Find:

The last one which lies in a hidden room.

Shine Sprite #13

Location - Rogueport Sewers

How to Find:

This Shine is on a pedestal above Dazzle. Email me if you want to know how to get up there.

Hooktail's Castle Shine Sprite Locations

=====

Shine Sprite #14

Location - Hooktail's Castle

How to Find:

After the room with the letter in the bones, there is a block in the air northeast from the entrance of the room.

Shine Sprite #15

Location - Hooktail's Castle

How to Find:

In the room where you first meet Ms. Mowz, the Shine Sprite is to the left of the treasure chests.

Shine Sprite #16

Location - Hooktail's Castle



How to Find:

At the room before you use your last key on the door, there is a block there containing the Shine Sprite.

#### Boggly Woods Shine Sprite Locations

=====

Shine Sprite #17

Location - Boggly Woods

How to Find:

On your way to Madam Flurrie's house, you should find an Airplane Panel. Use Koops while standing on said panel for this Shine.

#### The Great Tree Shine Sprite Locations

=====

Shine Sprite #18

Location - The Great Tree

How to Find:

In the room with two Piranha Plants at the bottom level, you will see a Shine Sprite. To get to it, go to the upper level of the room, and you will see a black thing. Blow this off using Flurrie and an Airplane Panel will appear. Fly over to the next Airplane Panel, then fly over to the left where the Shine Sprite is.

Shine Sprite #19

Location - The Great Tree

How to Find:

Go to the room with all of the bubbles, and drop down to the lower level. The Shine Sprite is in a box there.

Shine Sprite #20

Location - The Great Tree

How to Find:

Inside the secret room that you got in by butt-stomping on the X, the first one you ever encountered, is a Shine Sprite. To get it, jump from pillar to pillar until you reach it.

Shine Sprite #21

Location - The Great Tree

How to Find:

In the room where you drain the water, go down to the lower level and go right to another platform. Then, look to the west and there is a lilipad, get on it and get on the other one and get the Shine Sprite.

#### Glitzville Shine Sprite Locations

=====  
Shine Sprite #22  
Location - Glitzville  
How to Find:

Right next to the entrance of the Glitz Pit is a Shine Sprite box in mid air that you cannot reach. To get it, hit the shadow under it to reveal a hidden block, then jump on the block and then hit the Shine Sprite block to get it.

Shine Sprite #23  
Location - Glitzville  
How to Find:

Go up in the attic in the Storage Room, and the Shine is there.

Twilight Trail Shine Sprite Locations  
=====

Shine Sprite #24  
Location - Twilight Trail  
How to Find:

Check behind the last tree before you reach the Creepy Steeple.

Creepy Steeple Shine Sprite Locations  
=====

Shine Sprite #25  
Location - Creepy Steeple  
How to Find:

Inside the castle, go southeast and you will see a small entrance. Turn into a tube and roll into the hole and into the room it leads to where a Shine Sprite is just dying to be received.

Shine Sprite #26  
Location - Creepy Steeple  
How to Find:

To get this Shine Sprite, go to the bottom of the well, and to the left; it is there.

Shine Sprite #27  
Location - Creepy Steeple  
How to Find:

In the room with all the Buzzies, get past the barrier and enter the door. In that room, the Shine is waiting for you.

Keelhaul Key Shine Sprite Locations  
=====

Shine Sprite #28

Location - Keelhaul Key

How to Find:

To get this Shine, go west of the bridge area. In that area, go west and you will see a brown block. Use Yoshi to hover on the block and get the Shine Sprite.

Shine Sprite #29

Location - Keelhaul Key

How to Find:

In the bridge area, cross the bridge and then check behind the tree for a block; hit it to get the Shine.

Pirate's Grotto Shine Sprite Locations

=====

Shine Sprite #30

Location - Pirate's Grotto

How to Find:

To get this Shine Sprite, get on the first wrecked boat you find, and get on the top of it and jump to receive another Shine.

Shine Sprite #31

Location - Pirate's Grotto

How to Find:

Go to the room with the Blue Ember, and jump up the steps. Then, once you get on the last step, turn to the left facing the Shine block and toss Koops' shell to reveal an invisible block. Jump on the platform and walk on the block to claim your prize.

Shine Sprite #32

Location - Pirate's Grotto

How to Find:

To get this one, go to the room where you got the Grotto Key, and then get on the wooden platform and hit the blue switch using Koops and then when it rises up half way, jump on the box to the left, and over to the ledge with the Shine.

Shine Sprite #33

Location - Pirate's Grotto

How to Find:

Go to the room with the second set of spikes, and look to your right and you will see a Shine block. Use Koops to get the Shine.

Shine Sprite #34

Location - Pirate's Grotto

How to Find:

To get this Shine Sprite, go to the room after the second set of spikes, and you will see a Shine you cannot reach. Simply hammer the shadow of the Shine block to reveal a hidden block; step on it and claim the Shine as one of yours.

#### Excess Express Shine Sprite Locations

=====

Shine Sprite #35

Location - Excess Express

How to Find:

In Cabin 005, look behind the table. Hit the block with your hammer to get it.

Shine Sprite #36

Location - Excess Express

How to Find:

To get this Shine, give Bub an Autograph of the conductor.

#### Riverside Station Shine Sprite Locations

=====

Shine Sprite #37

Location - Riverside Station

How to Find:

This Shine is located in the outside area of the station, it is in a corner after going down the steps.

Shine Sprite #38

Location - Riverside Station

How to Find:

After hitting the switches that have numbers on them, go up the newly revealed stairs and on the last step, use Koops to get it.

#### Poshley Heights Shine Sprite Locations

=====

Shine Sprite #39

Location - Poshley Heights

How to Find:

This Shine Sprite is near the sanctum. Go directly east of the sanctum and then use a Spring Jump under the shadow of the block to get it.

#### Poshley Sanctum Shine Sprite Locations

=====

Shine Sprite #40

Location - Poshley Sanctum

How to Find:

At one of the pipes, slide to the left and drop, and the Shine is there.

#### Fahr Outpost Shine Sprite Locations

=====

##### Shine Sprite #41

Location - Fahr Outpost

How to Find:

In the outskirts of the outpost, it is behind a tree.

##### Shine Sprite #42

Location - Fahr Outpost

How to Find:

Go east of the last house in the Fahr Outpost town.

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#### X. Side-Quests

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##### The Pit of 100 Trials

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The Pit of 100 Trials contains one enemy in each level, and there are 100 levels to go down. Each time you beat an enemy, a pipe rises from the ground, leading to the next floor. To get there, slip through the bars using paper mode in the room with the Thousand-Year Door, then jump on the spring and get on the Airplane Panel, then turn into a paper airplane and fly over to the next ledge, then slip through the bars and enter the door there. I will list each of the prizes you get after every ten floors in the Pit of 100 Trials.

##### Sleepy Stomp

Found - Floor #10

##### Fire Drive

Found - Floor #20

##### Zap Tap

Found - Floor #30

##### Pity Flower

Found - Floor #40

##### Strange Sack

Found - Floor #50

Double Dip  
Found - Floor #60

Double Dip P  
Found - Floor #70

Bump Attack  
Found - Floor #80

Lucky Day  
Found - Floor #90

Return Postage  
Found - Floor #100

=====  
The Trouble Center  
=====

The Trouble Center contains lots of things to do that people tell you to do. When you enter the building where the Trouble Center is, you can take on a trouble, then you must do it and do it right! Here is a list of each trouble you can take on, and how to do them. The Trouble Center is located east of Frankly's house, it is the second building.

Trouble #1  
Garf's Trouble  
Title: Need a Key!  
Reward: 20 Coins  
Description -

To do this person's trouble, go to the Rogueport Square, and enter the Inn. In the Inn, jump up the stairs and turn left at the top floor, enter the door there. Outside, go west on the catwalk and grab the House Key next to the Lovely Howz badge shop. Next, go to the eastern side of Rogueport and go east from the Trouble Center, unlock the door and speak to Garf to complete this trouble.

Trouble #2  
McGoomba's Trouble  
Title: Safe Delivery...  
Reward: 20 Coins  
Description -

To help this Goomba out, go to the Rogueport Square and go north behind the alley. After that, go east and speak with the Goomba there, he will give you a package. Next, go to the east side of Rogueport and deliver the package to the Goomba next to Frankly's house, then return to the Goomba behind the alley to get your prize.

### Trouble #3

Arfur's Trouble

Title: Price adjustment.

Reward: 20 Coins

Description -

Go to the Rogueport Square, then go in the Item Shop. Once there, see how much a Tasty Tonic, Fire Flower and Sleepy Sheep cost, all together. Now, go to the eastern side of Rogueport and speak with the dog looking guy next to the Trouble Center, he will ask you how much price was each item, answer "10 Coins" "8 Coins" and "3 Coins" and he will give you 20 coins.

### Trouble #4

Goomther's Trouble

Title: Find this guy!

Reward: 20 Coins

Description -

Go to the square of Rogueport, the Rogueport Square, then speak to one of the Goomba's there. One of them will tell you to find the bandit that stole his property, and he says that he wears a white mask and a blue shirt. So, go east and go to the eastern part of town, then go north to the brick wall, and go through the secret area and speak with the bandit, he will run away. Next, exit the secret area, and head to the Rogueport Harbor.

Here, drop off the ledge and look to the left, he is hiding behind the wall. Speak with him, and he will run away again. Now, go to the Rogueport Square, and go north to the back alley. Here, go west and you will see the bandit again. Speak with him and this time, Goomther will come and give you a reward of 20 coins.

### Trouble #5

Mousimilian's Trouble

Title: Hit me, please!

Reward: Information

Description -

To solve this trouble, go to the Rogueport Square. Then, go west and speak with the rat near the item shop, he will want you to hit him with your hammer until he remembers what he wanted to do. So, press B, rapidly hitting him with your hammer until he says he remembers, then speak with him to solve this trouble.

### Trouble #6

Bomberto's Trouble

Title: I'm hungry!

Reward: 11 Coins

Description -

First, go to the Rogueport Harbor. After this, go south towards where you first arrived at Rogueport on the boat, and speak with the little Bob-Omb with a bandana on his forehead. He will tell you to go buy him something to eat. Now, go to the item shop and buy one Mushroom, then speak with him again and give him the Mushroom and he will give you a reward of 11 coins.

### Trouble #7

#### Koopook's Trouble

Title: Try to find me!

Reward: Special Card

Description -

Go to Petal Meadows. Once you're there, head inside Hooktail's Castle. Then, stand next to the door leading to the room where you met Ms. Mowz, then drop down and you will see Koopook, talk to him with Koops in your party to get your reward.

#### Trouble #8

Mayor Kroop's Trouble

Title: Listen to me!

Reward: Turtley Leaf

Description -

This trouble is easy. First, go to Petalburg. Then, go to the pink house and speak with Mayor Kroop and he will give you a Turtley Leaf as a reward.

#### Trouble #9

Plenn T.'s Trouble

Title: Order me an item!

Reward: Ultra Shroom

Description -

To do this trouble, go to the Item Shop in Rogueport Square and then speak with the shopkeeper. He will want five Courage Shells. Go to Petalburg and buy five Courage Shells, and give them to the shopkeeper to get your reward.

#### Trouble #10

Puni Elder's Trouble

Title: Emergency Shroom!

Reward: 60 Coins

Description -

If you have a Life Shroom, then don't worry about buying one. But if you don't have one, buy one at Rogueport at the west side for fifty coins, then head to the Great Tree and give the Puni Elder a Life Shroom to complete this trouble.

#### Trouble #11

Lahla's Trouble

Title: Play with me!

Reward: 10 Pianta's

Description -

This has to be the easiest trouble. Just go to the Pianta Parlor, and speak with Lahla to get ten Pianta's.

#### Trouble #12

Pine T. Jr.'s Trouble

Title: Help my daddy!

Reward: Silver Card

Description -

Go to the room where the Pit of 100 Trials is at, and speak with Pine T. Jr. He



will tell you to find his daddy. Go down the pit, and then get to the 18th floor and speak with his dad there. Then, get to floor 20 and exit the pit and speak with Pine T. Jr. to get your reward.

#### Trouble #13

Jolene's Trouble

Title: Help wanted!

Reward: 30 Coins

Description -

Head to the Storage Room in Glitzville and pick up all of the Battle Trunks and then head back to Rogueport. Once at Rogueport, give the Battle Trunks to Goomther near Frankly's Office, then return to Glitzville and speak with Jolene to get a reward of 30 coins.

#### Trouble #14

Merlee's Trouble

Title: Heartful Cake Recipe...

Reward: 30 Coins

Description -

To do this trouble, head to Merlee which is found in the Rogueport Sewers and speak with her. After that, head for Petalburg and speak with Toce T. She will tell you that she remembers the recipe for the Heartful Cake. Now, go to the Pianta Parlor and buy some Cake Mix, and give it to Merlee for your reward.

#### Trouble #15

Bub-Ulber's Trouble

Title: The food I want!

Reward: Dried Flowers

Description -

Go to Petalburg and then speak with Bub-Ulber. He will be craving some Hot Dogs. Head to Glitzville and go to the Hot Dog Stand and buy two Hot Dogs, then pick up a Cake Mix at the Pianta Parlor and go to Zess T.'s house, and tell her to bake the Cake Mix, and she will make a Mousse Cake. Now, head back over to Petalburg and then give Bub-Ulber all of these things, only to get some Dried Flowers as a reward.

#### Trouble #16

???'s Trouble

Title: Elusive Badge!

Reward: Attack FX Y

Description -

Go to the Inn in Rogueport Square, and once there, go upstairs and then turn left and open the door there. Outside, go west down the walkway and then ignore the door there, and jump on the roof. Now, talk to Mario's best friend, Ms. Mowz. Ms. Mowz wants you to get an elusive badge for her, so head to Hooktail's Castle. Once there, make your way to the top of the castle where you fought Hooktail.

In the room where Hooktail was, head east and you will hit a barrier. Switch to Flurrie and blow away the invisible barrier and open the chest to get the badge she wants, then go back to Rogueport and speak with Ms. Mowz, and she will give you your reward, plus she will join your party.

Trouble #17

Mayor Dour's Trouble

Title: Newsletter...

Reward: 30 Coins

Description -

To complete this one, head to Twilight Town. Once there, speak with Mayor Dour to get a Routing Slip. Next, head to the Puni Elder and show her the Routing Slip. Next, head to Petalburg and give Mayor Kroop the Routing Slip. Now, head back to Mayor Dour in Twilight Town and give him the Routing Slip for a reward of 30 coins.

Trouble #18

Zess T.'s Trouble

Title: Seeking legendary book!

Reward: Honey Shroom

Description -

To do this trouble, you must make your way back to the Creepy Steeple. Once inside the steeple's castle, head directly northeast and you will see a small passageway. Roll into a tube inside the passageway and the Cookbook is inside. Get all the goods in this room and take the Cookbook to Zess T. to get your reward.

Trouble #19

Eve's Trouble

Title: Tell that person...

Reward: Meteor Meal

Description -

First you must head to Twilight Town. Once there, go to the east side of town and enter the first house you see. Speak with Eve and she will want you to go see Podley in Rogueport. Now, head to Rogueport Square and go to the Inn and speak with the bartender. Now, head back to Twilight Town and speak with Eve to get your reward of a Meteor Meal.

Trouble #20

Goom Goom's Trouble

Title: Looking for a gal!

Reward: Couple's Cake

Description -

Go to Pirate's Grotto, and head to the room where you got your last curse at Once there, speak with Goom Goom with Goombella in your party to solve this trouble.

Trouble #21

Frankie's Trouble

Title: Important Thing!

Reward: Gold Card

Description -

Head to the west side of Rogueport and speak with Frankie and he will tell you to get his lost Wedding Ring. Go to the east side of Rogueport and go right

next to the Trouble Center. Now, go south and mount Yoshi, and fly to the east and grab the Wedding Ring, then take it back to Frankie.

#### Trouble #22

Chef Shimi's Trouble

Title: Get these ingredients!

Reward: 40 Coins

Description -

First you must get three things. To get the first thing, head to the Creepy Steeple and enter the first door to the north. Now, go right until you see a crack in the fence. Turn paper thin and slip through, then keep going east and hit the tree there and get the Golden Leaf. Now, head to the Great Tree and speak with Petuni. Play her little game and then she will give you a Mystic Egg. Now, head for the Keelhaul Key and head to the area with the red block.

Now, hit the tree near it to get a Keel Mango. Once you do that, head to the Excess Express and speak with Chef Shimi and give him all three items to get your reward, and complete this trouble.

#### Trouble #23

Toodle's Trouble

Title: I must have that book!

Reward: Plantinum Card

Description -

First, head to Poshley Heights. Once there, go inside the pink building and speak with Toodles. Next, head to Glitzville and speak with Jolene to get a magazine. Now, head back to Toodles and hand over the magazine to get your reward.

#### Trouble #24

Businessman's Trouble

Title: Security Code!

Reward: Hot Sauce

Description -

To do this one, head to Glitzville. Then, talk to the Hot Dog Stand owner and he will ask if you know his security code. It is 2625. Tell him that, and you will be awarded with some Hot Sauce.

#### Trouble #25

Goldbob's Trouble

Title: Delivery, please!

Reward: 64 Coins

Description -

To solve this trouble, head to Poshley Heights via the train or via the pipe. Then, go talk to Goldbob, and then he will give you a package. Now, head to the Fahr Outpost. Once there, go to the last house and speak with the Bob-Omb in the house. Now, head back to Rogueport. Then, go to the Inn and speak with the bartender. Now, head to Glitzville and speak with the bartender in the Fresh Juice Bar. Now, head back to Poshley Heights and speak with Goldbob. After this, go back to Fahr Outpost again and enter General White's house.

Wake up General White and give him the package, then go back to see Goldbob to

get your reward of 64 coins.

#### Trouble #26

Gob's Trouble

Title: I can't speak!

Reward: 20 Coins

Description -

For this trouble, head to the Rogueport Square's Item Shop and buy a Honey Syrup. Now, go to the west side of Rogueport and go to the Pianta Parlor. Once there, buy some Cake Mix for six coins. Now, go to Zess T.'s house and have her mix the Honey Syrup and the Cake Mix (Cookbook required). Now you will get some Honey Candy. Next, go to the Fahr Outpost and give the Honey Candy to the Bob-Omb just left of the Item Shop to get 20 coins as a reward.

#### Trouble #27

Toadia's Trouble

Title: I wanna meet Luigi!

Reward: Choco Cake

Description -

Go to the Poshley Heights and speak with the Toad next to the fountain. She will want to meet Luigi. Put on the L Emblem badge and speak with her, and she will think you are Luigi and give you a Choco Cake. See the Walkthrough section to see where to get the L Emblem.

#### Trouble #28

Doe T.'s Trouble

Title: Roust these cads!

Reward: 20 Coins

Description -

This one is actually quite easy. Simply head to the second part of Boggly Woods and talk to the Toad there. Eliminate all of the enemies there and speak with the Toad again to get a reward of 20 coins.

#### Trouble #29

Bub's Trouble

Title: Help me make up!

Reward: 3 Coins

Description -

To complete this one, simply head to Poshley Heights and speak with Bub next to the sanctum entrance. He will tell you to find a gift to give to his mother. Okay, so head to Keelhaul Key and grab a Keel Mango from a tree (see other previous troubles). Then, go back to Bub and give him the Keel Mango and he will give you a letter. Now, go to the first part of the Poshley Heights and give his mother the letter, then return to Bub to get a whopping 3 coins.

#### Trouble #30

Swob's Trouble

Title: Erase that grafitti!

Reward: Snow Bunny

Description -

To do this trouble, go to the 50th floor of the Pit of 100 Trials. Now, go left and you will see something on the wall. Blow it up with Bobbery, then head to Fahr Outpost. Now, speak with the Bob-Omb next to the fake cannon statue to get your reward and complete the last trouble of the Trouble Center.

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XI. Mini-Games  
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Airplane Game

Where It Is Played: Pianta Parlor

Required Item: Special Card

Description - To begin playing this minigame, complete trouble seven, Koopook's Trouble. Once you complete that trouble, you will get a Special Card. Then, get a Member's Card and head to the Pianta Parlor. Once there, speak with the Boo inside the cage there and she will let you play the Airplane Game. It costs ten Pianta's to play.

Paper Game

Where It Is Played: Pianta Parlor

Required Item: Silver Card

Description - You must complete Pine T. Jr.'s trouble to get the Silver Card. Once you have that, go to the Pianta Parlor and talk to Lahla the ghost and then pay the Pianta price and you can play this one.

Tube Game

Where It Is Played: Pianta Parlor

Required Item: Gold Card

Description - To play this one, you must have completed Frankie's trouble to get the Gold Card. Once you do that, head to the Pianta Parlor and then talk to Lahla and pay the price to play.

Boat Game

Where It Is Played: Pianta Parlor

Required Item: Plantinum Card

Description - You must have completed Toodle's trouble to play this one. Now, head to the Pianta Parlor and speak with Lahla and pay the Pianta Price to play.

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XII. Secrets  
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Secret #1 - Changing your Yoshi's colors  
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Once you have your Yoshi egg, get to the point in the game where you have to face off against the Iron Clefts, then save your game. Run away from the Iron Clefts, and see what color comes out of your egg. Now you know what color your Yoshi will always be inside the egg, so reset. Wait six minutes to get a red Yoshi, wait three minutes to get a blue Yoshi, wait two minutes to get an orange Yoshi, wait four minutes to get a pink Yoshi, and wait three minutes after the time for a pink Yoshi to get a black Yoshi, then fight the Iron Clefts.

Secret #2 - Free Coins  
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After you complete Chapter 3, return to Glitzville and get to the Rawk Hawk again and you can continue to battle him again and again and again, for a free 20 coins each match.

If you know of any other secrets, email me and I will post them on this guide as soon as possible, and I will list you in the Credits section!

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XIII. Recipes  
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Couple's Cake

Ingredients: Snow Bunny + Spicy Soup  
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Choco Cake

Ingredients: Cake Mix + Inky Sauce, Mousse + Inky Sauce  
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Courage Meal

Ingredients: Courage Shell + Zess Deluxe, Courage Shell + Zess Dinner,  
                  Courage Shell + Zess Special  
-----

Coconut Bomb

Ingredients: Coconut + Fire Flower

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Coco Candy

Ingredients: Cake Mix + Coconut

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Egg Bomb

Ingredients: Dried Flowers + Zess Dynamite, Mystic Egg + Fire Flower

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Electro Pop

Ingredients: Cake Mix + Volt Shroom

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Fire Pop

Ingredients: Cake Mix + Fire Flower, Cake Mix + Hot Sauce

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Fresh Juice

Ingredients: Gradual Syrup, Honey Syrup, Jammin' Jelly, Keel Mango,  
Maple Syrup, Peachy Peach, Gradual Syrup + Turtley Leaf,  
Honey Syrup + Gradual Syrup, Honey Syrup + Jammin' Jelly,  
Honey Syrup + Maple Syrup, Honey Syrup + Turtley Leaf,  
Jammin' Jelly + Gradual Syrup, Jammin' Jelly + Turtley Leaf,  
Keel Mango + Coconut, Peachy Peach + Coconut, Turtley  
Leaf + Coconut

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Fried Egg

Ingredients: Mystic Egg

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Fried Shroom

Ingredients: Dried Shroom + Fire Flower

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Fruit Parfait

Ingredients: Gradual Syrup + Keel Mango

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Gold Bar

Ingredients: Point Swap + Gold Bar x3

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Healthy Salad

Ingredients: Golden Leaf + Turtley Leaf

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Heartful Cake

Ingredients: Cake Mix + Ruin Powder

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Honey Candy

Ingredients: Honey Syrup + Cake Mix

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Honey Shroom

Ingredients: Honey Syrup + Volt Shroom

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Honey Super

Ingredients: Life Shroom + Honey Syrup

---

Honey Ultra

Ingredients: Ultra Shroom + Honey Syrup

---

Ice Storm

Ingredients: Point Swap + Fire Flower

---

Icicle Pop

Ingredients: Honey Syrup + Ice Storm

---

Ink Pasta

Ingredients: Fresh Pasta + Inky Sauce

---

Inky Sauce

Ingredients: Hot Sauce + Fresh Juice

---

Jelly Candy

Ingredients: Jammin' Jelly + Cake Mix

---

Jelly Super

Ingredients: Life Shroom + Jammin' Jelly

---

Jelly Ultra

Ingredients: Ultra Shroom + Jammin' Jelly



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Koopa Bun

Ingredients: Keel Mango + Turtley Leaf

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Koopa Tea

Ingredients: Turtley Leaf

---

Koopasta

Ingredients: Fresh Pasta + Turtley Leaf

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Love Pudding

Ingredients: Mystic Egg + Mango Delight

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Mango Delight

Ingredients: Keel Mango + Cake Mix

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Maple Shroom

Ingredients: Maple Syrup + Volt Shroom

---

Maple Super

Ingredients: Super Shroom + Maple Shroom

---

Maple Ultra

Ingredients: Ultra Shroom + Maple Syrup

---

Meteor Meal

Ingredients: Shooting Star + Shroom Fry

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Mousse Cake

Ingredients: Cake Mix

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Omelette Meal

Ingredients: Life Shroom + Mystic Egg

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Peach Tart

Ingredients: Cake Mix + Peachy Peach

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Poison Shroom

Ingredients: Dried Boquet + Trial Stew

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Random Item

Ingredients: Point Swap + Mystery

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Shroom Broth

Ingredients: Golden Leaf + Poison Shroom

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Shroom Cake

Ingredients: Life Shroom + Cake Mix

-----

Shroom Crepe

Ingredients: Ultra Shroom + Cake Mix

-----

Shroom Fry

Ingredients: Mushroom + Golden Leaf

-----

Shroom Roast

Ingredients: Life Shroom

-----

Shroom Steak

Ingredients: Ultra Shroom

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Snow Bunny

Ingredients: Golden Leaf + Ice Storm

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Space Food

Ingredients: Dried Boquet + Cake Mix

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XIV. Special Moves  
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#### Sweet Treat

SP Used: 1

When You Get It: Close to End of Prologue

Description: Tap Left on the Control Stick rapidly to shoot lots of stars out. Flower icons heal up your FP when you hit them, while heart icons heal your HP up when you hit them. Beware, though, for you could hit a Poisonus Mushroom, which will stop Mario from hitting any icons for about three to five seconds.

#### Earth Tremor

SP Used: 2

When You Get It: End of Chapter One

Description: Press the A button when a star lights up on the screen. The better you do, the more damage enemies will take. The max damage for this attack is 6 damage if you do perfect.

#### Clock Out

SP Used: 2

When You Get It: End of Chapter Two

Description: To use this attack, press the button that appears over the enemies head to throw a huge bomb at them. This attack immobilizes enemies for a short amount of time.

#### Power Lift

SP Used: 3

When You Get It: End of Chapter Three

Description: This attack can boost your defense or attack. To use it, move the target over to the red and blue arrows that appear on the grid. Then, press A to fill the blue or red meter. Do not hit the Poisonus Mushrooms, though.

#### Art Attack

SP Used: 4

When You Get It: End of Chapter Four

Description: This is fairly easy and fun to use. Just draw a circle around the enemies, and be sure to close the circle up. The faster you do, the better damage.

#### Sweet Feast

SP Used: 5

When You Get It: End of Chapter Five

Description: This is basically the same thing as the Sweet Treat, only this time you can mash left on the control stick, and you can fire stars rapidly. If you hit big HP icons, you gain five HP. And if you hit big FP icons, you gain five FP.

#### Showstopper

SP Used: 2

When You Get It: End of Chapter Six

Description: One of my favorite star powers is this one. To use it, press the buttons that appear on the screen, it is fairly easy. This kills an enemy in one shot, but not bosses.

#### Supernova

SP Used: 6

When You Get It: End of Chapter Seven

Description: To use this ability, tap A repeatedly. The better you

do, the better damage. This ability can hurt up to 15 damage worth HP, and it is really great!

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XV. Tattle Log  
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Arantula

Location: Pit of 100 Trials

Attack: 7

Defense: 0

HP: 16

Description: This enemy is found in the Pit of 100 Trials. He is tough, too, so keep your guard up when fighting this enemy.

Amazy Dayzee

Location: Twilight Trail

Attack: 20

Defense: 1

HP: 20

Description: These flowers are rare and first appear in Twilight Trail. These enemies are tough, as they run away so fast from battle. They also have 20 HP, making it hard to beat these enemies.

Atomic Boo

Location: Creepy Steeple

Attack: 4

Defense: 0

HP: 40

Description: The Atomic Boo is a ghost the biggest of the Boo family. The Atomic Boo attacks by unmerging with his Boos that he is fused with, and when he unmerges, he sends out tons and tons of Boos to attack Mario. Be careful when fighting this enemy.

Blooper

Location: Rogueport Sewers

Attack: 1

Defense: 0

HP: 12

Description: This boss is found in Rogueport Sewers. It isn't very tough to defeat, either. Simply keep attacking it with Mario's jump attacks and you'll defeat it.

Bald Cleft

Location: Shhwonk Fortress

Attack: 1

Defense: 2

HP: 2

Description: Bald Clefts are not that tough. These guys are immune to fire, though, so do not use fire attacks when fighting

this foe. Hammering and/or jumping on it will kill this enemy in no time.

#### Bristle

Location: Shhwonk Fortress

Attack: 1

Defense: 4

HP: 2

Description: Bristle is found in the Shhwonk Fortress, and isn't very hard to defeat. He's a bit difficult, however, because if you touch him, he'll hurt you with his spikes that are sticking out of his arm. Use attack items to defeat this foe.

#### Badge Bandit

Location: Pit of 100 Trials

Attack: 5

Defense: 0

HP: 12

Description: These guys are a pain. They will steal your Badges, so watch out!

#### Bob-Ulk

Location: Pit of 100 Trials

Attack: 4

Defense: 2

HP: 10

Description: These guys are huge. These guys will explode after four turns, so watch out!

#### Bonetail

Location: Pit of 100 Trials

Attack: 8

Defense: 2

HP: 200

Description: This is a MASSIVE enemy! He has an EXTREMELY bunch of HP. He's hard to defeat. He's Hooktail's oldest brother. The only difference in this enemy, he MEANS business!

#### Beldam

Location: Boggly Woods

Attack: 1/5

Defense: 0

HP: 9/30

Description: She's the leader of the Shadow Sirens. Beldam will attack you with magic. This makes her a tough foe.

#### Boomerang Bro

Location: Glitz Pit

Attack: 2

Defense: 1

HP: 7

Description: Boomerang Bro is found in the Glitz Pit in Glitzville. This enemy isn't very hard to defeat, but he hurts you more than you would think.

Bob-Omb

Location: Glitz Pit

Attack: 2

Defense: 1

HP: 4

Description: When damaged, these guys will charge and attack you, thus causing them to explode.

Big Bandit

Location: Glitz Pit

Attack: 3

Defense: 0

HP: 8

Description: These guys are annoying. They'll steal your Coins and Items! Be careful when fighting this enemy. Just attack it to defeat it. These guys will run away, too, so be careful for them not steal your Coins or your Items!

Bandit

Location: Glitz Pit

Attack: 2

Defense: 0

HP: 5

Description: This guy will try and steal your Coins, so watch out! This enemy isn't very hard to defeat, though, so you shouldn't have to worry about anything but theft.

Bowser

Location: Glitz Pit

Attack: 3/7

Defense: 1/2

HP: 30/70

Description: Bowser is Mario's enemy like we've seen in our days. Bowser has appeared in Mario games so many times, it is hard to count them all. He's back in Paper Mario: The Thousand Year Door, and he appears in Glitzville in the Glitz Pit to fight Mario. He is kinda tough, kinda not, depending on how high you are, etc.

Boo

Location: Creepy Steeple

Attack: 3

Defense: 0

HP: 7

Description: Just attack these enemies with your Hammer or use jumps on them to defeat them. They aren't that tough, so you shouldn't have much of a problem defeating them.

Buzzy Beetle

Location: Creepy Steeple

Attack: 3

Defense: 4

HP: 5

Description: These guys aren't as tough as you think, but they're counterpart with spikes on them are! Take care when fighting their counterparts, as they are hard! This one isn't tough, however.

Bill Blaster

Location: Pirate's Grotto

Attack: Unknown

Defense: 2

HP: 5

Description: These guys will shoot Bullet Bills at you. These guys are found in Pirate's Grotto.

B. Bill Blaster

Location: Pirate's Grotto

Attack: 0

Defense: 4

HP: 10

Description: This is the more enhanced version of the Bill Blaster. This one isn't easy, either. It'll keep firing Bombshell Bills at you if you can't defeat it, so make sure you're ready to fight this enemy before you fight it!

Bulky Bob-Omb

Location: Pirate's Grotto

Attack: 2

Defense: 1

HP: 6

Description: These guys are bigger than the Bob-Ulk enemies that you've previously encountered. Defeat it before four turns is up, because if you don't, he'll explode and hurt you worse than the Bob-Ulk does!

Bullet Bill

Location: Pirate's Grotto

Attack: 4

Defense: 1

HP: 2

Description: These guys aren't too hard, having only 2 HP. Just defeat them before they defeat you! Because you see, they have 4 Attack, which means these guys could easily defeat you if you don't have much HP, or if you let them!

Bombshell Bill

Location: Palace of Shadow

Attack: 6

Defense: 2

HP: 3

Description: These guys have large amounts of attack power, making them hard to defeat if you don't defeat them fast enough.

Cleft

Location: Shhwonk Fortress

Attack: 2

Defense: 2

HP: 2

Description: Use Power Smash on this enemy. Or, simply use a POW Block. Remember, Clefts are immune to fire.

Crazee Dayzee

Location: Twilight Trail

Attack: 2

Defense: 0

HP: 7

Description: Fighting these guys isn't too tough, but it can be annoying if they put you to sleep.

Cortez

Location: Pirate's Grotto

Attack: 4

Defense: 1

HP: 20

Description: Cortez is a spirit and he tries his absolute best to guard his treasure. This guy is found only in Keelhaul Key, and he's ready for action!

Chain Chomp

Location: Palace of Shadow

Attack: 6

Defense: 5

HP: 7

Description: These guys are hard! They have six Attack Power, and five Defense Power!

Dull Bones

Location: Hooktail's Castle

Attack: 2

Defense: 1

HP: 1

Description: Dull Bones are easy to defeat. Just use your Hammer on them or use an Item on them to defeat them.

Dark Puff

Location: Boggly Woods

Attack: 2

Defense: 0

HP: 3

Description: Dark Puffs aren't hard to defeat, just jump on them to defeat them. Beware, however, because if you attack Dark Puffs when they are electrically charged, because if you do, you're the one who'll take damage.



#### Dark Koopatrol

Location: Glitz Pit

Attack: 5

Defense: 2

HP: 25

Description: This guy is extremely tough, having 25 HP, 5 Attack Power, and 2 Defense Power. You also must fight this guy alot of times before you can even go to the Rawk Hawk, so this makes battles with Dark Koopatrol very tedious.

#### Dark Craw

Location: Glitz Pit

Attack: 6

Defense: 0

HP: 20

Description: Dark Craw is located in Glitzville in the Glitz Pit fighting arena. These guys are pretty tough, too, so watch out!

#### Dopliss

Location: Creepy Steeple/Twilight Town

Attack: 4

Defense: 0

HP: 40

Description: Dopliss is a ghost who lives in Creepy Steeple which is located in Twilight Town. When Mario defeats him, Dopliss takes control of Mario's name and body. Mario then must get them back, as Dopliss's Mario form is fooling Mario's partners into thinking Dopliss himself is Mario, and that means that they're obeying Dopliss!

#### Dark Bristle

Location: Pit of 100 Trials

Attack: 8

Defense: 4

HP: 8

Description: Dark Bristles are hard, because of their high Attack Power. You can't attack them with your Hammer, as their spikes sticking out of their sides will damage you. You can't jump on them either, so the only way to defeat these guys is Quake Hammer, Earth Tremor, or Items that damage enemies.

#### Dark Lakitu

Location: Pit of 100 Trials

Attack: 5

Defense: 0

HP: 13

Description: These guys are annoying, because they will sometimes throw pipes at you which turn into Sky-Blue Spinies.

#### Dark Paratroopa

Location: Pit of 100 Trials

Attack: 4

Defense: 2

HP: 8

Description: Dark Paratroopas are not that hard to beat, as they really have no potential Attack Power threats, as their Attack Power is only 4. Use jumps and once they are on the ground, attack them all out with your best attacks. This is an easy way to defeat them without having to waste Items.

#### Dark Koopa

Location: Pit of 100 Trials

Attack: 4

Defense: 2

HP: 8

Description: This enemy is the same as Koopa Troopas. Not too hard to defeat, its just a bit stronger than normal Koopa Troopas.

#### Dark Bones

Location: Pit of 100 Trials

Attack: 5

Defense: 2

HP: 20

Description: This guy is a harder version of the Dull Bones you've encountered. Beat them the same way, but here's a warning: if their HP reaches 0, it has a chance to come back to life, so watch out!

#### Dark Boo

Location: Poshley Sanctum

Attack: 5

Defense: 0

HP: 8

Description: Dark Boos are purple instead of white. These guys have alot of HP and alot of Attack Power, which makes these guys hard to defeat. They'll also turn invisible after a while.

#### Dry Bones

Location: Palace of Shadow

Attack: 5

Defense: 2

HP: 8

Description: Dry Bones is the updated version of the Dull Bones, just like the Dark Bones located in the Pit of 100 Trials. These guys, when their HP reaches 0, have a chance to get back up and fight again. These guys also have a chance to build more Bones to assist him,

so be careful, as these guys can be annoying!

#### Dark Wizzerd

Location: Palace of Shadow

Attack: 5

Defense: 2

HP: 10

Description: This guy is located in the Palace of Shadow and it is tricky, which makes this guy annoying.

#### Ember

Location: Keelhaul Key

Attack: 3

Defense: 0

HP: 8

Description: Ember enemies are not that tough, but they are spirits of people who have recently died and are looking for vengeance.

#### Elite Wizzerd

Location: Pit of 100 Trials

Attack: 8

Defense: 5

HP: 12

Description: This guy is the upgraded version of the Dark Wizzerd. This guy uses lots of spells (magic) as well. This guy will also make a clone of himself if he is alone in battle.

#### Elite X-Naut

Location: X-Naut Fortress

Attack: 5

Defense: 1

HP: 10

Description: The Elite X-Naut is a better type of soldier than the ordinary X-Naut soldier. These guys can also be powered by X-Naut PhDs. This guy has a good bit of Attack Power, so watch out when fighting him!

#### Fuzzy

Location: Shhwonk Fortress/Glitz Pit

Attack: 1

Defense: 0

HP: 3

Description: Fuzzy has returned from the N64 version of Paper Mario. He is not too hard if you defeat him fast enough, which shouldn't be too hard, as he only has 3 HP. However, the only thing you should worry about, is Fuzzies ability to

drain 1 HP from you and gain it for their own. In the Shhwonk Fortress, this makes fighting Fuzzies a pain if you don't kill them fast enough.

#### Fire Bro

Location: Glitz Pit

Attack: 3

Defense: 1

HP: 7

Description: These guys are better than your average Hammer Bros These guys aren't too hard to defeat, either, but with their fireballs, can be quite annoying after awhile.

#### Flower Fuzzy

Location: Shhwonk Fortress/Glitz Pit

Attack: 3

Defense: 0

HP: 5

Description: Flower Fuzzies slightly differ from normal Fuzzies, as these Fuzzies drain your FP instead of your HP, so be careful when fighting these enemies! Also, when their FP is full, they'll use magic on you!

#### Frost Piranha

Location: Fahr Outpost

Attack: 5

Defense: 0

HP: 10

Description: Frost Piranhas are found in the Fahr Outpost, and their main weak point: fire! When Frost Piranhas attack you, they have a chance to freeze you, so be careful when fighting this enemy.

#### Goomba

Location: Rogueport Sewers

Attack: 1

Defense: 0

HP: 2

Description: Goombas are located in the Rogueport Sewers, and they aren't very tough. Simply use your Hammer or jump on them to defeat them.

#### Gus

Location: Rogueport

Attack: 3

Defense: 0

HP: 20

Description: This guy is tough, but if you're at

a high level, he's not that hard.  
Unless you kill this guy, you'll  
have to pay him 10 Coins each time  
you want to go past where he is.

#### Gold Fuzzy

Location: Shhwonk Fortress/Glitz Pit

Attack: 1

Defense: 0

HP: 10

Description: Gold Fuzzies are located in the Shhwonk  
Fortress and in the Glitz Pit. These  
guys are kind of hard, but kind of not.  
Depends on how well you fight them and  
how effectively you fight them.

#### Green Magikooopa

Location: Glitz Pit

Attack: 4

Defense: 0

HP: 7

Description: Green Magikooopas are pretty tough to  
beat. Especially when you have to fight  
her comrades as well.

#### Green Fuzzy

Location: Keelhaul Key

Attack: 3

Defense: 0

HP: 5

Description: This guy can create more of itself, and  
there's another trouble, which is, he  
does like the normal Fuzzy, and drains  
your HP and he gets the amount he drains.  
This makes this guy a double trouble!

#### Gloomba

Location: Pit of 100 Trials

Attack: 3

Defense: 0

HP: 7

Description: Gloombas live in dark and damp places.  
Gloombas don't have very much attack,  
nor very much HP, so they shouldn't  
be a problem in defeating, especially  
if you reduce the damage given to you.

#### Gloomtail

Location: Palace of Shadow

Attack: 8

Defense: 2

HP: 80

Description: One of Hooktail's brothers. This dragon  
takes things seriously. Look at his

high Attack Power, and medium-good Defense Power. Not to mention his high HP.

#### Grodus X

Location: Palace of Shadow

Attack: 4

Defense: 0

HP: 3

Description: These guys protect Grodus. Be careful not to let him have four of these protecting him, as if you do, there is no way in defeating Grodus.

#### Grodus

Location: Palace of Shadow

Attack: 7

Defense: 1

HP: 50

Description: Grodus is the leader of the X-Nauts and he's nasty! Fighting Grodus isn't easy, either, because he has high Attack Power, and high HP, making this foe a worthy adversary.

#### Hooktail

Location: Hooktail's Castle

Attack: 5

Defense: 1

HP: 20

Description: Hooktail is a part of the dragon family in this game, and he's pretty easy to defeat, despite him being the first real boss of the game, and despite his 20 HP and 5 Attack Power. Hooktail also holds the first Crystal Star inside his belly...

#### Hammer Bro

Location: Glitz Pit

Attack: 4

Defense: 1

HP: 7

Description: These guys are annoying, because they can throw their boomerangs at you and cause significant damage to Mario and his partner, so be careful when fighting these enemies.

#### Hyper Bald Cleft

Location: Glitz Pit

Attack: 2

Defense: 2

HP: 3

Description: Hyper Bald Clefts have the ability to

charge up their Attack Power, and when they do, you better watch out, because it sky-rockets to 8!

#### Hyper Paragoomba

Location: Twilight Trail

Attack: 2

Defense: 0

HP: 8

Description: Hyper Paragoombas have the ability to charge up their Attack Power, and when they do, you better watch out, because it sky-rockets to 8!

#### Hyper Goomba

Location: Twilight Trail

Attack: 2

Defense: 0

HP: 8

Description: Hyper Goombas have the ability to charge up their Attack Power, and when they do, you better watch out, because it sky-rockets to 8!

#### Hyper Spiky Goomba

Location: Twilight Trail

Attack: 3

Defense: 0

Description: Hyper Spiky Goombas have the ability to charge up their Attack Power, and when they do, you better watch out, because it sky-rockets to 9!

#### Hyper Cleft

Location: Twilight Trail

Attack: 3

Defense: 3

HP: 4

Description: Hyper Clefts have the ability to charge up their Attack Power, and when they do, you better watch out, because it sky-rockets to 9!

#### Iron Cleft (Red One)

Location: Glitz Pit

Attack: 4

Defense: N/A

HP: 6

Description: Iron Clefts are the hardest enemies in the entire game, and I don't mean hard to defeat, I mean Defense hard. To defeat them, use Yoshi's Gulp and make them hit each other. That's the only way. Not even Items will work on Iron Clefts!

Iron Cleft (Green One)

Location: Glitz Pit

Attack: 4

Defense: N/A

HP: 6

Description: Iron Clefts are the hardest enemies in the entire game, and I don't mean hard to defeat, I mean Defense hard. To defeat them, use Yoshi's Gulp and make them hit each other. That's the only way. Not even Items will work on Iron Clefts!

Koopatrol

Location: Rogueport Sewers

Attack: 4

Defense: 2

HP: 6

Description: Koopatrols are located in the sewers in Rogueport, and they are pretty tough to defeat.

Koopa Troopa

Location: Petal Meadows

Attack: 2

Defense: 1

HP: 4

Description: Koopa Troopas aren't too hard to defeat. Just jump on them and you'll be fine.

K.P. Paratroopa

Location: Glitz Pit

Attack: 2

Defense: 1

HP: 4

Description: K.P. Paratroopas are not that hard to defeat, as they have low stats.

K.P. Koopa

Location: Glitz Pit

Attack: 2

Defense: 1

HP: 4

Description: K.P. Koopas are not that hard to defeat, as they have low stats as well.

Kammy Koopa

Location: Palace of Shadow

Attack: 5

Defense: 0

HP: 50



Description: Kammy Koopa is the old witch that has followed Bowser for a while. She was defeated by Twink in Paper Mario for the N64, and this time, she's back with alot more HP, and she's backed up by Bowser, making her a tough foe to beat.

Lord Crump

Location: Rogueport/Great Tree/X-Naut Fortress

Attack: 1/3/6

Defense: 0/2

HP: 4/30/70

Description: Lord Crump is the servant to Grodus, leader of the X-Nauts. Lord Crump is also a leader of the X-Nauts. Lord Crump isn't very tough when you fight him in Rogueport, but he is a bit tougher when you fight him in the Great Boggly Tree.

Lakitu

Location: Glitz Pit

Attack: 2

Defense: 0

HP: 5

Description: Lakitus are located in the Glitz Pit in Glitzville, and they aren't very tough to defeat, either.

Lava Bubble

Location: Pirate's Grotto

Attack: 4

Defense: 0

HP: 6

Description: Lava Bubbles are located in the Pirate's Grotto and are a bit tough, due to their high Attack Power, and the fact that every time you jump on them, you're the one who'll take damage.

Magikoopa

Location: Rogueport Sewers

Attack: 4

Defense: 0

HP: 7

Description: Magikoopas aren't easy to beat, they have 4 Attack Power, and 7 HP, and they split into more Magikoopas, which makes them very hard to defeat, so defeat them fast!

Marilyn

Location: Boggly Woods

Attack: 2/7

Defense: 0

HP: 12/40

Description: Marilyn is one of the three Shadow Sirens, and she isn't easy, either, as she has some high Attack Power, and high HP. She also uses magic attacks on Mario and his partner, which doesn't make things any easier.

Mini-Yux

Location: Great Tree

Attack: 0

Defense: 0

HP: 1

Description: Mini-Yuxs's protect their leader, the Yux. These guys have only 1 HP, so just jump on them to defeat them. As long as Mini-Yuxs's are protecting the Yux, the Yux is invulnerable to attack, so take these guys out first, and be sure to take them out everytime the Yux regenerates them.

Magnus Von Grapple

Location: Great Tree

Attack: 2

Defense: 1

HP: 30

Description: Magnus Von Grapple is Lord Crump inside his machine. Defeating him isn't very hard, just watch out when he takes the arms off of the machine he's in and uses them to attack you, because they can hurt you 4, so be sure to defeat the arms that Magnus Von Grapple takes off of the machine before you start attack Magnus again, as if you don't you'll get Game Over more than likely.

Moon Cleft

Location: The Moon

Attack: 5

Defense: 5

HP: 6

Description: Moon Clefts appear in The Moon, and are pretty tough to defeat. However, you can turn the Moon Cleft on its back by using an explosion, and this makes his Defense decrease to 0. This is obviously the key to defeating them.

#### Mini-Z-Yux

Location: The Moon

Attack: 0

Defense: 0

HP: 2

Description: Mini-Z-Yuxs's protect their leader, the X-Yux. These guys have only 2 HP, so just jump on them to defeat them. As long as MiniZ-Yuxs's are protecting the X-Yux, the X-Yux is invulnerable to attack, so take these guys out first, and be sure to take them out everytime the X-Yux regenerates them.

#### Mini-X-Yux

Location: X-Naut Fortress

Attack: 0

Defense: 0

HP: 1

Description: Mini-X Yuxs's protect their leader, the X-Yux. These guys have only 1 HP, so just jump on them to defeat them. As long as Mini-X-Yuxs's are protecting the X-Yux, the X-Yux is invulnerable to attack, so take these guys out first, and be sure to take them out everytime the X-Yux regenerates them.

#### Magnus Von Grapple 2.0

Location: X-Naut Fortress

Attack: 6

Defense: 2

HP: 70

Description: Magnus Von Grapple 2.0 is obviously, as you can see, the upgraded version of the Magnus Von Grapple you fought in the Great Tree. His attack is high, and his Defense is decent as well, and has very high HP, making this opponent hard to defeat.

#### Paragoomba

Location: Rogueport Sewers

Attack: 1

Defense: 0

HP: 2

Description: Paragoombas are just simply normal Goombas, only they have wings. They aren't hard to defeat, either.

#### Pale Piranha

Location: Boggly Woods

Attack: 2

Defense: 0

HP: 4

Description: Pale Piranhas are that hard, but if you jump on them, your the one that'll get hurt.

Pider

Location: Great Tree

Attack: 2

Defense: 0

HP: 5

Description: Piders are enemies that hangs from its web. This creature can spit out three webs. This means this enemy can attack consecutively.

Pokey

Location: Glitz Pit

Attack: 3

Defense: 0

HP: 4

Description: These guys are located in the Glitz Pit and Glitzville, and aren't very tough to defeat, but they can be if you aren't careful. An Earth Tremor will defeat these enemies if you get a good enough Earth Tremor.

Paratroopa

Location: Petal Meadows/Hooktail's Castle/Twilight Trail

Attack: 2

Defense: 1

HP: 4

Description: Paratroopas are easily defeated. Just jump on them twice to make them lay flat on their backs. When that happens, this is your chance to attack.

Putrid Piranha

Location: Keelhaul Key

Attack: 3

Defense: 0

HP: 8

Description: Putrid Piranhas aren't too hard to defeat, but be sure not to jump on them, as if you do, your the one who'll take damage. These Piranhas will also poison you, so be careful and be sure to use your Guard well, as you'll need it to avoid the poison.

Parabuzzy

Location: Pirate's Grotto

Attack: 3

Defense: 4

Description: Parabuzzys aren't that hard, despite their high Defense Power, and half decent Attack Power. Jump on them twice to knock them on

their backs like you do on the Paratroopas.  
Once you do this, inflict all of your attacks  
on the Parrabuzzys to defeat them.

#### Poison Pokey

Location: Riverside Station

Attack: 4

Defense: 0

HP: 8

Description: Poison Pokeys are located in the Riverside Station, and they are a bit hard, as well. Use Guard to guard against being poisoned. Take note also that Poison Pokeys come and bring friends into battle with them to help them defeat you, so make sure that you defeat these enemies fast everytime you encounter them, unless you wanna Poison Pokey frenzy!

#### Paragloomba

Location: Pit of 100 Trials

Attack: 3

Defense: 0

HP: 7

Description: Paragloombas live in dark and damp places. These Goombas aren't that hard to defeat, as they're pretty weak. These enemies will sometimes get moldy.

#### Piranha Plant

Location: Pit of 100 Trials

Attack: 9

Defense: 0

HP: 15

Description: Piranha Plants are hard to defeat, because of their high HP, and their high Attack Power. These guys live in pipes in the Pit of 100 Trials, so this makes them hard to avoid, and hard to beat.

#### Phantom Ember

Location: Palace of Shadow

Attack: 5

Defense: 0

HP: 10

Description: Phantom Embers are located in the Palace of Shadow, and are kind of hard and kind of not hard. The flame attack it does will burn you.

#### Poison Puff

Location: Pit of 100 Trials

Attack: 8

Defense: 0

HP: 15

Description: Poison Puffs are located in the Pit of 100 Trials, and are a bit tough to defeat, as

they have 8 Attack Power, and they poison you. When this cloud is charged with poison, don't jump on it because if you do, you'll get poisoned.

#### Red Bones

Location: Hooktail's Castle

Attack: 3

Defense: 1

HP: 5

Description: Red Bones are located in Hooktail's Castle, and they really aren't that hard to defeat, either. To win, simply use your Hammer.

#### Red Magikoopa

Location: Glitz Pit

Attack: 4

Defense: 0

HP: 7

Description: Red Magikoopas aren't too hard to defeat but they can boost their Defense Power with defensive magic, so this makes sometimes for a tedious fight.

#### R. S. Buzzy

Location: Glitz Pit

Attack: 3

Defense: 4

HP: 5

Description: These guys are located in the Glitz Pit, and they have high Defense Power and a spike on their head, so you can't jump on them or use your Hammer on them. What to do, then? Use Earth Tremor to defeat it.

#### Red Chomp

Location: Glitz Pit

Attack: 5

Defense: 3

HP: 6

Description: This guy is a red Chain Chomp, and it has high Attack Power, high Defense Power, and 6 HP, so this makes this enemy hard to defeat.

#### Rawk Hawk

Location: Glitz Pit

Attack: 4

Defense: 1

HP: 30

Description: Rawk Hawk is the champion in the Glitzville Fighting Arena, but he is unaware of Grubba's true identity and his power-sucking machine. When he hangs from the ceiling when you fight

him, the only way to get him down is to use Flurrie's Body Slam, use Quake Hammer, or use Earth Tremor. Rawk Hawk isn't a very tough opponent if you use Power Smash to damage him.

#### Ruff Puff

Location: Riverside Station

Attack: 4

Defense: 0

HP: 7

Description: Ruff Puffs aren't that hard to defeat, but they aren't the easiest thing, either. They will charge up with lightning, and then they will shock you with it, so be careful when fighting this enemy.

#### Spiky Goomba

Location: Rogueport Sewers

Attack: 2

Defense: 0

HP: 2

Description: Spiky Goombas are normal Goombas except with a horn helmet on their heads. In other words, if you jump on them, you're the one who'll take the damage, so don't jump on them, and you'll be fine.

#### Spinia

Location: Rogueport Sewers

Attack: 1

Defense: 0

HP: 3

Description: Spinias aren't that hard to defeat at all, as they have only 1 Attack Power, and 3 HP. Just attack them to defeat them.

#### Spania

Location: Rogueport Sewers

Attack: 1

Defense: 0

HP: 3

Description: Spanias are the tougher brothers of the Spinia enemies. The only difference in Spanias is that if you jump on them, they will hurt you due to their horns.

#### Spiny

Location: Glitz Pit

Attack: 3

Defense: 3

HP: 3

Description: Spinys appear in the Glitz Pit in Glitzville, and aren't as easy as you would think to defeat, as a Lakitu accompanies them when you fight them in Glitzville. The Lakitu that accompanies these Spinys

can create more Spinys, making this fight hard if you don't win the fight against the Spinys and the Lakitu fast enough.

#### Shady Koopa

Location: Glitz Pit

Attack: 3

Defense: 1

HP: 8

Description: Shady Koopas are also enemies that appear in the Glitz Pit, and are relatively easy yet relatively hard to defeat, depending on how you fight them. Jump on them to knock them down on their back. Then, execute all your attacks on them to defeat them.

#### Shady Paratroopa

Location: Glitz Pit

Attack: 3

Defense: 1

HP: 8

Description: Shady Paratroopas are also enemies that appear in the Glitz Pit, and are relatively easy yet relatively hard to defeat, depending on how you fight them. Jump on them twice to knock them down on their back. Then, execute all your attacks on them to defeat them.

#### Spike Top

Location: Creepy Steeple

Attack: 3

Defense: 4

HP: 5

Description: Spike Tops are located in the Creepy Steeple, and they are not that easy to defeat, either. If you jump on it, as you already know by now, you'll take damage instead of the Spike Top. Be sure to use Earth Tremor, or some attack Items to defeat this guy.

#### Swooper

Location: Creepy Steeple

Attack: 3

Defense: 0

HP: 6

Description: Swoopers are bats located in the Creepy Steeple, and they aren't that hard to defeat. Just jump on them until they are defeated.

#### Smorg

Location: Excess Express

Attack: 5

Defense: 1

HP: 50

Description: Smorg is the boss in Chapter 6, and it isn't easy to defeat, either due to its high HP, high Attack Power. Plus, on top of all that, Smorg has 1 Defense Power, making this foe a very tough and formidable foe to defeat. Be careful when



fighting this enemy.

#### Spiky Parabuzzy

Location: Riverside Station

Attack: 3

Defense: 4

HP: 5

Description: Spiky Parabuzzys are located in the Riverside Station, and are very hard to defeat, due to their high Defense Power, and the spike on their head doesn't make things better, as if you jump on them, you're the one who'll take the damage.

#### Sky-Blue Spiny

Location: Pit of 100 Trials

Attack: 6

Defense: 4

HP: 6

Description: Sky-Blue Spinys are not easy to defeat. Just take a look at their stats. This makes Sky-Blue Spinys formidable opponents. Jump on them and you'll take damage. Use Earth Tremor or an attack Item to defeat them.

#### Spiky Gloomba

Location: Pit of 100 Trials

Attack: 4

Defense: 0

HP: 7

Description: Spiky Gloombas are located in the Pit of 100 Trials, and are relatively hard yet relatively easy to defeat. They have high HP for a Goomba, so watch out! Also be sure not to jump on them, or you'll take damage.

#### Spunia

Location: Pit of 100 Trials

Attack: 7

Defense: 2

HP: 12

Description: Spunias are really tough and are located in the Pit of 100 Trials. Defeating these guys isn't easy, so be very careful when fighting these unordinary enemies. Jump on them, and you'll take damage, so avoid jumping on them at all costs.

#### Swampire

Location: Pit of 100 Trials

Attack: 6

Defense: 0

HP: 20

Description: Swampires are located only in the Pit of 100 Trials. These guys aren't easy to defeat, either, as they have 6 Attack Power and 20 HP. Making these foes very tough to beat.

#### Swoopla

Location: Palace of Shadow

Attack: 4

Defense: 0

HP: 9

Description: Swoopulas are located in the Palace of Shadow, and are not that hard to defeat, but they have 4 Attack Power, so don't be careless.

Vivian

Location: Boggly Woods/Twilight Town

Attack: 1

Defense: 0

HP: 10

Description: Vivian is the youngest sister of Beldam, leader of the Shadow Sirens. Vivian always gets taken advantage of and punished by her oldest sister, Beldam. In Twilight Town, Vivian is looking for something that she must find as Beldam accused her for losing it. Otherwise she'll get punished. Vivian joins Mario in Twilight Town to help Mario get his name and body back from the evil Doopliss. Vivian soon joins Mario for good after defeating Doopliss, to find the Crystal Stars.

White Magikoopa

Location: Glitz Pit

Attack: 4

Defense: 0

HP: 7

Description: White Magikoopas are located in the Glitz Pit, and aren't easy to defeat, either. They will use magic that restores their HP, and their allies' HP also, so be careful when fighting White Magikoopas.

Wizzerd

Location: Pit of 100 Trials

Attack: 6

Defense: 3

HP: 10

Description: Wizzerds are located in the Pit of 100 Trials, and they aren't at all easy to defeat. Just look at their enormous Attack Power, and high HP. They also have 3 Defense Power. Be very careful when fighting this enemy.

X-Naut

Location: Great Tree

Attack: 3

Defense: 0

HP: 4

Description: These X-Naut soldiers work for their two leaders, Lord Crump, and Lord Grodus. Defeating these guys are relatively simple, though.

X-Naut PhD

Location: X-Naut Fortress

Attack: 4

Defense: 0

HP: 9

Description: X-Naut PhDs are X-Nauts that throw chemicals. Defeating these

guys could be hard, but could be easy, just depends.

#### Yux

Location: Great Tree

Attack: 2

Defense: 0

HP: 3

Description: Yuxs are located in the Great Boggly Tree, and they aren't very hard to defeat, either. However, they will spawn Mini-X-Yuxs to protect them from attacks. As long as the Yux has a Mini-X-Yux protecting him, he's invincible. Jump on the Mini-X-Yuxs the Yux uses to protect himself with, and you'll defeat them. As long as the Yux is not protected by Mini-X-Yuxs, then you can focus all of your air attacks on him to defeat him.

#### Z-Yux

Location: The Moon

Attack: 4

Defense: 0

HP: 7

Description: Z-Yuxs are located on The Moon, and, just like the X-Yux and the Yux, are protected by Mini-Yuxs known as Mini-Z-Yuxs. As long as the Z-Yux has a Mini-Z-Yux protecting him, he's invincible. Jump on the Mini-Z-Yuxs the Z-Yux uses to protect himself with, and you'll defeat them. As long as the Z-Yux is not protected by Mini-Z-Yuxs, then you can focus all of your air attacks on him to defeat him.

#### X-Yux

Location: X-Naut Fortress

Attack: 3

Defense: 1

HP: 10

Description: X-Yuxs are located in the X-Naut Fortress, and, just like the Z-Yux and the Yux, are protected by Mini-Yuxs known as Mini-X-Yuxs. As long as the X-Yux has a Mini-X-Yux protecting him, he's invincible. Jump on the Mini-X-Yuxs the X-Yux uses to protect himself with, and you'll defeat them. As long as the X-Yux is not protected by Mini-X-Yuxs, the you can focus all of your air attacks on him to defeat him.

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XVI. Email Info

=====  
If you wish to email me about this guide, whether it be about comment or a typo, or even a big error in the guide, then email me at my email listed at the top of this guide. For those who are lazy, my email is:

ganonpuppet@yahoo.com

Email me there, and I'll add whatever it is I missed, or fix whatever it is I messed up on as soon as possible.

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=====  
XVI. Credits  
=====

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Credits go to Hubbin for telling me something I didn't know.  
Credits go to Kingt1001 for telling me ??????'s HP/DF/AP.  
Credits go to Ake for pointing out a Yoshi Color mistake.  
Credits go to KoritheMan for letting me use his enemies list.

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