

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

by Koritheman

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Paper Mario: The Thousand Year Door
FAQ/Walkthrough (GC)
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Version: Final
Author: KoritheMan
E-Mail: verykoolguy2002[at]gmail[dot]com
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| Table of Contents |
-----
| 1. Introduction |
| 2. Version History |
| 3. Characters |
| 4. Storyline |
| 5. Controls |
| 6. Game Basics |
| 7. Walkthrough |
| 8. Bosses |
| 9. Enemies |
| 10. Glitz Pit |
| 11. Items |
| 12. Badges |
| 13. Techs |
| 14. Shops |
| 15. Star Pieces |
| 16. Shine Sprites |
| 17. Recipes |
| 18. Side Quests |
| 19. Mini Games |
| 20. FAQs |
| 21. Codes n' Secrets |
| 22. Copyright |
| 23. Contact Info |
| 24. Credits |
| |
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| 1. Introduction |
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Paper Mario: The Thousand Year Door is a great and fantastic game. And it is only for the Nintendo Gamecube! This new Paper Mario features a whole new cast

of characters, including some of the old ones, but the old ones aren't party members. Instead, the characters from the original Paper Mario give you hints, etc. For example, Merlin, instead of fortune-telling and giving you advice, powers up your characters for three Shine Sprites each.

This game features the same Battle System as the first one, but has improved graphics, improved sounds, more things to do, and a whole lot of other stuff! If you want a great RPG, or if you are looking for a great RPG, play Paper Mario: The Thousand Year Door, as it is really good!

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| 2. Version History |  
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Final Version / This version is the last version of the FAQ, and I do not intend to update it again, regardless of how much I've updated it in the past when I intended not to.

Version 2.7 / Added a question I had not put in the FAQ in the Mini-Games section for the X-Naut's Fortress, thanks to Cora Pearson.

Version 2.6 / Notice that I changed 2.5, which used to be "LAST", into 2.5, but that's because I found a very good strategy for Bonetail, thanks to Kirby021591. The next update will feature an entire reformat of the FAQ's margins to where exactly has 79 CPL, rather than 80 in one spot, and 50 in another. After that, I assure you I will discontinue updates to this file for good unless I find something that isn't included in here that desperately needs to be added.

Version 2.5 / Changed the layout in some ways by fixing margins, added how to fight Atomic Boo. This will be the final update.

Version 2.4 / Added Star Pieces and Shine Sprites to the Game Basics section.

Version 2.3 / Fixed some margins in the FAQs section and added some more FAQs to the FAQs section.

Version 2.2 / Finally added the Recipes section after waiting for awhile.

Version 2.1 / Added something I had missed in the Fahr Outpost. You have to use Bobbery when talking to the mayor, and I didn't put that. Thanks to Barbara Gibb for pointing this out. Now maybe I won't be flooded with e-mails concerning Fahr Outpost. ^^

Version 2.0 / Minor changes to the Copyright section.

Version 1.9 / Added a Frequently Asked Question to the FAQs section, and fixed a minor something I forgot.

Version 1.8 / Completed all the sub-sections. Now this entire guide is completed!

Version 1.7 / Sorry that the update took so long, but it's finally here! I've finished the ENTIRE Walkthrough, all Bosses, all Star Pieces, all Shine Sprites, all Techs, AND a Boss Strategy for Bonetail. The next update will have all the sub-sections completed, so be prepared for a complete guide from front to back come next update!

Version 1.6 / I added all the Star Pieces for Glitzville, Twilight Town, and some for Twilight Trail. The rest of Twilight Trail is soon to be added. I promise I'll have all Star Pieces, all Shine Sprites and all of the Techs sub-sections done by the next update. I also finished all of Chapter 6 and am past Bowser's Event. Stay tuned for the next big, and I MEAN big, update! Also added a minor something I forgot.

Version 1.5 / I added a bit to my Contact Info section.

Version 1.4 / I added all of Chapter 5, and I'm up to the next Bowser's Event. More will come soon!

Version 1.3 / Added a bit more to Chapter 5. I added some Techs as well. Wait for the next update.

Version 1.2 / This update I have added all of Chapter 4, and some of Chapter 5, and I'm soon to be in Pirate's Grotto. Also added some Badges and Star Pieces. Stay tuned for the next update.

Version 1.1 / I added a lot more to this guide, and there will be more coming next update!

Version 1.0 / Submitted on GameFAQs.com.

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| 3. Characters |  
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Mario: Mario is Nintendo's famous star, as we all know. He's back in this all new adventure on the Nintendo Gamecube! Mario and his brother, Luigi, receive a letter from Princess Peach. In the letter, Peach tells that she has found an ancient treasure map. After they read it, Mario sets off to go meet Princess Peach, as she wants Mario to come to where she is to the town of Rogueport. When Mario arrives in Rogueport, he finds that Peach isn't there!

He must team up with his partners in order to defeat the main villain in this game.

Luigi: Luigi is also another star of Nintendo. He is also the brother of Mario. Though Luigi is not very heroic or strong like his brother, Luigi's may become heroic by undertaking a new task: rescuing Princess Eclair. Luigi lies on every single one of his stories that he tells you. My guess is that he got jealous because Mario went on an adventure, and so he pretends to be on an adventure, when in all reality he is not. Luigi gains party members of his own after each chapter you complete.

Peach: Princess Peach is another super famous star of Nintendo. She is Mario's girlfriend, who has been with him through thick and thin, and through many of the toughest adventures her and Mario have ever faced. In this game, Princess Peach goes into the town of Rogueport and a her a box. She buys the box, and with a treasure map. She puts the map in an envelope, it and the treasure map. Mario then decides to set sail to find Princess Peach in Rogueport to get the ancient treasure that is shown on the map.

When he gets there, he finds that Princess Peach is gone! Has Bowser kidnapped her again? We'll find out as we play through this new Paper Mario game!

**Goombella:** Goombella is a cute Goomba of University of Goom co-ed in her second year as an archaeology major. Also one of Mario's partners, and the first one that you get. Goombella first meets Mario when she is in a predicament with Lord Crump, a servant to his master, Lord Grodus, leader of the X-Nauts. Once Mario comes to where Goombella is, she joins him in his quest to find the Crystal Stars. Goombella isn't very good of a partner. She's weak, and she's my least favorite out of all of them.

That's just my opinion, though. She gives you information about areas that you're in and hints about them. This is a useful technique.

**Koops:** Koops is the son of his dad who lives in a town known as Petalburg, home of the Koopa Troopas. Koops thinks he's weak, but he proves to his girlfriend and to Petalburg that he isn't weak when he teams up with Mario and goes to Hooktail's Castle and defeats him, thus liberating his dad from Hooktail's vile stomach. Koops leaves the village after defeating Hooktail and journeys off with Mario in an effort to prove his strength by helping Mario look for the Crystal Stars.

**Flurrie:** Flurrie is a cloud. Better known as Madame Flurrie, Flurrie is a fashionist. Flurrie's beautiful looks comes from her precious "necklace". She loses the necklace, and Mario finds it for her. Once he brings it back, Flurrie joins Mario's party to save the Punies from their enemies. In the Great Tree, home of the Punies, Mario, Flurrie, and his partners encounter the evil Lord Crump. Lord Cump summons up his big machine known as Magnus.

Magnus fights Mario and Flurrie, and Mario's partners, and loses the battle. After that, Mario, Flurrie, and his partners save the Great Tree, thus saving the Punies. Flurrie then journeys with Mario in his quest to get the Crystal Stars, as she has nothing better to do. She is bored, and so she comes.

**Yoshi:** Yoshi, as we all know, has been in many Mario games and in a few other games, and is a famous Nintendo star. Yoshi, in this game, is met in the town of Glitzville in the third Chapter in an egg. Once Mario catches the Yoshi Egg, the Yoshi Egg moves up on top of the concession stand, as he was by a concession stand because he was intended to be used as an ingredient in a "hot dog" that was supposedly, able to make you win matches in the Glitz Pit in Glitzville.

Once Mario gets on top of the concession stand and grabs the Yoshi Egg, the Yoshi Egg joins him and follows him around. In the Glitz Pit, in the first match against the Iron Clefts, Yoshi then hatches and you get to name him. Yoshi then defeats the Iron Clefts with Mario, and then he joins him in his quest for good.

**Vivian:** Vivian is one of the three Shadow Sirens. With her sisters, Vivian is sent by Lord Grodus to destroy Mario, and hunt down the Crystal Stars to open "The Thousand Year Door". Though, in a town known as Twilight Town, Vivian is about to be punished by her sister, Beldam if she doesn't find a bomb that will surely destroy Mario, as the Shadow Sirens failed to destroy him the first time they encountered him. Mario finds the bomb, and Vivian joins Mario, as she says she isn't

sure if she even wants to be with her sisters anymore.

Vivian then truly joins Mario after getting his name and body back from the Twilight Town that turned people into pigs known as Doopliss. Vivian then helps Mario find the Crystal Stars and open the Thousand Year Door before Grodus, his X-Nauts, and her sisters, the Shadow Sirens.

Admiral Bobbery: Admiral Bobbery has a sad story. He had a girlfriend named Scarlette, and they fell in deep love and the two eventually married. One day, Bobbery was out at sea (which is why he despises the sea so much and refuses to go the first time you talk to him) and Scarlette is sick with a terrible illness, as its winter, and its extremely cold back in Rogueport. Scarlette knows that Bobbery will blame her death on himself, so she writes a letter to a guy in Rogueport to show to Bobbery.

The guy never fulfills what Scarlette says. But, as luck would have it, Bobbery eventually finds and reads the letter that Scarlette his love, left behind on her deathbed.

Ms. Mowz: Ms. Mowz is a female rat who is also known as a thief. She wears a red bandana across her face to hide her identity, and looks for Badges more than anything. When Mario finds her the Attack FX B Badge, she joins his party, though she is an optional character and not a very useful one at that.

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| 4. Storyline |  
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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 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-

So Mario headed for Rogueport, where he knew

Peach was waiting...but she was nowhere to be found. Where had she gone?

When Mario started to walk around town to look for her, though, he found himself in the middle of a sticky situation. He ended up helping a sweet Goomba gal who was in trouble. Her name was Goombella, and she claimed to be in the midst of a treasure hunt...

When Mario told her that he had a treasure map, Goombella took him to see Professor Frankly, a wizened old archaeology professor who knew much of local legend.

According to the professor, in order to find the legendary treasure, they would have to first find and collect all seven Crystal Stars. Only then would they be able to open the Thousand-Year Door, behind which the treasure lay.

Luckily for them, the map that Peach had sent was the very Magical Map that showed the locations of the Crystal Stars!

By following the map, perhaps they will also find Peach... A grand adventure awaits Mario and his friends!

I took this from the Instruction Manual.

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| 5. Controls |  
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A Button: Jump, talks to people, examine things, go to next message when you are talking to someone, confirms selected actions in battle

B Button: Allows you to use your Hammer, cancels selected actions in battle, return to previous, returns you to normal form instead of curse form when you're in a curse state

Y Button: Allows you to turn into an airplane, allows you to put your partner in front of you in a battle, thus allowing your partner to take damage instead of Mario, depending on how long you leave the partner in front of Mario

X Button: Allows Goombella to tell you information about the area you're in, except when you're in a battle, allows Koops to use his shell with you'll need for certain things, allows Flurrie to do a powerful gust of wind to knock away posters, etc., allows you to ride Yoshi, use this also to hide in the shadows with Vivian -- when you press X with Admiral Bobbery in your party, you can throw him and make him blow up cracks in the wall, use this with Ms. Mowz and she'll tell tell you when something is nearby.

Also press this button to attack someone when they're about to throw something at you -- this only happens when "X" appears on the screen during a battle

R Button: Mash Down the R Button to turn paper thin -- keep this button mashed down to stay in paper mode -- also hold R like you do when you become paper thin, but just rotate the Control Pad to turn into a tube

L Button: Does nothing

Z Button: Display stats, and also go back to the previous sentence if you happened to miss what was said

C Stick: When the "C" icon appears on the sentence you're looking at, press the yellow C button down to scroll to the next part of the sentence

Start Button: Pauses the game (not in battle)

Directional Pad: Press Up on the Directional Pad to bring up the Menu Screen, this is a shortcut to the Menu Screen -- hold Right on the Directional Pad to display Badges -- press Down on the Directional Pad to display your Journal -- press Left on the Directional Pad to display your Party

Control Stick: Moves Mario around, allows you to go down pipes -- in battle moves cursor

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| 6. Game Basics |  
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Starting A Game: To start a game, press Start when the title screen appears. Then, select one of the four files you wish to start your file on. Then, make a name for yourself (the name will be for Mario). Then, highlight "Done" and press A to start a game.

Saving The Game: There are various Save Points in this game that are used for saving all you've done in the game. After you save, the save data will go to your Memory Card, which means the save data that you get after saving your game at a Save Point will be stuck on your Memory Card unless you delete it. I recommend saving your game often, as you never know when you might get Game Over.

The Field: The Field is where you can control Mario, talk to people, save your game, examine things, solve puzzles, break down things with your Hammer, jump on blocks to recieve Items, hit switches, hit Recovery Blocks which fully restore all of your HP/FP (Coins are needed for this). Basically, you can do anything on the Field. Touch enemies to start a battle. If they touch you before you jump or hit them, they strike first, which means you'll have to block their first attack to avoid taking damage.

If you jump on an enemy or hit them with the Hammer to hit them first, this will count as a "First Strike", which means you'll hit the enemy first. Time your First Strike well, as you'll need it to help you win battles.

Battle System: The Battle System in this game is kind of simple, kind of not. It depends on how well you understand a game or a Battle System in an RPG. First off, Mario and the partner you have in the

battle with you (i.e Goombella, etc.) will all attack in that order. Then comes the enemies. This changes, however, if you have a First Strike. If you have a First Strike, Mario will attack twice, then his partner, then the enemies. This also changes when an enemy hits you first. When that happens, it will say before the Battle Screen appears, "Your foe struck first!".

Then, the enemy attacks, then Mario, then his partner. Also, press Y to put your partner in front of Mario, thus making your partner attack first instead of Mario -- and allowing Mario to attack first instead of your partner -- and allowing Mario to take damage instead of your partner depending on how long you leave Mario in front of your partner. That, my friend, is the whole Battle System.

**Jump:** This is one of Mario's commands. To use it, simply press A and then you'll have to press A again to make Mario use the move. Once you press A, obey the message at the bottom of the screen and press A right before you land on an enemy to cause some extra damage. You can do this an unlimited amount of times on Power Bounce, thus causing significant damage to enemies. This doesn't work, however, on some enemies such as Clefts and Iron Clefts.

**Hammer:** This is the last of Mario's commands. To use it, simply press A and then you'll have to press A again to make Mario use the Hammer. Once you press A, obey the message at the bottom of the screen which says hold Left on the Control Stick until (\*) lights up. Do exactly as that message says and hold Left on the Control Stick until (\*) lights up.

**Star Power:** Star Power is what executes moves that I call Star Techs. To execute a Star Tech, a certain amount of Star Power is required. To do Sweet Treat, you have to have one Star Power circle filled up. The more Star Techs you get, the more Star Power you have to have to execute them. A new Star Tech is gained after each Chapter is successfully completed.

**Flower Points:** Flower Points, better known as FP, is something that allows you to use moves known as Special Moves. The more FP you have, which is gained by gaining levels, means you can use more Special Moves. These execute some serious damage. The more FP and Special Moves you have, the more you'll stand a chance in beating the game.

**Hit Points:** Hit Points, better known as HP, is your life meter, put it that way. If you lose all of your HP (when it reaches 0), the game is over. To gain HP, level up and select it from the level up screen. The more HP you have, the more chance of you have of surviving bosses and enemies.

**Badge Points:** Badge Points, better known as BP, is something that allows you to use Badges. These power up Mario or your partner. Whether it be attack, or whatever, Badges boost you or your partner's stats, etc. They also have sound different than they normally do. It takes BP to use Badges, so if you like to use Badges, then I recommend leveling up your BP every other level up you gain. One Badge is essential for beating Hooktail. Badges take FP to use also, so be careful not to run out.

**Star Pieces:** Throughout the game you'll find 100 of these. Star Pieces can be



exchanged underneath Rogueport in the deep part of the sewers by talking to Dazzle. To find Dazzle, take the first pipe on the east side of the sewer and then go left. Now, talk to Dazzle whom you see in front of you and buy the Badges of your choice. That's all Star Pieces are for and you don't actually need all 100.

**Shine Sprites:** There are 40 Shine Sprites in the game as well. See the Shine Sprite section to see how to get all of them. Shine Sprites can be taken to Merlon in Rogueport (the guy in the house when the Shine symbol on it on the east side of town). Once you talk to Merlon, you can power up each of your characters once for 3 Shines. Once you power them up, go to Hooktail's Castle in mid game (see my Walkthrough for details) and get the thing to power them up again.

Once you power them up again, your done for good with Shine Sprites. These are very useful.

**Tactics:** The "Tactic" icon is the icon with the red flag. Tactic contains four options: Change Partner, Defend, Appeal, and Run Away. Change Partners allows you to change your current partner that's in the battle with you. Defend allows you or your partner to defend for a turn. This increases the defenders defense. Appeal allows Mario or his partner to appeal to the audience. This will build your Star Power as you keep doing this. This is how you fill up your Star Power in battle. Run Away allows you to run away from battles if you're near death, or just want to run away. Repeatedly tap A to increase the meter, thus allowing you to run away from battle.

If the Run Away meter is full, you can run away without stumbling. If you land on a place not occupied by the meter, you'll stumble and have to try to run away again. If you land on a place occupied by the meter, you'll run away from the battle. You can't run away from Boss Battles, or anytime it says that you can't run away. This is the Tactic icon. These are all the features it has. This isn't very hard to learn, either.

**Audience:** When you come into a battle, you will encounter an audience. The audience can be anywhere to 1 person or 150 people watching you fight. The more people watch you fight, the more you'll feel better about yourself. :) Sometimes people in the audience will try and throw an Item at you that will damage you, while some will try to throw you Coins, or helpful Items. Press "X" when it displays on the screen during battle to hit one of the audience.

Make sure that you aren't hitting an audience that will give you a Coin, or a helpful Item. There, I've explained the audience to you.

**Guarding:** To reduce the damage taken by enemies' attacks, press A right before they hit you. This helps alot. Use it everytime you fight to not get Game Over as fast as you normally would without this. Also, you can press the "B" button to Superguard, which makes you have damage reduced even MORE than Guard does. This makes a HUGE difference in the game, and is ESSENTIAL for the latter of parts of the game.

**Leveling Up:** To level up, gain 100 Star Points. You gain Star Points after each battle. Once you gain 100 Star Points, you'll level up and have the option to choose between three things: more HP, more FP, or more BP. Each time you level up your HP or FP, you gain 5 more HP and FP. If you level up your BP, you gain 3 more BP.

Powering Up Partners: To power up your partner, you must collect three Shine Sprites and then go to Merlin which is located in Rogueport. He'll give your partners new moves. For example, he'll give Flurrie Lip Lock. You can power up each partner once and once later on. This is why it is important to collect every Shine Sprite you come across.

Menu Screen: The Menu Screen is displayed when you press Start when you're anywhere except a battle. On the Menu Screen you can see Mario's HP, FP, SP (Star Power), Equipment, and Abilities, Star Rank, which is needed for more audience members, Special Moves, and your current level (not a level like Hooktail's Castle, but your level that you're currently at by gaining levels). This is the Menu Screen. Also, you can view other things such as your party members, your gear, your Badges (this is where you can equip Badges as well, so keep that in mind), and your Journal.

Stylish: In battle, when use your Hammer with Mario, and if you use certain moves with other characters besides Mario. For example, if you hit an enemy with say Power Smash, if you move the Control Stick Left and press A at the same time, you'll sometimes get a Stylish message that appears on your screen. When you get a Stylish, if you don't have any SP because you used a skill such as Sweet Treat, the crowd will like you a lot and give you a boost of SP.

Remember, you can get Stylish with a lot more characters aside from just Mario. Also, I find that if you rotate the Control Stick clockwise and then press A at the same time, you can sometimes get two Stylish messages to appear onscreen, and this is incredibly useful, especially in the latter parts of the game where SP is used more often.

E-Mail: Throughout the game, you'll receive e-mails that go into your Mailbox SP, where you can read them. E-mails aren't really important, but they can be fun to read, and sometimes give you some useful info. To get to the Mailbox SP, press Start to access the Start Menu, then go to the option "Gear" and then press A and go down to Important Things, which is where you'll find the Mailbox SP. Also, something I forgot to mention is that you will receive e-mails from the people you've met throughout the game, not people you haven't met.

Journal: This is the rightmost option in the Start Menu. The Journal option gives you access to four different things: Map, which is the Magical Map, which only shows the areas you've currently visited. The second option in Journal is Crystal Stars, which show the current amount of Crystal Stars that you have. The third option under Journal is Tattle Log, which displays the enemies you've used Tattle on with Goombella, and gives you the information about that enemy that you've Tattled. The fourth option, and the last option is Badges, where you can view all of the Badges you have currently collected (you can't equip them here).

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| 7. Walkthrough |
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Once you start a file, your game will save. Then, the game opens with Parry (from Paper Mario for the N64) delivering a letter to Mario and Luigi. After

talking, Luigi goes up to Mario and reads the letter for Mario. Once Luigi finishes reading the letter, he talks for a bit, and then a screen with the Paper Mario: The Thousand Year Door logo will appear. When this appears, press A. You will see Rogueport in the distance, and the sailor urges Mario to wake up. Once he wakes up, you'll see Rogueport in the distance. Now, after the talking, you'll arrive at Rogueport.

## Rogueport

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Once in Rogueport, go west and you'll encounter your first Save Point. Save your game and go north and you'll hear some weird music playing. Once you get done reading the talking, you'll regain control of Mario so go north and east and you'll see Goombella. Read the talking. Then you'll enter battle against Lord Crump. Just attack him with Jump or with your Hammer; you'll defeat him in a few turns. Once you beat him, Lord Crump will send his army of X-Naut soldiers to attack you.

You won't get hurt. Once Goombella says to come there, follow her, as your now in control, and then after you regain control again, go up the stairs into the next area. Then, Lord Crump will scream at his X-Nauts to stop. After the talking is over, Goombella joins your party. Now, go to the Save Point you see in the distance and save your game. You can check around town if you like. When you are ready, go east from the Save Point and then you'll be in a new area, only to find a bandit steal half of your Coins!

You are now down to 50 Coins, so in order to get them back, we're gonna have to go west into the next area. Once we're in the Rogueport Square, we have to go west, and then north into the area that you see with the paint on the wall. Once in that area, go to the far west and enter the house that you see. In that house is the bandit that stole your Coins. Talk to him and he'll give you your Coins back. When you get your Coins back, exit this house and head back to the Rogueport Square.

Then, enter the Item Shop which is the building with the Fire Flower on it. Once inside, the Toad will explain to you about points when you buy Items. Once he's done talking, buy three Mushrooms, then buy three Honey Syrups, and three Fire Flower Items. Now, exit the Item Shop and go south and then west and you'll see Zess T the chef. She'll gripe at you not to move another step. Once she's done talking, walk west and step on her contact lens.

She'll then become FURIOUS and scream at you and tell you that she's going to block the west gate until you buy her a new contact lens. You can't buy her one right now, but you can do something about this right now. Go to the Item Shop and talk to the first Toad that you see. He'll talk to the other Toad about the contact lens Mario asked him about, and then he'll tell you that they don't have a contact lens in stock.

Once you regain control, exit the Item Shop and save your game. Then, head to where the bandit took your Coins at. Once there, go east and enter the building that is east from the Shine Sprite building. Once there, you'll meet Frankly. Once the talking ends, Frankly will join you, but he's not a party member, you can't even fight with him in battle. Anyway, exit the archaeology professors' study building and Frankly will tell show you a pipe and say that it is the way to go to the Thousand Year Door.

He'll also ask you if you know your Action Commands which I have listed in the Game Basics section of this guide. If you are new to the game, then I suggest listening to Frankly's long lecture of Action Commands. Or, just look on the

Game Basics section of this guide to learn about them. Anyway, when you're ready, jump on the pipe and press Down on the Control Stick to go down the pipe.

## Rogueport Sewers

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This is Rogueport Sewers. Save your game, then go east down the stairs and Goombas will hollar at you. Once the talking is over, you'll fight the Goombas, so beat them and head east up the stairs. Now, we're gonna have to get to that moving platform, so go northwest past the airplane platform that you see and get to where the red block beside the gate with the pipe is. Once there, go west and jump on the moving platform. Then, once you see another pipe, wait until the platform comes close enough to jump to that pipe.

Then, make the jump for it. If you fail, keep trying until you get it. Once you enter the pipe, go east and defeat the flying Goomba that you encounter. The continue east and then go down the stairs. Then, break the "?" block and a Mushroom will pop out. Grab it and defeat the Spiky Goomba. Then, break the next "?" block and a Fire Flower will pop out. Your choice to keep the Mushroom or the Fire Flower.

I chose the Mushroom, but that's just me. Anyway, after hitting the two "?" blocks, go west and destroy the two big yellow blocks and a pipe will be revealed. Go down the pipe. Inside this place, go east once you regain control and you'll encounter Punio, a Puni. You can't do anything with him right now, so continue east and defeat the two Spinia enemies spinning across the area. Then, continue east and you'll see a blue block with a "!" on it. Jump on it to reveal a staircase.

Go up the stairs and ignore the airplane tile and enter the door that you see. Inside, examine the black chest that you see, and it will talk to you. Once you regain control, exit this room and in the previous room, go all the west until you're off the platform. You should drop down to where a Black Key is. If you fail in doing this, keep trying until you successfully drop down on the platform. Once you get the Black Key, go back to the room with the black chest and use the Black Key on it.

A spirit will come out and put a curse on you. This allows you to turn into a paper airplane, which means you can use those airplane tiles that you've encountered and that I've talked about. Once you regain control, exit the room and go to the airplane tile just above the platform where the Black Key was. Now, press Y to turn into an airplane, and then fly over to the platform leading to the Thousand Year Door. This could take quite a few tries, as I'm not too good at this myself. Keep trying.

Once you get on the platform, jump up off of the yellow block and onto the platform leading to the Thousand Year Door. Then, go west and enter the door. Inside, go down the stairs and jump on the platform in the middle of the room. Talking will commence; but just one sentence. Once that's done, you'll regain control so jump on the pedestal on the middle of the platform.

More plot will commence, and in this plot, the Magical Map will show you your next destination which will be Chapter 1, and that will commence soon enough. You'll also learn Sweet Treat, which is your first Star Tech. Read the Game Basics section for more information on Star Techs. Once the plot is done, you'll appear back in Rogueport.

## Rogueport

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Back in Frankly's place, more plot will commence. Frankly will tell you about Petal Meadows, which is where the first Crystal Star lies. Petal Meadows, as Frankly will say, is to the far east of Rogueport. Once the talking ends and you regain control, exit Frankly's place and Frankly will tell you to hold on and he'll give you a Power Smash Badge. Equip it once you regain control, as this is efficient for the game.

Now, go back to Rogueport Square and save your game. Then, head back to where Frankly's building is. Once there, go down the pipe leading to the Rogueport Sewers.

## Rogueport Sewers

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Go down the stairs, and then go east up the next set of stairs to where the airplane tile is. Get on the airplane tile, and fly up to the ledge and go through the door. In this room, jump on the Bloopers' tentacle and you'll start a fight with him. Look in the Bosses section to see what to do in this fight. Once you beat him, two green platforms will appear in the water.

Wait until the platform comes closer to you and when it does, jump on it and jump on the next platform when it comes close enough. Then, ride the second platform to the platform with a pipe on it. Once you get on the platform, go down the pipe and Chapter 1 will begin.

## Petal Meadows

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Chapter 1: Castle and Dragon is where you'll get your first Crystal Star. Go west and save your game. Then, go east down the steps and you'll see rocks in the middle of the area. Goombella will ask what that noise is, then she'll tell you to look and then you'll see Hooktail, which you'll have to fight in the last part of this chapter. Once you regain control, go east and jump on the "?" block and a Mushroom will pop out. Grab it if your Items aren't full.

Once you get the Mushroom, or toss it, or whatever, go east to the next screen. In this area, hit the pink "?" block and a Badge will come out. This Badge is called Close Call. Once you get it, fight the Goombas in the area or avoid them. Avoid them if you don't have much HP, but if not, I suggest fighting them. Anyway, once you get the Close Call Badge, go east from the entrance and hit the brown block that you see floating in the air.

Hit it ten times to get 10 Coins. Once you get that, go east and go to the next area. In this area, Goombella will talk and tell you some information that if you press "X", she'll tell you about the current area that you're in. Anyway, once you regain control, head east and defeat the Goomba running around the area, as this makes this area alot easier. Then, after killing the Goomba, examine the two small bushes and you'll get 1 Coin out of each of the two bushes.

Then, examine the two dark green big bushes; this will reveal a pipe. Go down the pipe and you'll be in the background instead of the foreground. Go east from the pipe and you'll eventually see a blue block with a "!" on it. Jump on it and a bridge will come out of the water and the bridge will slowly create itself until it is fully completed. Once the bridge builds, go back down the

pipe into the foreground.

Now, go across the newly formed bridge and once you cross that, go east and examine the bush directly west of the yellow "?" block to get a Fire Flower. If you don't need it or don't have enough Items to carry it, don't worry about it, as a Fire Flower isn't effective in the next part of the game. Anyway, once you get the Fire Flower from the bush, jump on the "?" block and a Mystery will come out.

Take it if you want it, or if you have enough room for it. Now, head east into the next area. You're now in Petalburg.

Petalburg

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Welcome to Petalburg, home of the Koopa Troopas. The moment you enter here, a Koopa Troopa will greet you, and a bit of talking will commence. Once you regain control, go east and save your game. You can also check out this part of the village if you like. Go to the Item Shop if you need anything, but if not, then I don't suggest buying anything, as there isn't anything excessively useful in the Item Shop, and it hasn't changed from the one in Rogueport very much. Anyway, whenever you're ready, head east into the next area.

In this area, go east and you'll see a pink house, which is the mayor's house, as the Koopa Troopa when you first walked in told you. Go into the pink house and talk to the mayor. Once the talking finishes, exit the building and head east and you'll get an e-mail. Read it and then continue going east and you will encounter a Koopa Troopa guarding the gate to the Shhwonk Fortress. Talk to him and he'll open the gate for you.

Then, a Koopa Troopa with a band-aid on his face will stop you and talk to you for a minute. Then he'll tell you to ignore him and to forget it and he'll leave and Goombella will ask what that was all about and you'll regain control. Once you regain control, go east through the gate into the next area. There's a Star Piece in this area, so check the Star Pieces section of this guide for information on how to get it.

Once you've gotten that, head east and defeat the Paragoomba flying around the area and once you've beaten it, head all the way east and defeat the Koopa Troopa that's in the area. Once you've beaten it, go east and defeat the Spikey Goomba. Now, break the "?" block with your Hammer to reveal a POW Block.

Throw away a Fire Flower, or an unnecessary Item if your Items are full, as you need this for the Shhwonk Fortress and it's coming up real soon. Anyway, once you grab the POW Block, jump onto the next platform and head east into the castle you see which is the Shhwonk Fortress.

Shhwonk Fortress

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Once inside, examine the pedestal and defeat the Bald Cleft. The only way to defeat these guys are POW Blocks. Lucky for us, we have one, so just use it to defeat them. Once you win, go east into the next area. Outside, head east and defeat the Koopa Troopa that you come across. Once he's out of the picture, continue east and hit the trees until a Coin pops out of one of them. Once you get that, continue heading east, defeating all the enemies you come across until you get to the end of the area.

Once there, examine the last two bushes you see to get a POW Block and 1 Coin. Make room for the POW Block if you don't have enough Items, as you'll still need it for the enemies. Once you get these two Items, head east into the castle part of the Shhwonk Fortress again. Once here, examine the pedestal and an enemy will drop down. Enter battle with it, and defeat it with a POW Block.

Once you do that, a door opens up like it did when you first entered the Shhwonk Fortress after beating the Bald Clefts. Go into the door and in this next area, head east and engage battle with the Koopa Troopa that you see. Beat it and then defeat the Paragoomba that is flying around the area. Then, examine the bushes until you find one that spits out 1 Coin. Once you get that, head all the way east up the platform until you come across a Restore Block.

Jumping on this will fully restore all of your HP/FP. However, these things cost money, so be careful. This one only costs 5 Coins, though, so go ahead and use it if you're in need of HP/FP. Then, whenever you're ready, head east into the castle part of the Shhwonk Fortress again. Once inside again, save your game and head east and examine the pedestal with the Thwomp on it. It'll wake up, or, if you prefer, come to life and talk to you.

Once he offers for you to challenge him, say of course, and then a Mini-Game will commence. Read the Mini Games section on how to do this. Once you've completed the trivia quiz, or the enemy bashing, save your game and head down the pipe which is next to the pedestal where the Thwomp is. In this area, go through the west door and defeat the Fuzzy that you come across. Once you've done that, continue west and defeat the next Fuzzy you come across.

Then, continue west into the next area. In this area, head west and grab the Moon Stone that's sitting in the middle of the room and then a Fuzzy will pop down after you get it. Beat it and then head back to the room where the pipe that you went down after winning the trivia quiz or beating the enemies took you, and in this room, go east and jump on the red "?" block and a Multibounce Badge will pop out.

I suggest equipping this, for now. Also, equip Close Call if you haven't already. Once you're equipped, head east through the door to the next area. In here, head east and defeat the two Fuzzies you come across. Then, continue east through the door into the next area. In this area, go east and grab the Sun Stone which is lying on the platform in the middle of the room. Then, once you get it, a Fuzzy will come down and attack you.

Beat it and then head back to the room with the pipe and the red "?" block. Once there, you'll see a golden Fuzzy. It'll talk, and you'll eventually engage battle with it. To defeat it, attack the Gold Fuzzy with Mario, and he'll summon a Fuzzy Horde to attack you. You don't have to defeat the Horde, so just keep using Normal Jump and Headbonk on the Gold Fuzzy until you defeat it.

Once you win and you regain control, head through the pipe. Now, make your way back to Petalburg.

Petalburg

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Okay, so we're back in Petalburg, and the first thing you need to do is stock up on Items if you need them. Make sure you keep filled on Mushrooms, Honey Syrups, as you'll need them. Whenever you're ready, make your way to the

mayor's house and talk to him, and once the talking's done, exit his house. Now, head back to Petal Meadows.

#### Petal Meadows

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Once you're in the first area of Petal Meadows, head west and you'll be stopped by Koops again. Tell Koops yes when he offers to come with you to stop Hooktail. Once all the talking ends and you regain control, you'll have Koops in your party, so put him in instead of Goombella, as you'll need him for this part, and he is alot better than Goombella. Anyway, once you get Koops, go to the first area (the area that you arrived in through the pipe) of Petal Meadows and you'll see two pillars.

Place the Sun and the Moon Stones in the correct rocks (the correct rocks will have sun and a moon "symbol" on them, which indicates that it is the correct rock). Once you place the Sun and Moon Stones on their correct rocks, two blue "!" blocks will appear. We're gonna have to hit the two switches simultaneously, and in order to do that, we're gonna have to use Koops's shell by pressing "X", so place Koops in his shell state by pressing and then holding X next to the platform with the Save Point and keep him there.

Now, with Koops right there (make sure he is lining up with the blue "!" block on the left side), go (with Mario) to the right blue "!" block on the right side and jump on it and immediately let go of X and you should hit them both simultaneously. If you fail, keep trying like I told you and you'll get it. Once you get it, the pillar in the middle will collapse, revealing a pipe.

Now, go in the pipe once its revealed and you'll be in the background. Once there, go east and enter the castle which is Hooktail's Castle.

#### Hooktail's Castle

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Okay, this is your first real dungeon of the game, and it isn't too hard, but it is hard at times. Follow the path and save your game if you wish. Either way, go through the door leading to the next area. In this area, head east and drop down from the bridge instead of crossing it. You'll land on a platform, so jump across the rest of the platforms until you see a Badge. This Badge is an HP Plus Badge, which, the nexttime you level up, I suggest getting BP so that you can use this Badge, as it increases your HP by 5.

Anyway, once you see the Badge, use Koops to get it. Then, jump across the platforms to the left this time, instead of the right and make your way up the platforms which lead back to where the bridge is. Once you get there, go west through the door and exit this area into the previous room. Here again, go west and jump on the yellow spring and hold Down on the Control Stick (make sure that when you hold Down, you aim to the bridge that the spring bounces you up to so that you can get on it) and get on the bridge.

If you fail, you know the drill; keep trying. Once you get up there, replenish your HP/FP if you need to at the Recovery Block, and whenever you're ready, head east and go through the door to the next area. In this area, get on the airplane tile and fly across (going to the very edge of the airplane tile helps) to the platform that is waiting for you just beyond the distance. Once you make it there, head east through the door and you'll be in another area.



In this area, go east and clear the room of the enemies swarming around this area. Then, jump on the pink "?" block and a Power Bounce Badge will pop out. Grab that, as you'll DEFINITELY need it for the game, as it is VERY good. It allows you to jump on enemies until you miss an Action Command. Anyway, once you get that, continue east through the door into the next area. In this area, head east and more talking will commence.

When you get the offer to read the letter from the corpse or not, choose yes or no, as it makes no difference, but I suggest reading it, as it'll give you advice on Hooktail's weakness. Anyway, once your ready to go, head east and examine the pink corpse and it'll come to life and laugh, and then once he's done talking, he'll summon up tons and tons of corpses. To get past this, simply run through them and keep smashing them with your Hammer as you run through them.

You must clear enough of the corpses away so that you can get to the pink corpse. If you fail and the corpses kick you out into the outside part of the castle, keep trying until you get it. When you get to the pink corpse, touch it and it'll fight you. This could be classified as a boss battle, but I am not going to list it as such. To win this fight, have Mario use Normal Hammer (this I recommend) to defeat the Dull Bones.

Then, have Koops use Shell Toss on the Red Bones and when Red Bones regenerates a Dull Bones, kill the Dull Bones again and have Mario attack Red Bones with Power Smash. Keep repeating this process until you win this battle. Also, refer to the Codes n' Secrets section of this guide for information about a secret that you can do in that battle, unless you've figured it out already.

Anyway, once you've won that battle, go through the door that the red corpse was blocking earlier and in this room, beat the Dull Bones that you see and then jump on the Shine Block that you see to get a Shine Sprite. These'll be useful later. Read the Game Basics section of this guide for more information about them. Now, continue going east and defeat the next Dull Bones you encounter and then continue east some more and climb up the stairs.

Then, go right and down off the platform and if you get it right, you'll land on a platform with a yellow switch and a purple switch. Jump on the purple switch and it'll cause another purple switch to fall down, so get up there where that new purple switch is and jump on it. Then, jump on the gray block, then once you're on that, jump to the next gray block, and then break the yellow block with your Hammer.

Now, get back on the platform where the yellow and purple switch are. This time, jump on the yellow switch and the big black and yellow platform will go up in the air. Now, go to where the black and yellow block lifted up from and use Koops's shell to hit the red "!" block. Once you hit it, the stairs will reverse their directions and point in a westerly direction.

Now, get off this platform and climb up the stairs and jump on the small rectangle platform that you see. Then, once you're up there, move west until you see a Castle Key in range (it's a red key). Once you see that, use Koops to retrieve it. Now, go back to the other rectangle platform and use Koops to hit the red "!" block. This will make the stairs go eastwardly again. Now, climb up the stairs and use the Castle Key on the door that's locked and it'll unlock, so enter the room.

In this room, save your game and then enter the door. Then, in this area, defeat the Paragoomba flying around the entrance. Then, continue east and beat the Dull Bones that you encounter. Then, you'll see a red "!" block and a gate

that's apparently closed, so in order to open it, you'll have to press the red "!" block. But before you can make it to the gate, it closes.

Okay, go to where the red switch is and stand about two steps left from it and then hold X to launch Koops in his shell state and then, while Koops is in that state, go up to the gate that's locked and release Koops and he'll hit the red "!" block and the gate will open up, so go in it. Then, go east through the door (it's kind of hard to see it, but it's visible as well, so get in it) into the next room. In this room, examine the Black Chest and once he's done talking, head east past the chest and enter the door.

In this room, you'll see spike holes all in the room. No need to worry right this second, just go east and open the chest to get a Black Key. Now, the spike holes will actually create spikes. This means you have to get out FAST! Now, QUICKLY follow the path where spikes aren't blocking your way. Follow that exact path until you reach the door of this room.

When you reach it, quickly open the door and then Koops will say that it was close and once the talking ends and you regain control, examine the Black Chest and use the Black Key on it. The spirit will come out of the chest like the other spirit did in the beginning of the game, and he'll put a curse on you as well. This curse doesn't disable your first curse that you got from the beginning of the game, but instead adds another one to you.

This curse it cast on you will enable you to turn paper thin, which will give you the ability to get through in between two gate bars (Gee, does this two gate bar sound familiar or what?). Now, once you regain control of Mario, go back to the room where you hit the red "!" block with Koops just a few minutes ago. When you're there again, exit the gate by going in between two bars using paper thin.

Once you get out, go to the first gate from the left and turn paper thin again and enter the gate and grab the Attack FX R Badge and equip it right away, as you'll need it for defeating Hooktail. That's right, this Badge is that "cr" "icket" the letter in the corpse was talking about. This is also Hooktail's weakness, since he hates crickets, this'll work to your advantage. Anyway, once you equip it, go left through the door into the previous room.

Now, head back to the room where the first Save Point is in this level and jump on the yellow spring and then once you get on the bridge, use the Recovery Block if you need some HP/FP. Once you're ready, go east through the door to the next area. In this area, find the cell that has different bars from the other ones, and when you find it, turn paper thin and then enter it and move east once inside the cell until you find a Castle Key. Grab the Castle Key when you see it.

Now, head back to the room where the huge black and green block is. In this room, save your game and then climb up the stairs and get on the big black and green switch and have Mario (with his face not his back) face the small green block and then use Koops's shell to hit the green block. Make sure you're on the edge of the huge black and green block before you launch and release Koops's shell.

Keep trying until you hit it and once you hit it, the block will take a trip up to the air. Once it comes to a halt, get off it and climb up the stairs and then use the Castle Key to unlock the locked door that you see, and then go in it. In this room, hit the blue "!" switch with your Hammer, or jump on it and then a bridge will create in the empty space in the air.

Now, once that happens, continue west and use Koops to hit the next blue "!"

switch you see then the same thing will happen as it did when you hit the first blue "!" switch in this room. Anyway, once the bridge creates, go west and you'll find that there is no blue "!" switch to hit this time. What to do, what to do? You see the windows in this room on the wall, right?

Well, find one that is different from all the other ones and then jump in it to enter it and once you enter it, head along the path until you see another window just like the one you entered a moment ago.

When you see it, jump out of the window and then head through the door to the next area. In this area, defeat the Dull Bones and then head west up the stairs and then line Mario's face up (make sure that you're back is facing the wall west from the block and make sure you're not on the right side of the wall from the block) with the green block and then use Koops's shell to hit the block and get on the huge green platform and then release Koops's shell.

Once the platform rises up in the air and comes to a halt, get on the platform it takes you to and go west and defeat the Dull Bones. Then, continue west and go through door to the next room. In this room, a cutscene will start and you'll meet Ms. Mowz. Once its over, open the chests in the room to get these Items: a Mushroom, a Castle Key, and a Honey Syrup. Also, there's a Shine Sprite block in here so break it to get the Shine Sprite.

Once you have all that, exit this room. Now, before you do anything, notice how part of the bridge you're standing on is tore in one part, and is brown instead of gray? Well, when you see that, get on the brown part of the bridge and go up and if done right, you'll drop down onto a platform with a gate and a Life Shroom. Once you're there, turn paper thin and go through the gate and grab the Life Shroom, as you'll most definitely need this.

Once you obtain that, drop off of this platform and get back up on the bridge you were just on a moment ago. Once you're there again, go east and defeat the Paragoomba and then continue east and unlock the door with your Castle Key and then enter it. In this next room, defeat the Dull Bones that you'll encounter and then beat the Paratroopa that you encounter and then continue east down the steps and beat the next Dull Bones you see.

Then, go east and when you see a yellow block, hit it and then a medium-sized black and yellow platform will fall down. Now, make your back face the yellow block and make Koops hit the block, as usual, and then get on the medium-sized black and yellow block. Once you get this, get off the block and get on the small bridge with gates around it.

Once you're on it, walk (don't run across the small bridge) west and make sure you walk slowly. Keep going west until you see an airplane tile. Once you see that, turn paper thin and go through the gates and then step on the airplane tile and fly to the white platform that has a door on it. Keep trying if you fail until you get it. Once you're there, enter the door and in this room, go down the stairs to the south not the north, and hit the yellow switch.

This causes the black and yellow block go down. Once that happens, use Koops to get the Castle Key. Now, if you want a Badge, drop down to where the huge yellow block went to and then grab the Badge which is a Last Stand P Badge. It isn't good unless you usually attack with your partner in front of Mario, and then its only good if you have your partner in front of Mario often.

Anyway, if you get this, you will have to make your way back up to the room you just got the Castle Key in. This is annoying, I know, but you have to if you got the Badge. Once you get the Castle Key, from the entrance of that room, climb up the north stairs and not the south stairs and then climb the

next set of stairs and then unlock the door with your Castle Key. Now, enter the door and in this room, go west and beat the enemies you encounter.

Once the area is cleared of its enemies, go all the way west from the entrance of this room, and then follow the long path which leads to Hooktail. Once you've followed the path, defeat the Spiky Goomba, and then climb up the stairs and then use the Recovery Block to restore your HP/FP, as you'll need it for Hooktail. Then, save your game and then enter the door and inside you'll encounter Hooktail.

Once the talking's over, getting ready to engage in battle with him. Read the Bosses section to see how to win. Once you've defeated Hooktail, he'll vomit up Koops's dad, whom he thought was dead for ten years. During the conversation between Koops and his dad, you'll get the Crystal Star from Koops's dad, which Hooktail had apparently eaten for a snack or a meal, whatever, I don't know.

Anyway, once the talking's over, it will give you information about this Chapter and then you'll be given the opportunity to save your game. Do it and we're onto Peach's first event of the game.

#### Peach's Event

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Okay, this is the first time in this game that you'll get to actually play as Princess Peach. This is just like Paper Mario for the N64, only minus the Twink. Peach's scenario will start off with two X-Nauts and she'll be in Sir Grodus's room, and he is the leader of the X-Nauts. Grodus intends to conquer the world, and at this present moment, have an interrogation with Princess Peach.

During the conversation, an X-Naut soldier reports to Grodus that a mustached-man with overalls has defeated Hooktail and taken the Crystal Star they were after. Grodus is surprised at this, and then he'll send Lord Crump to Boggly Woods to secure the next Crystal Star, as Mario will soon be after it. Then, Grodus summons an X-Naut and tells him to get the Shadow Sirens which are Beldam, Vivian, and Marilyn.

Once Grodus and the Shadow Sirens get through talking, Peach will be in her room and then she'll talk to herself and once the talking ends, you'll gain control of Peach. When you gain control of Peach, head west through the door and in this room, examine the shower and once you regain control of Peach, exit this room and then Peach will find that the locked door to the east has opened.

When you regain control, head east through the newly unlocked door. In this room, Peach will wonder where she is and you'll regain control after that. Go east and another door will open. Once you regain control, go in it and inside you'll meet TECXX which Peach calls TEC, as TEC told her she could call TEC that.

TEC will ask Peach to tell him about love, and this will go on for quite a while. Once TEC is finished talking to Peach about love, he'll send her back to her room, and Peach's Event is over. You're now given the opportunity to save your game again, so do it and then we're onto Bowser's Event.

#### Bowser's Event

Wow, this is new, you never got to play as Bowser on Paper Mario for the N64, but you do on Paper Mario: The Thousand Year Door. In this event, you'll see several of Bowser's henchmen, and then after a few seconds, Bowser will enter the room. Once you gain control of Bowser, talk to his minions if you want to. Whenever you're ready, go east and then Kammy Koopa will come and talk to Bowser about Mario, and then she'll ask him if he likes fried eggs.

Answer yes or no, as it doesn't change the outcome of anything in this cutscene. Kammy Koopa will then tell Bowser that she was planning on taking everyone out to a picnic in Petal Meadows, and Bowser becomes infuriated. Then, Kammy Koopa tells Bowser about Princess Peach, and that someone has captured her, and Bowser also gets mad about this and then, as usual, sets off to capture Princess Peach.

Kammy then follows Bowser and Bowser's Event ends. Now, save your game when you get the opportunity, and then we're back to Petalburg.

Petalburg

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Back in Petalburg, Koops's dad his girlfriend, and the mayor will talk for a bit and then once the talking's done, head over to Rogueport Sewers, and along the way, you'll get an e-mail from Princess Peach. Read it, then continue through Petal Meadows into Rogueport Sewers.

Rogueport Sewers

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In here, make your way back to the main room of it (the room with the Save Point) and in there, go to the pipe that has the moving platform beside it, but this time you don't have to go on the moving platform to get to it, as you have the paper thin ability now, so use paper thin and slip through the gate where the pipe is, and then enter it. Then, in this room, follow the path and then head down the stairs and then continue west and then enter the pipe that you see.

In this next room, go east and fight or avoid the Spinias and then climb up the stairs. Then, get on the airplane tile and fly yourself over to the platform that is waiting for you. Once there, go west through the door into the room with the Thousand Year Door.

In this room, go on top of the pedestal in the middle of the room and then Mario will hold up the Crystal Star and you'll now have a location of a new Crystal Star added to your Magical Map. Once the cutscene is over, you'll be back at Rogueport in Frankly's house.

Rogueport

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Professor Frankly will talk yet again, and this time he'll tell you that the next Crystal Star is located in Boggly Woods, so that is your next destination, so get ready for another adventure. Once you regain control, exit Frankly's place and outside you'll see Luigi, talk to him if you want him to tell you a story, but his stories are all lies, so I wouldn't even bother.

Anyway, I suggest going to the Item Shop to restock on some Items before you

go to Boggly Woods, but if you don't need any, don't worry about it. Just sell all everything you don't need so that you can get some Coins, even if you have a lot. Once your errands are done, go to the Rogueport Sewers.

## Rogueport Sewers

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Back in the Rogueport Sewers, turn paper thin and slip through the gate that has the pipe (the one beside the moving platform) and then enter it. In this room, follow the path and head down the stairs, then go west and then enter the pipe that you always go through to get to the room with the Spinias. Anyway, once you get in that room, go east and you'll see Punio, which is a Puni and you'll need him for Chapter 2, and it's coming up real soon.

Once Punio runs away and you regain control, go east and when you see that gate you've been passing up all this time (if you've noticed it) and turn paper thin and slip through the bars and then enter the door leading to the room where Punio went. In this room, talk to Punio (he's located in the northwest corner of the room) and then he'll panic and think that you're going to eat him.

Once you get the opportunity to tell him you are not bullies, or that you are, take note that this doesn't change a thing, except Punio panics, and Koops tells you that that was uncool, and that he thought you were nicer. If you tell him yes, this won't happen. Anyway, Punio will mention the X-Nauts have invaded the Great Tree, which Punio lives in.

Once you regain control, go east where Punio went and talk to him, and he'll press a switch which opens up a passageway for you to in to get to Boggly Woods. Once that happens, climb up the stairs and enter the blue door and then go east and south and you'll find Punio. Take note that there is also a Badge here, so be sure to check the Badges section for information on how to get it.

When Punio gets done talking, he'll follow you like Frankly did in the beginning, so enter the pipe Punio just told you about and Chapter 2 will begin.

## Boggly Woods

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Chapter 2: The Great Boggly Tree is an annoying Chapter, but it depends on what kind of levels you like, but me, my brother, and my aunt all hate this Chapter. It isn't like the one in Paper Mario for the N64 (the tree in the N64 one), instead it is very annoying and long if you don't know how to do it. Lucky for you, you've got this walkthrough to tell you how to do it. Anyway, once you enter Boggly Woods, go east and save your game. Then, continue east into the next area.

In this area, go east and a cutscene will start with the three Shadow Sirens. Luckily, they don't know you're Mario just yet, so don't worry about having to fight them just yet. Once you regain control, head east and take note that there is Pale Piranha enemies here, fight them if you want, but it can get you killed if you fight too many enemies in the Boggly Woods, as they're stronger than the enemies in Hooktail's Castle.

Take note also, that there is a Honey Syrup hidden in this area on the north side of the screen. Its hidden well, as it is covered up by snow and trees, but you can still see it. You may not notice it, but its there. Okay, here's a

better way to explain: its where the trees are on the north side of the screen in the area where the Shadow Sirens are. Anyway, once you're done in the area with the Honey Syrup, head east into the next area.

In this area, go east and you'll eventually see a pipe and then Punio will talk and you'll then see the Great Tree in the background. Punio will go in the pipe, but before you go in, notice how there's an orangish-yellowish thing is in the ground snow? Well, grab it and it turns out to be an Inn Coupon. I had two at this area, and I hope you do, too, as you'll need these. Now, enter the pipe Punio entered and then jump across the platforms and enter the Great Tree.

Once here, head east and talk to Punio. He'll say that the door you see on the Great Tree was never there before, and that it has been just installed. Once the conversation is over, follow Punio up the tree and then he'll say something about a secret entrance, and then he'll say that it'll be hard finding the secret entrance, and goes on to say that Madame Flurrie can help with this problem.

Once the talking ends and you regain control, get off the tree and go west into the previous area. Before you can do anything, you'll see a house and someone talking. Gee, can you guess who this is? In this area, jump across the platforms and then go down the pipe back into the foreground. Now, go east into the next area. In this next area, go east and defeat the Cleft that's hiding in the snow, because it'll be alot harder to do this part unless the enemies are cleared out.

Be careful not get killed, because you also have to fight a Dark Puff with the Cleft, which makes this battle a double doozy. Once you beat the Cleft, continue east and defeat the Dark Puff. An easy way to beat the Dark Puff since it has 4 enemies in that fight, is to use Earth Tremor and if you get it good enough, you'll kill all 4 enemies instantly.

Now that the area is cleared of the enemies, head to the southeast corner of this room and enter the tunnel that you see. Its kinda hard to see, but it's there. The way to see this is the holes in the southeast corner of the area. When you see holes in the southeast corner, go through it and follow the path northwest and then when you see a blue "!" switch, jump on it and then the platform will raise up.

Now, go left and grab the Star Piece. Then, follow the path back down to the tunnel and once you exit the tunnel, go west and go through the pipe that you haven't been in yet. Drop down off of the pipe and you'll see a Shine Sprite block. To get this, use Koops's shell and once you get it, turn into a paper airplane and fly east to the platform that awaits you. There's also a Quake Hammer Badge here in the pink "?" block so be sure to get it.

Once you make your way to the platform from flying in paper airplane form (it could take a few tries) go east into the next area after recieving the Quake Hammer Badge from the pink "?" block. In this next area, defeat the Dark Puff and then once you defeat it, hit the trees until you find a Star Piece.

Once you get that, continue east from the entrance of this area and then once Punio tells you that the house you see is Flurrie's place, turn paper thin and go through the open area of the black fence (this gap in the black fence is wider than the others on the black fence, so it is easily visible if you pay attention) and then go all the way east and you'll get a Volt Shroom.

Now, go west until you see a pipe. When you see that, enter it and then jump across the platforms and enter Madame Flurrie's house. Once inside, Punio will

talk for a second, so once he's done, save your game. Then, go up the stairs and Punio will hollar at Madame Flurrie to see if she's there. Now, examine the door you see and a cutscene will start. Apparently, Madame Flurrie has lost her necklace, and obviously Beldam has it, so we're gonna have to get it back for Flurrie.

Once you regain control, save your game if you want and then when you're ready, exit Flurrie's house and then another cutscene will start with the Shadow Sirens again. Once the cutscene is over, jump across the platforms and enter the pipe once you reach it. Then, make your way back to the first area of Boggly Woods where the Shadow Sirens are. Once there, head west until you reach the Shadow Sirens, making sure to defeat all enemies along the way that you might have to.

Once you reach the Shadow Sirens, they'll talk, as usual, and then you'll enter battle with them after the talking's over, so read the Bosses section for help on how to win here. Once you win, Beldam admits that she may have been a bit overconfident, and then the Shadow Sirens will run away and you'll regain control.

Now, pick up Flurrie's necklace that Beldam drops and then make your way back to Flurrie's house and once you're there, save your game and then go up to Flurrie's door and press A on it and use the necklace. Then, Flurrie talks for a second, then opens the door and puts on her necklace, as you still mustn't see her without it. Once she puts it on, a disco will come from the ceiling and start playing and making the room pink, and then she'll come out and talk for a bit.

Then, she joins your party. Once you regain control, save your game again and then exit Flurrie's house. Now, make your way back to the Great Tree and along the way, you'll get another e-mail. Read it. Once you're there, climb up the tree where the secret entrance Punio talked about is, and then use Flurrie's gust by holding "X". Hold X until you reveal the secret entrance.

Punio will then go in and Flurrie will tell you that she used to be an actress, and she goes on and on for a bit. Once she's done talking, Punio will open the pink door from the inside and then he'll come out and then tell you to come there, and then Flurrie will tell you she's going to repay the Punio's debt and she'll tell Mario to come along.

Once you regain control, enter the pink door. You're now inside the Great Boggly Tree.

Great Tree  
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In here, examine the middle bush out of the three bushes you see to get a Coin. Then, continue east and a cutscene will start. And then in the cutscene, two X-Nauts will open another pink door and then they'll talk for a few seconds, and then you'll have to fight them. Just simply use your Hammer or jump on them to defeat them. Once you win, the X-Nauts will run away, and then Punio will find a Puni hiding back behind the pillars in the room.

Then, another cutscene will commence, and more Punies will come out, and once the cutscene is over you'll regain control so use the Recovery Block to restore your HP/FP if you need it, then save your game. Now, go through the pipe you see and you'll be in a new area. In this area, head east and enter the pipe that you see, as you can't do anything else in this area right now.



Once you enter the pipe, in the area it takes you to, jump off of the pipe try and hit the X-Nauts head so that you can get a First Strike. Once you beat the X-Naut, examine the bushes until you find a Power Punch. Then, go through the pipe into the next area. In this area, defeat the enemy that is in the area. Then, once you beat the enemy, follow the path and enter the pipe that you see.

Then, a cutscene will start with an X-Naut soldier. Ms. Mowz will hit him from behind and knock him down, and then the scene switches to Mario, Flurrie, and Punio again. Now, a cutscene will commence and once all of its over and you regain control, go west through the door to the next area. Another cutscene will commence with Ms. Mowz Mario and once its over, the X-Naut accuses Mario of knocking him down, and you'll have to fight him.

Beat him and then he'll drop a Red Key. Pick it up and open the chest you see for an Ultra Shroom which recovers 50 HP. Save it for later, though, because you'll need it. Anyway, once you get these two Items, exit this room and go to the red cell that the Puni Elder is in and use the Red Key on it to unlock it. Once you do that, a cutscene will commence and once its over and you regain control, exit this room and go to the first room of the Great Tree.

Once there, use the Recovery Block to restore your HP/FP if you need to. If not, don't bother. Then, save your game. Now, head west and another cutscene will commence. Once its over, you have 10 more Punies join you to fight the Jabbies and the X-Nauts, and rescue the rest of the Punies which means you have 11 Punies with you! You also get a Puni Orb from the Puni Elder, which you'll need in order to complete this level.

Now, once you regain control, use the Recovery Block if you need to, and be sure to save your game. Then, go through the pipe and in that room, go to the pedestal in the middle of the room and step on it, and then it will change colors and the colors will keep changing. Anyway, once you step on it, examine the ugly face thingie that is just north of the pedestal, and place the Puni Orb on it.

This will cause a pipe to be revealed, which you'll have to go down in order to get to the next area, so remove the Puni Orb and then go down the newly revealed pipe. In this next area, defeat the X-Naut running around and then examine the white console next to the pink door to open the pink door. Don't go in it unless you need to save, or recover at the Recovery Block, as it only leads to the first room of the Great Tree.

Anyway, once you unlock the door, place the Puni Orb on the ugly face pillar like you did in the previous room. Now, use Flurrie's wind gust by holding "X". Why use the wind gust? Well, we're gonna have to blow these Punies that are staring at the Puni Orb off the platform they're on and blow them off to the lower part of the ground. Once they're blown down there, don't stop blowing yet.

Instead, go to the edge of the platform that you're on and keep blowing and once you see bubbles come up, you'll see Punies in the bubbles, so keep holding down X with Flurrie. In other words, you're gonna have to keep holding X so that you can blow the bubbles with the Punies in them to the ledge on the other side.

Once you've done that (it could take a few tries, as that part was hard to explain, but I tried my best), remove the Puni Orb and then jump to the middle pillar and then jump to the ledge where you blew the Punies. Once there, go down the pipe that you see, ignoring the ugly face thingie and once you go down the pipe, in the room it carries you to, follow the path and defeat the

Pider that you see.

Take note that there's a Shine Sprite in here, so be sure to check the Shine Sprites section of this guide to see how to get it. Once you get it, go down the pipe you haven't been down yet (not the one you entered this room with) and once you're on the lower part of this area where the pipe takes you, defeat the Pale Piranha that is around the area.

Don't examine the bushes, as there is not one Item in them. Once you clear the room of the enemies, enter the pipe that's located in the lower levels where the Pale Piranha was before you defeated it. Be sure to enter the pipe that you haven't been through yet, and not the one that you entered to get to the lower levels. Once you enter it, you'll see a Jabbi, then Punio will talk for a bit.

Once he's done talking, go east through the door that you see and once inside, go east and you'll hear some noise and then Jabbies will come out to fight you. There's only 10 of them, and with your 11 Punies, you can more than likely win. The Punies automatically fight the Jabbies, so therefore you don't have to worry about controlling the Punies. If you fail in defeating the Jabbies, keep trying until you defeat them.

Once you defeat them, the Punies will enter the small hole and then they'll break a huge hole in the wall, thus enabling you to come into the room where they went, so go in there once you regain control. Once you get in this new area, open the chest you see to get a Blue Key. Now, exit this room and a cutscene will start with the rest of the Punies in the blue cell.

Once it's over you'll regain control of Mario so head west and drop off the platform that you're on and then you'll be in the lower levels of this room. Once there, examine the huge bush in the middle to get a Star Piece. Once you get that, save your game and go back up the pipe and make your way back to the room where the red and blue cell is.

Once there, use your Blue Key on the blue cell to unlock it and then another cutscene will commence. Once it's over, 90 more Punies will join your party, so you now have 101 Punies in your party! Now, head back to the room where the bubbles are and once there, place the Puni Orb on the ugly face pillar and then use Flurrie to blow off the Punis. Then, get to the edge like you did before and blow again until all the Punies get to the other side.

Once they all get to the other side, remove the Puni Orb and then jump on the middle pillar and then jump on the platform where you blew the Punies. Then, go down the pipe and in this next room, follow the path and enter the pipe you come to which will take you to the lower levels of this room. You don't have to worry about any Pale Piranhas in this room like you did last time you came here, so make your way to the pipe in this lower level.

This area you've visited already, as you'll probably notice. There is something you must know, however. There is Piders in this room, and the Punies are scared of them, so your gonna have to defeat them all in order to get past this part, so go ahead and follow the path across the room, defeating all the Piders. There's also a Badge in here, so read the Badges section to see how to get it.

Once you get that and once you defeat the Piders, gather all the Punies that are lost and once you have 101/101 Punies again, remember how you went to the east room where the 10 Jabbie army awaited? Well, we're gonna have to go to the west room this time, so follow the path and enter the west door that you see.

Once there, go west and that same noise will happen again and you'll have to fight a 100 Jabbie army, so do the same thing you did on the 10 Jabbie army, which is let the Punies fight. Flurrie's wind gust also works here, as it can provide some help, thus allowing you to win this battle a little easier. But be careful not to blow the Punies, because then you might not win.

Keep trying until you win and once you win, go west through the door where the Jabbies came out from, and then in this next room, ignore the ugly face pillar where you can place the Puni Orb. Instead, go down the pipe that you see and in the area it carries you to, defeat the Pale Piranha and then examine the smallest bush in this room for a Coin. Then, go east through the door into the next area.

In this area, examine the pillar (this time it isn't an ugly face pillar) and then place the Puni Orb on it, and then a jail cell will fall on top of Mario, Flurrie, and all 101 Punies! Lord Crump will then come and insult you by telling you how dumb you are and how amused he is at your stupidity. Once the talking's over and you regain control, turn paper thin and go through the bars of this jail cell and then Flurrie will say a few words, then you'll regain control so go down the pipe you haven't been down yet.

In this next room, Flurrie will say a few more words again and then you'll regain control. Now, hit the black "!" switch and then you'll hear a rumbling sound. Flurrie will then say that she wonders what that was and then you'll regain control. Now, backtrack to the room where you found the Blue Key at and in that room, you'll notice that there is four white "!" switches.

This is a puzzle, so in order to solve it, we're gonna have to input the correct symbol on each of the four pillars. First off, jump on the first switch and then jump until a sun appears on that pillar. Then, go to the second switch and jump on it until a moon appears on the pillar. Then, go to the third switch and jump until a Puni appears on the pillar. Finally, go to the fourth switch and jump on it until a star appears on the pillar.

In order words, the four pillars must be in this exact order: sun, moon, Puni, and star so do that in that order and once you do, a rumbling sound will happen again and then the four pillars will be out of your way, thus revealing a door for to go through, so go through it. In this next area, open the big chest and you'll get the Super Shoes. Then, Toadette will give you a briefing on how to use the Super Shoes, and what they do. Once you regain control, exit this room.

Back in the previous room, butt stomp the black "X" square in the middle of the room by pressing A + A just like Toadette said. Once you butt stomp the black "X" square in the middle of the room, you'll drop down a hole into a new area. In this area, jump across the pillars and make it to where the Shine Sprite Block is and then once you're there, break the block to get another Shine Sprite.

There's also a Badge in here, so jump across the platforms to the west instead of the east (as east is the direction where you got the Shine Sprite at) and then once you see the Badge in range, you can't reach it by jumping to it, so switch to Koops and use his shell to get it. Once you get it, switch back to Flurrie and then go up the pipe to the previous area.

Now, backtrack to the room where the Punies are trapped at (in the jail cell that fell on you when you placed the Puni Orb on the pillar) and in that room, turn paper thin and slip through the gate to where the Punies are and then butt stomp the black "X" square. Now, you're gonna have to blow the Punies off

like you did in the bubble room so make sure the Puni Orb is still placed in the pillar, as you have to have it placed in order to blow the Punies off into the hole.

Be patient, however, because on this part, the Punies tend to not get in the hole right away, so this requires patience. Another useful strategy is to remove and replace the Puni Orb, as this allows the remaining Punies in the cell that didn't fall in the hole to regroup and gather to where the Puni Orb is. I strongly recommend doing this, because it is the only way I did it, and this saves a lot of time if you do this.

Once you get all the Punies down the hole, go down the hole yourself and then go through the pipe and then you'll be back in the room with jail cell, but you don't have to do anything in this room, so just head west and exit it and in this next room is a Star Piece so check the Star Pieces section to see how to get it, go west through the pipe and then in this next room, place the Puni Orb on the ugly face pillar and then use butt stomp on the black "X" square, and then it will reveal another hole and you'll drop down into the next room.

Go back up the pipe that you've been through already (not the one that you are carried down to after you stomped the black "X" square but the other one in this room) and then you'll be in the room where you just placed the Puni Orb, so blow the Punies down the hole. Once you get them all down there remove the Puni Orb and jump down it yourself and then enter the pipe that you're dropped down to.

In this room, follow the path and defeat the X-Naut along the way. Then, once the path ends, go down the pipe into the next room. In this room, defeat the Yux and then examine the bush in the middle of the room to get a Coin. Then, continue west and enter the pipe that you see, and you'll be in another new area.

In this area, go south and go down the pipe and in this next area, jump across the three pillars to the other side and ignore the Shine Sprite, as you can't get it yet. Once you make your way to the other side, go through the big pipe and in the area it takes you to, jump on the light blue "!" switch and then use Koops and keep his shell there and then get off of the light blue "!" switch.

Once the blue "!" switch pops back up, release Koops and then you'll hit the blue "!" switch, thus causing the water to drain in this area and rise in another. Once you regain control, walk off of this high platform and go to the pit where the water was and once there, open the chest to get a Shrink Stomp Badge. Then, switch back to Flurrie and then climb up the stairs and go back down the pipe (not the big pipe but the small one) and in the area it carries you to, walk on the lily pads and the pillars.

When you reach the other side, go on the other lily pads and get the Shine Sprite out of the block. Now, go through the small pipe and in this room, place the Puni Orb on the ugly face pillar and then Mario and Flurrie will go to the pedestal that the Punies are on and you'll hear another rumbling sound. The pedestal will now go down to the lowest level of the Great Boggly Tree. Gee, this must be where the Crystal Star is.

Remove the Puni Orb and use the Recovery Block if you need to, and then save your game. Then, examine the bush just south of the Save Point to get a Mushroom. Now, head east and go through the door into the next room. In this room, a cutscene will commence with Lord Crump talking about the Crystal Star. Lord Crump will then run away because he hears something and thinks that

you're a mob.

Now, head east when you regain control and place the Puni Orb on the ugly face pillar. Then, another rumbling sound will commence and the Crystal Star will rise out of the middle pillar. Lord Crump then comes and takes it and then during the conversation, Lord Crump is humiliated for you escaping his jail cell, as that obviously insulted him, so he turns on what he likes to call a "Remote Time Bomb Detonator".

You now have 300 seconds to get to the first room of the Boggly Tree. Take note that you have to fight an X-Naut along the way, and you can't run away from them. Hurry and remove the Puni Orb from the pillar backtrack to the first room and FAST! Once you're there, use the Recovery Block if you need and then save your game. Now, head west and a cutscene will commence, where the Puni Elder challenges Lord Crump, but then the Elder's back starts acting up, so he can't challenge Lord Crump.

Once the talking between those two is over, Flurrie tells Lord Crump a few things and then he'll stop the timer after a few more words. Then, he'll summon his robot machine, Magnus Von Grapple, which you'll have to fight, so read the Bosses section to see how to do this. Once you've beaten Magnus Von Grapple, his machine will explode and then he'll drop the Crystal Star.

Then the X-Nauts will leave the Great Boggly Tree. You now have the second Crystal Star, AND you've learned another Star Tech which is Clock Out. Sadly, it isn't nearly as useful as Earth Tremor and Sweet Treat are. Once you get the opportunity to save your game, do it and we're onto Peach's next event.

#### Peach's Event

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In this Peach event, a cutscene will commence between the X-Nauts and between Lord Grodus and once its over, the scene will switch to Peach and she'll say a few words to herself about wondering things, and then the door will automatically open, and she'll say that it must be TEC's work again and then you'll gain control over Peach. Head east through the door that just opened and in this next room, head east and open the door and you'll be in TEC's room and then once you're in there, another cutscene between TEC and Peach will commence.

This time, TEC wants to dance with Peach, so TEC will create a dance substitute which is a hologram of Princess Peach. Press the buttons displayed on the screen to dance. Once the dance is done, TEC will talk for a few more seconds, and then he'll tell Peach that he is going to fulfill his promise, and to use his communicator.

Peach will then tell TEC to send another message, which goes straight to Mario, so get prepared to have another e-mail when you regain control of Mario. After TEC sends the letter, he'll tell Peach to go back to her room, because he wants to analyze the data which he thought was "fun" which is, evidently the dance he had with Peach.

She'll then say that he is a weird computer, and then she'll go back to her room after TEC tells her good night. You'll now get another opportunity to save your game, so do it and we're onto the next Bowser event.

#### Bowser's Event

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This Bowser event is a little more fun than the last one that you had, because this time, you get to play with Bowser, but you don't get to play RPG style with him, but instead you get to play with Bowser the way you used Mario in the first Mario game for the NES. Anyway, when this event starts, you'll see Bowser and Kammy Koopa in Petal Meadows, then they'll talk for a minute, and then you'll get to play as Bowser, and you get to play with him in a level and a gamestyle JUST like the old original Mario for the NES.

Sweet! You start off at world 1-1 and sadly, you only get to play one level and that's it for now. If you get killed, you have to start from world 1-2 instead of world 1-1, and if you get killed two times, you have to start from world 1-3 instead of world 1-2 and so on and so on. Once you've beaten the old Mario gamestyle event, Bowser will arrive in Petalburg and then the Koopa Troopa will greet him, but then once he finds out who Bowser is, panic and tell everyone to hide.

Bowser and Kammy Koopa (after Bowser gets finished running his mouth) then advance through Petalburg, and Bowser starts talking to a Peach poster, which he "thinks" is Princess Peach. Kammy comments on how she's so overcome with joy that she's been left speechless. Bowser then talks for a minute, and then the Koopa Troopa who owns the Peach poster says that he would rather die than give it up.

Then he'll flip the poster over and replace the poster with the window. Bowser will then become embarrassed that he talked to a poster, and Kammy will say that she didn't see that coming, then Bowser will say a few more words, and this event is over. You now have yet another opportunity to save your game, so save it.

#### Boggly Woods

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Back in Boggly Woods, Mario, Flurrie, and the Punies are all standing outside of the Great Tree. Once everyone gets done talking and you regain control, exit the Boggly Woods and along the way, you'll get another e-mail. It's from Princess Peach, as it is the letter that TEC just sent after she wrote it. Once you read it, exit the Boggly Woods completely and make your way to Rogueport Sewers and save your game along the way.

#### Rogueport Sewers

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Back in the Rogueport Sewers, head to the Thousand Year Door and once there, step on the pedestal in the middle of the room, as usual, and then another cutscene will commence. Your magical map will reveal yet another location for the next Crystal Star. Now, once this cutscene is over, you'll automatically be back in Rogueport.

#### Rogueport

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Professor Frankly will talk about the next Crystal Star, and tell you that it is located in Glitzville, which is obviously your next destination. Once the talking's done and you regain control, head to the Rogueport Square and save your game. Now, let's go see Don Pianta. Normally, we'd have to pay 78 Coins if we didn't know what to do, but since you have this guide, you don't have to

pay 78 Coins, but alot less which saves alot of time as well.

Now, go to the Item Shop and buy a Contact Lens. Then, give it to Zess T. and she'll talk for a bit once you give it to her, then she'll go into her cooking place. Once that happens and you regain control, head west through the place where Zess T. was blocking before you gave her the Contact Lens and once there, head west and enter the Item Shop when you see it, and once there, buy a Dried Shroom and a Dizzy Dial in that exact order.

Then the ghost shopkeeper will ask you what color is your mustache, so answer anything, and then she'll say that that was the wrong question, and then she'll go on to ask you what is your favorite color, so answer "Yellow" and then she'll open a passage which leads to Don Pianta. See, we would've had to pay some guy 64 Coins in order to find out this Dried Shroom/Dizzy Dial and favorite color thing. But, since you have this guide, you don't have to waste 78 coins, but instead just simply 14 Coins.

Anyway, once she opens the passage for you, go through the door and then climb up the stairs and once you see another door, enter it and you'll be in Don Pianta's office. Once there, go east and go to Don Pianta's desk, and then he'll start talking. Don Pianta, in the conversation will say that if you do him a little favor which is finding his daughter Francesca, and her boyfriend which is one of Don Pianta's associates whos name is Frankie, and bring them to him, he'll give you a Blimp Ticket to get to Glitzville.

Once the talking's over and you regain control, head to the harbor (the area you first arrived in Rogueport when Mario was carried by boat travel) and once there, go to where the boat that carried Mario to Rogueport was, and you'll see Francesca and Frankie. Talk to them and then tell them whatever you want, as it doesn't change that much, except Francesca gets mad at you if you tell her you won't pretend that you didn't see her and Frankie.

Now, once you have talked to Frankie and Francesca, head back to Don Pianta's place and then go to Don Pianta's desk, and he'll talk again and another cutscene will commence. When Don Pianta asks you if you've found his daughter and his associate, tell him yes, and then Don Pianta will say that he appreciates the favor that you've done for him, and then he'll order his two cronies to go and get Frankie and Francesca from the harbor, but then Frankie and Francesca will enter the room and another cutscene will commence.

Once the cutscene is over, talk to Don Pianta and he'll say a few things and then he'll give you a Blimp Ticket. Then he'll say that he doesn't want to see your gloomy mug ever again. Now that we've got the Blimp Ticket we can go to Glitzville, so exit Don Pianta's place and then enter the Item Shop and exit it. Then, head east and north and you'll get an e-mail.

Read it if you want, and once you're ready, continue north from where you got the e-mail and then enter the area that you see. In this area, save your game and head east and talk to the fish and then he'll ask to see your Blimp Ticket, and then he'll see that you have one and tell you to watch your step and you'll regain control.

So head east and go down the pipe and then head west into the blimp and press A when the "!" symbol appears above Mario's head. Now, once the blimp travels to Glitzville, Chapter 3 will begin.

Glitzville  
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Chapter 3: Of Glitz And Glory, is the funnest Chapter I've played so far in my opinion, as all you do is fight, fight, fight. I gained 3 levels in here, so this is definitely a great spot to level up. Anyway, once this Chapter begins, you'll see the blimp arrive at Glitzville, so press A and you'll go to the next scene. Welcome to Glitzville! Once you regain control, go northwest and save your game.

Take note that there is a Shine Sprite here, so check the Shine Sprites section to see how to get it. Once you get it, head to the Item Shop and once there, buy three or four Super Shrooms, but first sell off all of your old Items that you don't need. Also when you buy the Super Shrooms, be sure to conserve them, as you'll need to use them wisely.

In other words, don't just use them if you have low HP, because even if you get killed in a match in the Glitz Pit, it doesn't mean Game Over. It just means you'll start back at the locker room and your rank could go down. Anyway, once you buy the Super Shrooms, stock up on whatever else you may need.

Then, whenever you're ready, save your game at the Save Point you used earlier in Glitzville, and then enter the Glitzville fighting arena which is the building with the Chomp on it.

#### Glitzville Fighting Arena

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When you get here, head up the stairs and then once you see double doors, enter those double doors and you'll arrive in a room where you can see the Glitz Pit, which is obviously where people fight. A cutscene will now commence with the Rawk Hawk and the Koopinator. The Rawk Hawk beats the Koopinator with one jump, and then calls him a wimp. Grubba comes and then asks the Rawk Hawk his comments on the match, and Rawk Hawk taunts and says that it wasn't a match, and that no one can beat him.

Rawk Hawk also has a Crystal Star on his belt! Mario's partner then gets surprised at the Crystal Star on the Rawk Hawk's belt and then asks you what you and you partner should do, so answer the second answer, which is fight your way to the top. Once you regain control, head down the stairs and then go west if you got off the stairs at the east side instead of the west side and/or vise versa.

Once you make your way to the west side of the Glitzville Fighting Arena, talk to the blue guy with shades on (he also has yellow hair, so he shouldn't be that hard to notice) and he'll let you through to the hallway. Now, enter the door and head west and save your game. Then, continue west past the Save Point and then talk to the guy with the shades that is blocking the door to Grubba's office.

(The door he's blocking has a tile on it thats white and gray, so that's how you tell that this is Grubba's office.) Take note that all the other doors have different tiles on them too which indicate what the door leads to. Anyway, once the guy with the shades moves out of the way, enter the door to Grubba's office. Once inside, talk to Grubba and he'll eventually ask you if you want to become a fighter, so tell him yes.

He'll talk for a bit more, and then once the talking's over, he'll lead you out of his office and he'll lead you into another door which is the champion's room, which you can't use until you become the champ in the Glitz Pit. Now, you'll automatically be taken to the major-league locker room and then once



the talking's over, you will be back in Grubba's office.

He'll ask you to sign a contract to be a fighter, so say yes and then he'll call Jolene in there, and he'll explain to her who you are and then she'll carry you to a minor-league locker room, where you'll have to stay until your rank in the Glitz Pit reaches 11. Don't worry, it'll be explained in the game in just a minute. Now, Jolene will talk for a minute, and once she's done talking, go up to the computer on the wall which looks like a Gameboy Advance, and then Grubba will reserve a match for you against the Goomba Bros.

Don't worry, Grubba is right, these guys aren't hard. Take note that whatever Grubba tells you to do in the fight (i.e. get hit three times before attacking), then you do it. If you disobey him, you'll have to fight the same enemies time and time again. Whereas you obey what he tells you to do in a fight, you'll only fight your opponent once, so I STRONGLY suggest obeying him unless you want to level up alot.

Anyway, I made a list of people you have to fight in the minor leagues and major leagues which is listed in the Glitz Pit section of this guide, so be sure to check there for strategies for each fight you have to undertake. Now, once "Security" comes to take you to the match, you can still talk to everyone in this room to get to know them better, if you would say that. Anyway, whenever you're ready talk to the Security Guard and he'll take you to the Glitz Pit where you'll have to fight the Goomba Bros, as well as all your opponents.

Read the Glitz Pit section of this guide for a strategy on the Goomba Bros. Once you beat them, your rank will rise to 19, and then Jolene will give you your fight money which is 3 Coins. Don't worry, you'll get a lot higher salary, don't worry. Once Jolene leaves the room, King K. will talk to you and then he'll introduce you to the people in the locker room with you, and they'll all give you advice.

Now, rest in the bed if you need to recover your HP/FP. Then, exit the minor-league locker room and save your game and then come back in the locker room and then use the computer to reserve another match. You'll have to fight the KP Koopas. Once you beat them, exit the room and save your game and then come back in the locker room. Now, once you beat the KP Koopas, use the computer and you'll fight the Pokey Triplets.

Check the Glitz Pit section to see how to win against them. Once you defeat them, King K. will talk for a minute, and then Jolene will chew Bandy Andy out, as he is breaking the rules of the Glitz Pit. Now, rest and save your game and then you'll have to fight the Dead Bones. Check the Glitz Pit section for information on how to defeat them. Once you defeat them, rest and save and you'll fight Spike Storm next.

Read the Glitz Pit section to see how to defeat them. Once you defeat them, King K. will tell you that there is a Hot Dog outside that has an egg from a southern island for an ingredient, and that some fool said it was supposed to help you win fights, and that you should go get you one. If you want to, that's fine, but I don't recommend wasting 10 Coins for one Hot Dog, as they aren't very good.

Now, rest and save your game and then go outside and a cutscene will commence with the egg that's supposed to be the Hot Dog ingredient. It will be bouncing around so in order to get it, you have to position yourself where the egg will bounce, so watch its movements movements, and once you figure them out, position yourself where the egg will bounce, and it'll eventually touch you, thus causing it to go up on top of the concession stand so you'll have to go

get him down from there.

How? Well, head southeast from the Glitzville Fighting Arena building and you'll see the juice bar, but don't go in there. Instead, go south from the juice bar and you'll see a huge blue "!" block and two crates, so jump on the small crate and then jump on the big crate and then get on the blue "!" switch and butt stomp it and then stairs will create from the juice bar. Now, climb up the stairs and then open the chest you see to get a Power Plus P Badge.

Read the Badges section to see what it does. Equip if you want to and whenever you're ready, jump on the yellow spring next to the Rawk Hawk picture and then make yourself springboard to the airplane tile. Then, once you get on the airplane tile, go to the very edge of the airplane tile, and then fly over to the place where the egg is.

Once you're there, say the positive answers each time you get the choice to tell the egg something. Once you get the egg to follow you, save your game and head back to the minor-league locker room and right before you enter the Glitzville Fighting Arena, you'll get another e-mail. Read if you want to. Once you're in the minor-league locker room use the computer and you'll have to fight the Hand-It-Overs which are ranked 14 in the Glitz Pit.

Read the Glitz Pit section to see how to win this next fight. Once you've won, King K will tell you to go bring him a hottie from the juice bar, but you can't do anything about it. Now, rest if you need to and save your game and then use the computer and you'll now fight the Mind-Bogglers. Read the Glitz Pit section as always, to see how to beat them. Once you win this match, King K will tell you that he's thinking about retiring soon and after next match he's gone.

Rest if you need to but be sure to save. Then, use the computer and you'll fight the Punk Rocks, which are ranked 12 in the Glitz Pit. See to the Glitz Pit section of the guide to see how to defeat them. Once you defeat them, rest and save and then use the computer and you'll have to fight the Bob-omb Squad which are ranked 11 in the Glitz Pit. Read the Glitz Pit section of this guide to see how to defeat them.

Once you win, Cleftor and the Bob-omb will talk about King K and how lonely it is without him, though Cleftor goes on to say it seems normal to Cleftor but Bob-omb tells him he's in denial, as he saw him weeping in that locker room. After they get done talking, a new fighter comes in, but you don't get to fight him like you did King K, Bandy Andy, Cleftor, and Bob-omb. Sir Swoop is this new guy's name.

Anyway, once you regain control, rest and save and then use the computer and then you'll have to fight The Armored Harriers and they are ranked 10 in the Glitz Pit, which means they are in the major-league. You can't even defeat them, as all your attacks have absolutely no effect on them, so just run away. Once you get back in the locker room, you'll find out that the egg has hatched and become a Yoshi! Sweet! Name the Yoshi whatever you want when you get asked what his name is.

Once you regain control, save the game and then use the computer again and you'll rematch The Armored Harriers. Defeat them, and you'll become a major-leaguer. Check the Glitz Pit to see how to beat these guys. Once you beat them, Jolene will give you your fight money, and she'll tell you that Grubba wants to see you at his office, and then Mario will automatically follow her and another cutscene in Grubba's office will commence.

During the cutscene, Grubba gives you 30 Coins! Wow! Once the cutscene is

over, Jolene will take you to the major-league locker room and then she'll talk for a few seconds, and then she'll leave the room. Now, the Rawk Hawk will come in and say that he hears that there has been a newcomer tearing apart the league, and he'll find out that it is Mario, and he'll start taunting him.

Then, Yoshi will start making fun of him, and Rawk Hawk will get mad and eventually he'll shut his big mouth and leave the room and Yoshi will say a few words and you'll get an e-mail from a person named "X". Apparently this "X" guy is going to help you get the Crystal Star. Now, rest and save and then talk to the people in this locker room if you want.

Whenever you're ready, activate the computer again and you'll fight the Tiny Spinies which are ranked 9 in the Glitz Pit. As always, check the Glitz Pit section to see how to win this next fight. Once you win, you'll get another e-mail from X. The mail will tell you to go to the watering hole outside the Glitz Pit. Now, exit the Glitz Pit and save your game then go southeast and enter the juice bar and inside, talk to the green ugly guy with glasses.

He'll talk for a minute and then he'll give you the Super Hammer that someone supposedly gave to him. Once you get it, Toadette will give you an explanation on how to use it which is by holding down "B" and "rotating" the Control Stick and then "releasing" the Control Stick once you're fully charged up. Anyway, once you get the Super Hammer you'll get another e-mail from X. This time it says to smash the blockade in the minor-league locker room.

Once you read it, be sure to go behind the counter where they serve the juice and you'll find a Star Piece in the western corner of the counter. Now, exit the juice bar and save your game and then go back into the Glitz Pit and once inside, go to the minor-league locker room and on the way you'll see Jolene and a Security Guard talking about some information you have no business with according to Jolene.

Once you regain control after the cutscene, head to the minor-league locker room and talk to the Security Guard blocking it and he'll let you through. Once inside, go south and use your Super Hammer on the big yellow block and a room will be revealed so go inside and once inside, jump on the brown crates and then jump on the ledge above it. Then, press X to get on Yoshi and then once you're on Yoshi, fly to the ledge with the paper on it.

Once up there, grab the paper and once you regain control, go back to the minor-league locker room and Jolene will be there and talk for a minute and then she'll take the paper you just recieved. Now, exit this locker room and go back to the major-league locker room and once there, rest and then save your game.

Now, activate the computer and you'll fight The Poker Faces so read the Glitz Pit section to see how to win. Once you win, The Armored Harriers will show up for the third time to fight you. Look at the Glitz Pit section to see how to beat 'em down again. Once you defeat them and get back in the locker room, you'll get your fight money from Jolene and then you'll get another e-mail but it's not from X. It doesn't have a name of the sender, so who sent it? It is just a threat mail.

Now, rest and save and then use the computer and you'll have to fight The Magikoopa Masters who are ranked 6 in the Glitz Pit, so read the Glitz Pit section of this guide to see how to do it. Once you win, Jolene will give you your fight money, and you'll have a cake in here that you can eat, as a fan brought it so eat it if you want to and whenever you're ready, save and then use the computer again and you'll fight The Fuzz so read the Glitz Pit section

to see how to do it.

Once you win, rest and save and then activate the computer again and you'll fight the Craw-Daddy, so read the Glitz Pit section of this guide to see how to win this next fight. Once you yet another fight, after Jolene gives you your fight money, you'll get yet another e-mail from X. This time X tells you to go to the phone booth on the pavilion and on the way to the phone booth, you'll meet the Rawk Hawk and he'll threaten you.

Now, once he's done talking and you regain control, exit the Glitz Pit and then save your game and to the southwestern corner of the screen (make sure you go southwest when you exit the Glitz Pit) and on the way you'll meet the Rawk Hawk and he'll talk some more. Once you're at the phone booth, go inside the phone booth and grab the Storage Key and then head back into the Glitz Pit.

Right when you get out of the phone booth, X will e-mail you again and tell you to go to the storage room next to Grubba's office. Once inside the Glitz Pit again, head through the door leading to the hallway and once in the hallway, save your game and from the door leading to the major-league locker room, go west until you see a metal door with a lock on it. (In other words, head to the place where Jolene and the Security Guard were arguing about "important matters that you have no business with" at.)

Once you see that lock, use the Storage Key on it and once inside the storage room, you'll see Ms. Mowz and she'll talk for a bit, as usual. Once Ms. Mowz leaves the room, you get yet another e-mail from X. This time it says find the staircase switch leading to the attic. Once you regain control, switch to Flurrie and then blow the blue blocks with her gust of wind. Make sure you blow up the blue boxes to the left and not the right.

However, the right side does have a Badge, so get the Badge if you want. Anyway, once you blow the blue boxes to the left, yellow blocks will be revealed, so smash all nine with your Hammer. Then, go west from the entrance of this room and you'll step on a switch which the e-mail from X that you just recieved a moment ago told you about, which was finding the staircase switch leading to the attic.

Anyway, once you do that, climb up the newly revealed metal staircase. Once you climb it, you'll probably notice the Shine Sprite block. Just get under it and jump to get it. Once you get it, go west since you can't do anything to that locked door yet. Make sure you have Yoshi for this part, as you have to have him to do this next part.

Anyway, once you head west, jump on the small crate and then jump on the big crate (don't worry, you'll see them after heading west), and then get on Yoshi with X and then get close to the edge, but not exactly on the edge, and fly over to the set of crates. This could take a few tries, but you'll get it. Once you get on the set of crates, use the Super Hammer on the huge yellow block and then a hole will be revealed.

Don't go in just yet, because we're gonna get that Badge you see in the corner. Jump back on the crate that you landed on after using Yoshi to fly over here. Then, use Koops's shell or fly to it with Yoshi to get it. Once you get it, head down the newly revealed hole, and once there, follow the path until you see a light (it may be hard to see, but it's there.) Once you see that, examine it when an "!" appears above Mario's head, like always.

Once you examine it, you'll see a cutscene with Jolene and Grubba talking. Once Jolene leaves, Grubba will talk for a minute or so more, and when he says

the ceiling is spooking him out, you have to make him think your a rat, a cat, or a burping beetle. Say whatever you want, and then Grubba will be relieved that its just one of those three things you acted like, as he thought someone was eavsdropping.

Once you regain control, go left and turn paper thin and drop down the grate and you'll be back in the entrance of the storage room. Now, exit this room but get the Badge if you didn't get it. Once you exit this room, save your game and go to the major-league locker room and reserve another match and you'll have to fight Hamma, Bamma, and Flare. Read the Glitz Pit section to see how to win this fight. Make sure you rest before fighting these guys if you need to.

Once you beat them, you'll get another e-mail but this time it doesn't have a name, just like the hate mail we got that had no name. Once you regain control, rest and save. Then, reserve another match and you'll fight Chomp Country which are ranked 2 in the Glitz Pit. Read the Glitz Pit section of this guide to see how to win this next fight. Once you win, rest and save and then activate the computer and you'll fight The Koopinotor.

Check the Glitz Pit section to see how to win this fight before the Rawk Hawk. Once you win it, you'll get another e-mail from X. This time X will tell you to remove the posters of the Great Gonzales in the lobby, so go to the lobby and go up the stairs and blow the poster to the west and another Storage Key will drop down.

Head to the storage room and go up the metal staircase and use the Storage Key on the locked door you passed up earlier to unlock it. Once inside the unlocked door, jump on the crates and use Yoshi to fly over to the set of crates. Then, break the huge yellow block with your Super Hammer and then you'll see Bandy Andy and King K! Talk to Bandy Andy and he'll tell you not to get near the ring and, well, if you talk to King K, he'll just say nothing, as he's badly hurt.

Anyway, once you're done here, exit this room and before you can exit, you'll see Jolene and then she'll close the door and your partner will say a few words and then you'll regain control. Head back to the hallway and save your game and then rest if you haven't already. Then, use the computer and you'll fight the championship fight which is against the Rawk Hawk.

Once the Security Guard comes in, talk to him as usual, and instead of arriving at the ring, you'll be in the hallway with the Security Guard and he'll take you the minor-league locker room and he'll leave the room and lock the door. You're locked out! What to do? What to do? The scene will now switch to the ring where the Rawk Hawk enters the ring at.

Once the cutscene with the Rawk Hawk and Grubba is over, Yoshi will find out that you are locked in. Now, switch to Flurrie and go to the southeast corner and use her wind gust to blow away the paper. Now, enter the door you just revealed and go east and enter the door you see. Then, in this next room, head east from where you enter this room and enter the blue door you see.

Then, you'll be in the bathroom, so jump on the toilet and go down it like a pipe. Once you get to the next room and regain control, enter the red door and you'll be back in the major-league locker room. Exit it and then go through the huge door in the hallway (the guard will move when you are near it), and you will arrive in the arena, where the Rawk Hawk awaits. You'll have to fight him obviously, so see the Bosses section to see how to win.

Once you win, Grubba will give you the Champ's Belt Rawk Hawk had and Jolene

will carry you to the championship's room. Once Jolene leaves the room, you'll hear a voice which they think is a ghost.

Once you regain control, jump on the crates on the left side of the screen, and then get on Yoshi by pressing X, and then fly to the doorframe. Then, once on there, fly to the armoire and then use your Super Hammer to break the silver thing leading to the air duct. Once you break it, enter it and then you'll be in the air duct.

Head east and you'll hear a voice which is Grubba's. Once Grubba gets done talking, use your Super Hammer on the silver thing to break it. Then, head down it and you'll be in Grubba's office. Once you regain control, go to his desk and examine his right drawer to get a Star Piece. Then, examine his left drawer to get the blueprints for the Crystal Star. Now, rest if you need to.

Then, save and go to the doors that you went through to fight the Rawk Hawk. Then, once you do that, a cutscene will commence and Grubba will talk and transform into Macho Grubba and you'll have to fight the third boss, so read the Bosses section to see how to win. Once you win, another cutscene will commence and Jolene will get her brother, Prince Mush back out of Grubba's power-sucking machine, and you'll get your next Crystal Star!

Congratulations! Peach's event is now at hand, so save your game when given the chance and get ready for it.

#### Peach's Event

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In this Peach's event, head east through the door into the next room. In this room, head east through the door into TEC's room. Once there, another cutscene with Peach and TEC will commence. Once the cutscene is over and you regain control, exit this room and head west and enter the elevator that opens up. Then, in this next area Peach will notice an X-Naut soldier walking around the area.

Once you regain control, head east from the elevator through the door which the green light above it into the next area. In this area, TEC will tell you where the X-Naut suit you're gonna have to get in is. (That's right, you gotta dress up as an X-Naut in order to see Grodus.) Now, examine go northwest from the entrance and you'll see four lockers.

Open the 3rd from the right or left, it doesn't matter which, as it is the same locker either way, and you'll get an X-Naut suit. Grab it and head east and examine the left pink curtain you see and Peach will put on the X-Naut suit. Once you regain control, exit this room and continue going east and enter the door you see and you'll be in Grodus's room. Head east and talk to Grodus.

Then, another cutscene will commence. This time between Peach and Grodus. Once it's over, you'll be back in the dressing room. Once you regain control, go to the left pink curtain again and Peach will take off the X-Naut suit and put on her dress, so when she's done, exit the curtain and head out of the dressing room and you'll automatically be in TEC's room.

Another cutscene will commence. Peach will send yet another letter to Mario in this cutscene and once its over, TEC will send Peach back to her room and her event will be over. When you get the chance to save your game again, so save it and we're onto Bowser's Event.

## Bowser's Event

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In this Bowser's event, Kammy Koopa and Bowser will be in the Great Tree. Once you gain control, head east and examine the bush beside the pink door and a cutscene will commence. Once its over, the event ends and you'll get another opportunity to save your game. Do so and we're back in the Glitzville Fighting Arena.

## Glitzville Fighting Arena

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Back in the Glitzville Fighting Area, Jolene, the Rawk Hawk, and King K will talk. Once the cutscene is over, you'll be back in the outside part of Glitzville, so save your game and head talk to the Cheep and ride the Cheep Blimp back down to Rogueport.

## Rogueport

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Back in Rogueport, there's a Star Piece you can get here, so read the Star Pieces section of this guide to see how to get it. Once you get it, save your game and exit this area. Then, go south and you'll get another e-mail from Peach. Read it and then go to the Item Shop in the west part of town and buy restock on some healing Items and any other Items you may need.

Also be sure to get AT LEAST one Life Shroom. Then, go to the Item Shop in the Rogueport Square and buy some Honey Syrups and be sure to sell whatever you don't need. Whenever you're ready, head to the Rogueport Sewers.

## Rogueport Sewers

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Back in here, make your way to the Thousand Year Door. Once there, jump on the pedestal in the middle of the room and you'll get another Star Tech. You'll also get another Crystal Star location on your map. Once the cutscene is over, you'll arrive in Professor's Frankly's office.

## Rogueport

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In Frankly's house, he'll give you information and tell you that you have to go to Twilight Town to get the next Crystal Star. Once the cutscene is over and you regain control, exit Frankly's place and you'll get another e-mail. Read it and then go to the Rogueport Square save your game. Now, go to the west side of town and you should see a grate in the middle of the west side.

When you see the grate, turn paper thin and slip down through the spaces on the grate and you'll be in a new part of Rogueport Sewers.

## Rogueport Sewers

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In this unexplored area of the Rogueport Sewers, get on Yoshi and fly west to

the platform. Then, get the Shine Sprite and head through the door into the next room. In this room, you'll see a pipe which is orange and a sign beside it. This pipe leads to Twilight Town, your next destination. Go down the pipe but it spits you back out.

Now, exit this room and in the previous room, head east off the platform to the lower levels of this room. Once there, defeat the Spunia enemies. Then, go east from where you dropped off of the platform with the pipe and the door (the ledge where the door led to Twilight Town), to the Save Point and save your game. Then, go through the big pipe and you'll be back in Rogueport.

#### Rogueport

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Back here, visit Professor Frankly once more. This time Frankly will tell you to go see Darkly, a resident of Twilight Town who will get you into Twilight Town. Once you regain control, exit Frankly's place and lets go find Darkly. First of all, to find Darkly, head directly west from Frankly's house and when you see a brick wall (you may have noticed it earlier in the game as you pass by Frankly's everytime), go north and the screen will change and you'll be in a new area.

In this area, head west past the blue bandit and head north and talk to the guy in the weird looking clothes and with the funny face. This is Darkly, as you probably already guessed. Once Darkly is finished talking, head back to the west side of town and turn paper thin and drop down the grate leading back to the area of Rogueport Sewers where the pipe leading to Twilight Town is located.

#### Rogueport Sewers

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Back in Rogueport Sewers, get on Yoshi and fly left to the ledge again. Then, go through the door into the room with the pipe and then go down the pipe and you won't be rejected this time, and you'll be in Twilight Town.

#### Twilight Town

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Chapter 4: For Pigs The Bell Tolls, is actually an easy chapter, and it is quicker than Glitzville, so don't worry too much. Once you arrive at Twilight Town, Yoshi will say that this place gives him the creeps and ask is this Twilight Town, and then a resident will come and explain the reason why people are pigs (yes, the pigs were once people). Once he's done talking, the bell will ring and the resident who was talking to you will get turned into a pig.

Then, the mayor of Twilight Town will come and talk to you and tell you to come to his house. Once you arrive in the mayor's house, a cutscene will commence. Once it's over and you regain control, exit this house and feel free to browse around town, but there's nothing to do yet. Anyway, once you're ready to do something besides look around town, save your game.

Once you save your game, head east to the next area. In this area, go all the way east and talk to the gatekeeper. He will tell you that a monster lives behind the gate in the woods, and that if you want to proceed, you'll need the mayor's permission, so go to the mayor's house (it's the second house which is directly north from the pipe. It also has a tree beside the mayor's house, so



this indicates that it is the mayor's house.

Along your way to the mayor's house, the bell will ring again, and this time the mayor has fallen victim to the pig curse! Once you enter the mayor's house, you'll see him in his pig form, so exit the house after that. Now, go the second part of the town and enter the house to the right of the first one in the second screen of this town.

Once inside there, head east and you'll see another pig, a girl who's not a pig. She'll say that her husband (that's the pig you see) has been turned into a pig. Once you regain control, exit this house and when you exit the house, the bell will ring. This time, the gatekeeper is the one who has become a pig. Now, head to the gate and open the gate as he won't stop you in his pig form and you'll be in Twilight Trail.

#### Twilight Trail

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In Twilight Trail, enter the shed you see and once inside, head west and you'll get a Black Key. Now, exit the shed and head east into the next area. In this area, head east and defeat the Hyper Goomba, the Hyper Paragoomba, and the Hyper Spikey Goomba. Once you defeat them, hit the yellow "?" block until it finishes giving you its Coins (its the block near the end of this area).

Once you do that and clear out all the enemies, head east into the next area. In this next area, switch to Koops and then use his shell to get the Red Key which is directly east of the fallen tree. Once you get that, head west through all the areas of Twilight Trail and go back to Twilight Town.

#### Twilight Town

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Head to the Item Shop and unlock the door with the Black Key. Once inside the unlocked door, talk to the black chest and then talk to it again and use the Black Key on it. Yep...it will come out and...curse you...as usual...This time you get a new power-up which is the ability to turn into a tube. Once you regain control after being cursed by the black chest, grab the Boo's Sheet if you want it.

Also grab the Jammin' Jelly which recovers 50 FP! If you don't have enough room in your item pack, just toss something that you don't need away, as you'll DEFINITELY need the Jammin' Jelly! Once you have that, open the chest to get a Defend Plus Badge. If you have enough BP, equip it. Once you're done in this room, exit this place and you'll get another e-mail. Read it and go back to Twilight Trail.

#### Twilight Trail

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Back in Twilight Trail, go east into the next area. In this area, head east into the next area. In this area, head east to the fallen tree and hold R and rotate the Control Stick to become a tube. Once you become a tube, roll under the tree and you'll be in the area where Koops's shell retrieved the Red Key at. In this area, head to the northwestern part of the tree to get a Star Piece. Once you get that, head east and you'll see a huge tree.

Switch to Flurrie and use her wind gust to blow the tree away. There's a Star

Piece behind the pipe in the foreground so be sure to get it. Once you get it, go down the newly revealed pipe and you'll be in the background. In the background, head west and you'll be in a new area. Be careful. In this part of the Twilight Trail you'll encounter Crazee Dayzees which aren't generally hard, but they can sometimes accompany rare Amazee Dayzee's which have lots of HP, and lots of Attack Power, making them HARD to defeat!

The good thing is, the Amazee Dayzee's usually run away quickly. In this next area, switch back to Yoshi and head west and defeat the Crazee Dayzee. Then, head west and hit the brown brick block until it finishes feeding you its Coins. Now, go east and turn paper thin when you notice a gap in the grass (it's not that hard to notice, its just like the one in Boggly Woods to get to Flurrie's house).

Once you enter the gap after turning paper thin, hit the yellow "?" block and an Earth Quake Item will pop out, so grab it and head west and defeat the next Crazee Dayzee you come across. Once you defeat Dayzee, continue heading west and beat the next Crazee Dayzee you see. Once you do that, hit the red "?" block and a Hammer Throw will pop out, so grab it and continue west and you'll see a huge tree.

Switch to Flurrie and her use her wind gust to reveal an entrance leading to the background of this area. Once the area is revealed, head through it and you'll be in the background. Once you're in the background again, head east and you'll be in another new area. In this area, switch back to Yoshi if you haven't done so already.

Once you get in this room and are ready to go, head east and you will see a light purple circle on the ground (it's kind of hard to notice, but it's visible), and a huge rock. What to do, what to do? Well, see the light purple circle on the ground? Switch to Flurrie and use her wind gust to reveal an "X" where the purple circle was before you blew it away. Now, butt stomp the newly revealed "X" symbol, and you'll drop down a hole and you'll be in the background again.

Once there, head east and push the huge rock to the east by holding the Control Stick in an east direction. Once you push the rock to the east, head back west and drop down the hole into the foreground. Once you're in the foreground, head east and go down the newly revealed hole and head east and defeat the Hyper Cleft.

Then, continue east and you'll be in the area with the Creepy Steeple in it. Once there, switch back to Yoshi if you haven't already. Once you're ready, heal at the Recovery Block to restore all of your HP/FP (gee, we haven't seen one of those in awhile, have we?). Then, save your game at the Save Point. Now, ignore the well you see and turn tube mode by holding R and rotating the Control Stick.

Once you turn tube Mario, go through the gap in the bottom of the gate (the gap is directly east from the middle gate that you can't open, so it isn't that hard too find once you look). Once you enter the gap, press B to turn back to normal Mario. Then, go north and head through the door into the Creepy Steeple.

#### Creepy Steeple

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In the Creepy Steeple, head east and push the statue with the star on it and you'll drop down into the lower levels. Once you drop down to the lower

levels, use Flurrie's wind gust just north of the yellow spring to reveal a secret passage. Once you reveal the secret passage, go through it and head east once you go through it and keep going east until you see a chest. Open it to get a Flower Saver Badge. Equip it if you want to, and whenever you're ready, head west and go south to exit the secret passage you just opened.

Now, once you're out of the secret passage, go west through the door you haven't been through yet into the next area. In this area, head west and open the chest and two hundred Boos will come out. Then, once they all come out, one last Boo will come out and give you a question on how many Boos came out.

Just answer two hundred Boos and once you get the correct answer (keep resetting your game if you don't get the correct answer, because you DEFINITELY need this Item you'll get if you guess the correct answer), the Boo will give you an Ultra Shroom and run away. This recovers 50 HP, so you'll DEFINITELY need it, so SAVE it and DON'T waste it! Anyway, once you get the Ultra Shroom, head east through the door into the previous room.

Back in the previous room, switch to Yoshi, as you are about to enter the real part of the Creepy Steeple where you have to actually fight enemies, and Yoshi is absolutely essential for this chapter, as well as the whole game! Anyway, once you switch to Yoshi, jump on the yellow spring and you'll be in the main room of the Creepy Steeple which was the first room that you entered (where you pushed the statue with the star on it).

Once you're in the main room, talk to the Boo and tell him either answer and he'll summon all of his Boo comrades and if you stay in this room long enough, they'll attach themselves to you and carry you to the entrance of the Creepy Steeple in the outside part of it where the gates are, so be sure to avoid that unless you wanna keep entering/reentering.

Anyway, once the Boo summons all his Boo buddies, take note these guys can fuse into an Atomic Boo which has 40 HP, so be sure to check the Side Quests section of this guide to see how to make them fuse into one. Whenever you're ready, in the main room of the Creepy Steeple, go through the north door. Once you enter the north door, head east and clear the room of the enemies.

Once you defeat the enemies, go through the gap in the fence in the middle of the room (it may be hard to notice like all the other gaps are if you don't pay very much attention, but its visible) and once you enter the gap through the fence, head east and hit the golden tree with your Hammer and a Gold Leaf will come out which recovers a good bit of FP.

The good thing is, you can get unlimited of these, so I suggest stocking up on two, but I didn't, so just do whatever you want. Anyway, whenever you're ready, once you get the Gold Leaf, go west and go back through the gap in the fence and then go east up the stairs and hit the red "!" block with your Hammer twice.

Each time you'll hear an earthquake sound. This indicates that the stairs in the next room are moving each time you hit the red "!" block, so hit it twice like I said and then the stairs will go to the right corner of the screen in the next room, which is where we want them. Now, once you hit the block two times, go south through the door into the next room where the stairs are. In this room, climb up the stairs and then enter the door to the next room.

This room is the main room of the Creepy Steeple, except your just on a bridge above ground level. Anyway, once you arrive in this room, head west (make sure you do this fast, as you don't want the Boos to bring you back to the entrance of the Creepy Steeple, do you?) and once you see the bridge have a gap in it,

meaning you have to jump, do just that and jump to the other side once you see the gap in the bridge.

Once you get to the other platform, save your game and get off the high bridge and go back to ground level and go through the south door instead of the north door we just went through a few minutes ago and once you're in the south door, head east and clear the room of the two Swoopers. Then, once you do that, head all the way east like you did in the north room to get to the red "!" block, and lo and behold, there is also a red "!" block in here, so hit it with your Hammer twice.

Or, if you didn't do like I said which was enter the north room first, then just hit the red "!" block until the stairs in the next room go to the left side instead of the right side where you went last time. Now, once the stairs are on the left side, climb them up and go through the door into the next room. This is also the main room of the steeple.

Once you get here, quickly head all the way west and then once you see a white key, switch to Koops and use his shell with "X" incase you don't remember how, and you'll get the Steeple Key. Now, let the Boos carry you back outside the steeple. When you're outside, come back in and head to the north door again and once in that room again, head east and hit the red "!" block with your Hammer two times to get the stairs back to the right side instead of the left.

Once you get the stairs to the right side of the room, enter the door to the south and you'll be back in the room with the stairs once again, so climb them up and enter the door again and in this room again, head west like you did before, and once again, when the bridge comes to a halt, or as I like to call it, "gap", then jump to the other side. Do this quickly to avoid the Boos.

Once you make it to the other side, save your game again and then quickly use the Steeple Key on the locked door and then enter the newly unlocked door. In this next room, use the Recovery Block to fully recover your HP/FP even if you don't think you need it, because there is a boss coming up just up these stairs that we're about to climb.

Once you use the Recovery Block, go outside and save your game again and then go back in the room with the Recovery Block and then climb up the long stairway and once you climb all of it, you'll see a yellow spring, so jump on it when you see it and you'll be carried up to the top floor of the Creepy Steeple.

Once you're at the top floor, a cutscene commences and then once it's over, you'll have to fight a ghost named Doopliss, so read the Bosses section of this guide, as usual, to see how to win this fight. Once you win, Doopliss, instead of you, will get the Crystal Star and you'll become the shadowlike Mario that Doopliss turned into in the middle of the fight.

Take note you have absolutely NONE of your party members, so avoid battles as often as possible to avoid getting a Game Over. Once you regain control of Mario, this time in a shadowlike form, exit this room and then climb down the stairway and then once you reach the bottom of this room, use the Recovery Block to recover your HP/FP.

Once you do that, exit the Creepy Steeple completely.

Twilight Trail

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Once you exit the steeple, another cutscene between the Shadow Sirens will commence and this time, they have a Superbomb to destroy you. Not very clever, huh? Once the cutscene is over and you regain control, become tube mode. Then, go south through the gap in the gate that you went through to get to the Creepy Steeple entrance just before entering it.

Once you go through the gap, save your game and then head back to Twilight Town and along the way you'll encounter Doopliss in the Mario's actual body. Why, Doopliss is so dirty, that he even steals Mario's name! He'll tell you to guess his name, but it is impossible to guess his name, despite you knowing his name.

Once you engage in battle with Doopliss, run away from it, as that's your only option at this point and this is something you have to do. Once you run away, you'll be back in Twilight Town.

#### Twilight Town

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Back in Twilight Town, head west and exit this part of the town. Then, in the first part of the town, you'll see Vivian crying asking herself what she'll do, and then you'll regain control. Once you regain control, save your game and then talk to Vivian. Take note there is a Star Piece in this area where Vivian is, so examine all the bushes until you find it.

Once you get it, Vivian will join your party! Sweet! Ignore what Vivian said about talking to the birds for some information on Doopliss's name, as that is useless in Twilight Town. But not in Twilight Trail, so let's head to the Creepy Steeple area, but let's not enter it, let's just go to that area.

#### Twilight Trail

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Anyway, once you arrive in the outside area of Creepy Steeple, use the Recovery Block if needed, but be sure to save your game. Whenever you are ready, go down the well that I told you to ignore when you first got here. Once you're down there, get the Shine Sprite and defeat the Buzzy Beetle that's in the area. Then, head east into the next area.

In this area, defeat all of the many enemies, or just keep running away until you can hit the red "?" block. Once you hit the red "?" block, a Tornado Jump Badge will pop out, so I suggest getting it. If not, that's fine, as it's not essential. Anyway, see that mirror shape thing or whatever in the eastern part of this room? Well, you are gonna have to make your way over there and push it a bit.

Then, press X to hide in the shadows with Vivian. Doing this will cause the mirror-like thing to slide back down to its original spot before you pushed it. Once the block slides back to its original place, get out of the shadows and then head east through the door into the next area. In this area, get the Shine Sprite in the block and then save your game.

Now, get in tube mode and go through the tunnel. Once you roll down the tunnel, you'll be in a new area and in this area, butt stomp the big wooden "X" square on the ground and then drop down the hole it reveals into the next area. In this area, head west and turn tube mode and roll through the small hole (it's not that easy to see, but just keep moving west after you turn tube mode and you'll be able to enter the hole accessible only by tube mode).

Once you go through the tunnel after becoming tube mode, you'll be in another new area. In this new area, open the two chests to get a Power Plus Badge and a Mr. Softener. Once you open those two chests, go to the left side of the room and then open the two boxes and you'll get another Steeple Key and the letter "P" which is needed to get Mario's name and body back.

Once you get these four Items from the chests in this room, go in front of the parrot and hide in the shadows with Vivian by pressing "X". Once you do that, the parrot will talk and he'll say in the middle of his speech the name of the ghost which is Doopliss. The reason we couldn't guess his name before is because we didn't have the letter "P", but this time we do.

Anyway, once you get the four Items from the four chests in this room and the parrot talks and tells you the name of Doopliss and you regain control, unlock the locked door you see with the newly found Steeple Key. You'll now be back in the Creepy Steeple.

Creepy Steeple  
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Back in the Creepy Steeple, exit it completely.

Twilight Trail  
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Back outside, save your game and then go back and see Doopliss. This time when Doopliss asks you to guess his name, guess spell it in this exact way: Doopliss. He'll be extremely shocked that you guessed his name, and then he'll lie to you (he lies because he told you he would give you your name and body back if you guessed his name, and he didn't. Instead, he ran.) and flee to the Creepy Steeple where you first fought him.

Once he runs away and you regain control, save your game in Twilight Town and then go to the area with the gates and the Creepy Steeple. Once there, use the Recovery Block if you need to, but I don't suggest doing it till you're inside the actual steeple, because you really don't need to. Anyway, once you get to the Creepy Steeple part, save your game and enter the steeple itself.

Creepy Steeple  
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Once you're back in the Creepy Steeple, head through the north door and avoid or fight the two Swoopers. Once you make it to the red "!" block, hit it once with your Hammer and then go south and enter the door into the next room. In this room again, climb up the stairs and enter the door the stairs lead you to. Then, in the room it takes you to, head west and jump to the other side when the bridge comes to a halt.

Then, save your game and enter the door into the next room. In this next room, use the Recovery Block if you didn't outside the Creepy Steeple, and then whenever you're ready, climb up the stairs and when they finally come to an end, jump on the yellow spring and you'll be back in the top floor of the steeple in Doopliss's room.

Once there, a cutscene will commence and once it's done, get ready for round two against Doopliss! As always, check the Bosses section to see how to win

this second fight against Doopliss. Once you win it, another cutscene will commence and your party members will realize that they had been with a fake Mario which was Doopliss. In this cutscene, Vivian will truly join your party for good and she'll give you the fourth Crystal Star.

Then, this Chapter truly ends! Once you get the opportunity to save your game, save it and another cutscene with the Shadow Sirens will commence. Only this time, with no Vivian. Once the cutscene between Beldam and Marilyn is over, the next Peach's Event will occur.

#### Peach's Event

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In this Peach's Event, another cutscene between Grodus and the X-Nauts will commence. Once the cutscene is over, the scene switches to Peach in TEC's room. Once TEC gets through talking, he'll tell Peach that her and himself will have a quiz. Peach just questions him but he ignores her and asks the first question. Please refer to the Mini Games section of this guide to see the correct answer to these sections.

If you get an answer wrong, you will have to start back from question one regardless if you're at question five. Once you get all the questions right, Peach will send yet another message to Mario, and, as usual, TEC will send it. Once that happens, after a few more words, Peach goes to her room and the cutscene ends. Now, onto Bowser's next event.

#### Bowser's Event

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In this Bowser's Event, you'll see Bowser and Kammy Koopa in Rogueport. They are planning on going to Glitzville, as there is supposedly something of importance there. Kammy Koopa will ask the fish to give Bowser and her herself a ticket for the Cheep Blimp. The fish will freak out and Kammy will fuss at him, but he's long gone.

Then she'll realize she was talking to herself and she'll see Bowser in the Koopa Copter. She'll then have to get stuck riding the slow Cheep Blimp, while Bowser rides the fast Koopa Copter. The scene then switches to Bowser in his Koopa Copter and he runs out of gas and falls down into the water. You'll now get to play as Bowser again. Thistime, in an underwater world.

Remember, if you get killed, you start in world 1-2 and so on. Once you complete the water level with Bowser, Bowser will arrive in the Rogueport Harbor and he'll say Kammy Koopa. Evidently, Kammy Koopa went to Glitzville and got balloons and a Rawk Hawk face. Once the cutscene is over, Bowser's Event ends and you get the chance to save your game again, so do it. Now, you'll arrive back in Twilight Town.

#### Twilight Town

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In Twilight Town, the mayor will ask you if you got your feelings hurt because of everyone believing that Doopliss was the real Mario instead of you, so answer either answer and then the mayor will say a few words, as will Vivian. Then, you'll regain control, so save your game and go by the Item Shop and sell off everything you don't need and make sure that you sell of all regular Mushrooms and all Honey Syrups.

Once you do that, buy some Maple Syrups and a Life Shroom. Make sure you have enough room for all that, because you'll need these Items. Now, buy anything else you may need. Then, exit the Item Shop and save your game. Then, go down the pipe leading back to Rogueport Sewers.

#### Rogueport Sewers

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In here, go south through the door into the area. In this area, you'll get another e-mail from Princess Peach. Once you read it and regain control, get off of this platform and then defeat the two Spunias. Then, save your game again and enter the huge pipe leading back to Rogueport.

#### Rogueport

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Back in Rogueport, head to the Rogueport Sewers through the pipe in the area where Frankly's house is.

#### Rogueport Sewers

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In the first part of Rogueport Sewers (not the part where Twilight Town is, but the part where you first arrived in the beginning of the game) head to the room with the Thousand Year Door in it and once there, jump on the pedestal in the middle of the room and you'll get yet another Star Tech which is Art Attack. Another Crystal Star location has also been added to your magical map.

Once the cutscene in the room with the Thousand Year Door ends, you'll be back in Professor Frankly's house in Rogueport.

#### Rogueport

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Back in Rogueport, Professor Frankly will talk as usual and tell you to go to an island called Keelhaul Key. Once you regain control, ignore what Professor Frankly said about going to the harbor, as you don't go there just yet. Instead, go to the Rogueport Square and go to the Inn. Once you are there, talk to Luigi if you want.

Whenever you're ready, head all the way east in the bottom floor of the Inn and speak to the pirate guy who's name is Flavio. Flavio will ask you what do you think it is that he is lacking. Tell him any of the four answers, and then once his long talk gets over with, you'll regain control so head to the Rogueport Harbor. Once there again, go southeast to the place where you found Fransesca and Frankie for Don Pianta at before going to Chapter 3, and you'll see a huge ship with Flavio and lots of crew members on it.

One who even looks like Lord Crump. Jump on the ship and talk to Flavio. Once he's done talking and you regain control, head back to the Rogueport Square and then head to the east part of town where Professor Frankly's office is. But instead, head east past the part where you killed the Gus at after beating Chapter 2.

Once you pass that point, head southeast and get to the edge of the platform



next to the bridge. Then, get on Yoshi and fly with him over to the other side. Once there, talk to the bandit if you want and then jump on the crates. Once you reach the top, jump on the roof of the building and once you get on it, go to the edge of the roof on the left side and get on Yoshi and fly with him to the next building roof.

Once you're on the next building roof, head west and jump on the next building roof with Mario, as you don't have to fly with Yoshi anymore. Once you're on the last building roof with the chimney, turn tube mode and enter the hole in the chimney leading to Admiral Bobbery's place. Once you're in Admiral Bobbery's place, talk to him and he'll say that he does not know who Admiral Bobbery is, and to take your search elsewhere.

Take note that there is a Shine Sprite here, so open the door to the left of the chimney and inside you'll find a Shine Sprite Block, so hit it to get another Shine Sprite. Now, its time to power up your characters, so head to Merlin's place, which is the building with a Shine Sprite on it.

Once there, power up your characters and then exit Merlin's place, and head to the Rogueport Square and save your game. Then, go into the Inn and talk to the podley inside the Inn (this is the green dude with glasses running the Inn). He'll say that he knows Admiral Bobbery. Now, exit the Inn and go past where you defeated the Gus at and enter Admiral Bobbery's house that he jus unlocked a few minutes ago when you visited him through the chimney.

He'll tell you that he isn't ever going on the sea again and that when he says no it means no. Once you regain control, head back to the Inn and speak with the podley again. He'll say that the reason Admiral Bobbery won't sail the seas is because he has a sad tale and that you may end up crying if you listen to it. Tell the podley yes and he'll tell you Admiral Bobbery's tale.

Tell the podley that you still want to see Admiral Bobbery once he asks you that after he finishes telling you Admiral Bobbery's tale. He'll then say that since you are so determined he'll give you an Old Letter which Admiral Bobbery's wife, Scarlett left behind on her deathbed before she died of an illness. Now, go to Admiral Bobbery's house and show him the Old Letter.

He'll be amazed at the letter, and he'll join you, but you don't get him as a party member just yet. Now, exit Admiral Bobbery's house and head to the harbor, but along the way you'll get another e-mail. Read it if you want and then when you are ready, head to the Rogueport Harbor and save your game once there. Then, get on the boat where Flavio and the crew is.

Then, Flavio will tell you that he knew you could get Admiral Bobbery on the ship, and after he is finished talking, he'll ask you something, so answer the first answer. Now, the ship finally sets sail to Keelhaul Key and a cutscene commences between an X-Naut and Lord Crump (yep, you guessed it, Lord Crump is on the ship). Once the cutscene is over, Chapter 5: The Key To Pirates begins.

The Sea  
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A long cutscene commences and once the ship arrives at Keelhaul Key, Embers will come out and attack the ship and the crew members, but you don't have to fight them. These are actually vengeful spirits of the dead pirates that have sailed to Keelhaul Key. Anyway, once the cutscene ends, Flavio will write letters that you have to read through like he did when you first set sail to go to Keelhaul Key.

Once you read the three letters Flavio writes, the scene switches to Keelhaul Key.

## Keelhaul Key

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In Keelhaul Key, Pa-Patch will tell you that they have prepared a place for you to stay, but that it isn't much. Once you regain control, jump up onto the higher ledge. Then, jump up onto the highest ledge in this area. Then, head east into the next area. In this area, a toad will tell you to help them, as Flavio and Pa-Patch are in a huge fight. Once the two run off after fighting, the Embers will return and you'll have to fight three of them.

Once you defeat them, Flavio will eventually ask you, after he is done running his mouth, if you will explore the island. Say yes or no, as either way, you'll end up exploring the island. Once you regain control of Mario, head east to where Flavio and Pa-Patch ran after they finished arguing and save your game.

Don't bother entering the Item Shop unless you want a Sleepy Sheep or some attack Items, as they really have nothing of significant importance except a Super Shroom, so be sure to get some if you need them, which you shouldn't because you just got some at Twilight Town (or so I hope you did). There's also an Inn here, so take note of that. Whenever you're ready, head east from the Save Point into the next area.

In this area, defeat the Green Fuzzy jumping around. Then, head east and hit the red "?" block and a Head Rattle Badge will pop out. Equip it if you want. Then, go south and hit the yellow block with your Hammer (it could be hard to see, as its kind of hidden in the grass between bushes but it shouldn't be that hard to spot) and a Courage Shell will pop out.

Grab if you want to and then continue east and defeat the next Green Fuzzy that you come across. Then, examine the bush just south of where you first saw this last Green Fuzzy you just killed and a Coin will pop out, so get it. Then, continue east into the next area. In this area, head east and defeat the Putrid Piranha that is around the area. Once you defeat the Putrid Piranha, continue east and defeat the next Putrid Piranha.

Then, continue east and jump to the platform that has a cave that looks like a tunnel on it. Once there, head northwest through the tunnel. Then, once you get out of the tunnel, you'll see another platform that's higher than the one you're currently on. When you see that platform, jump on it and then run and jump to the next one and take note that you don't have to have Yoshi to do this, as he'll fail if you try to fly to the next platform.

Anyway, once you get up on the next platform, jump to the next platform that has a Flower Fuzzy on it. Defeat it and then go to the Inn and heal if you need to, as it was a hard fight for me. Anyway, once you beat the Flower Fuzzy, there's nothing you can do up on the ledge that you're on, so drop back down to the lower levels of this area.

Take note that in the lower levels of this area there is a Star Piece, so check the Star Pieces section of this guide to see how to get it. Once you get it, jump on the yellow block that is in between two platforms. Then, you'll reveal a brown brick block, so hit it until it finishes feeding you Coins. Now, make your way back up to the platform that the Flower Fuzzy was on before you defeated it.

Once there, get on Yoshi and fly to the yellow block (this was the brown brick block until you depleted it of its Coins) and once you're on top of the yellow block (this could take a few tries), fly with Yoshi to the other side (this could also take a few tries). Once you are on the other side, jump up on the platform you see. Then, jump onto the higher platform.

Then, once you do that, get the Shine Sprite left of you if you want to but you don't have to because it isn't like one Shine Sprite is gonna make much of a difference. Plus, it's hard to get, so you might not wanna get it. Once you get the Shine, jump back to the platform and then once you do that, jump on the next platform and hit the yellow "?" block you see to get a Thunder Rage. Now, head east and drop down the two platforms.

Then, continue east into the next area. In this next area, a cutscene will commence and you will see Lord Crump, Admiral Bobbery, and a toad. Not to mention that they are surrounded by dead pirate spirits which are Embers. These are also the three crew members that were lost during the shipwreck when you first arrived at Keelhaul Key.

During the cutscene, Admiral Bobbery will tell Mario and the other crew members to leave the area immediately, and to let him do what he must do. Once Mario and crew leaves the area, more talking will commence and once it's over and you regain control, jump on the platform just west of you and then once you do that, jump to the next platform. Now, head back to Flavio. Once there, rest at the Inn if you need to.

Save your game regardless, and whenever you're ready, head to where you see Lord Crump and the toad at. Once there, talk to Flavio and he'll talk for a minute. Once he's done and you regain control, head back to where Admiral Bobbery told you to leave at. Once there, head east across the bridge where Bobbery and the Embers were, into the next area. In this area, you'll see two Embers circling a tree.

Once you regain control, defeat one of them and then after you win, they'll both be defeated. Once you regain control, hit the tree they were surrounding with your Hammer. Admiral Bobbery will pop out. He'll ask for Chuckola Cola which is his last request before he dies. (Wow, this guy exaggerates, huh?) Once he's done talking and you regain control, head back to the area where Flavio and crew are and rest at the Inn if needed.

But make sure that regardless if you go to the Inn or not, to save your game. Once you save your game, talk to Flavio and he'll talk for a minute, and he'll say that he needs you to find a "suitable replacement" for the Chuckola Cola, as that Cola is what he needs to survive. Once you regain control, head to the area with the bridge where Admiral Bobbery and crew were fighting the Embers (the place where Bobbery told you to leave and to let him do what he must do).

Once there, from the entrance of that area, head directly south from the entrance and you'll drop down on to a lower ledge. Once you're on the lower ledge, climb down the other low ledges you see (this is basically a staircase, but I won't call it that) and once you reach the last low ledge, drop off of it to the lowest patch of land you see. Once there, get on Yoshi and fly to the platform in the water.

Now, fly to the next platform in the water using Yoshi. Once you get to the next platform, you'll see a pipe, so go down it and you'll be in the background. Hit the tree with your Hammer to get a Coconut. You'll need this for the next part of this level. Once you get the Coconut from the tree, head back down the pipe and get on Yoshi and ride back to the small patch of land that you were on right before you flew onto the platforms in the water.

Then, make your way back to Flavio and talk to him. Flavio will ask you what will you give in exchange for the Chuckola Cola. Once you get asked what you will give him, give him the Coconut you just got from the tree a moment ago. Flavio will give you the Chuckola Cola. Now, head back to the room with the bridge and once there, head east into the area where Bobbery is.

Once there, head east and give Bobbery the Chuckola Cola. Once you give the Cola to Bobbery, he'll talk for a bit and say farewell and think in his own self that he is dead. Once he's done talking and you regain control, hit Bobbery with your Hammer and he will come to his senses in a second. He'll join your party for good!

Once you regain control after Bobbery joins your party, head back to Flavio and talk to him. Once you do, another cutscene will commence and Bobbery asks the crew if Flavio should be selected to find the treasure for himself which means joining Mario. As you probably guessed, the hands point to Flavio. Flavio will now join your party to find the treasure he wants so badly.

Once you get Flavio and regain control, save your game and rest at the Inn if you need to. Whenever you're ready, head back to the area where you Bobbery joined your party at. Once there, go to the tree that you knocked Admiral Bobbery out of. Once you're at the tree, head east past the tree itself and then use the Recovery Block you see if you need some HP/FP.

Then, continue east and head into the water (you can go in this water, as it doesn't have any sea creatures biting you when you step in). Once there, head east and a cutscene will commence. Once the cutscene is over and you regain control, switch to Bobbery, as you might have kept Yoshi in because you had to fly with him to get to this area.

Anyway, with Bobbery in your party (NOT Yoshi), head back into the water and head as east as you can, (head directly east from the middle of the water) ignoring the two skull faces that you see. Once you see skull with an eyepatch and a red jewel, examine it and then Bobbery will say a few words and you'll regain control. Get out of the water and talk to Flavio.

Once he's done singing, he'll say a few more words and you'll get the opportunity to ask him to lend you something. Ask him to lend you the Skull Gem. Once you get the Skull Gem and regain control, head back into the water and examine the skull with the eyepatch and the red jewel. Once you examine it, place the Skull Gem in it and you'll have to do a puzzle.

To solve it, jump on the small skull that has the red eyes and butt stomp it three times. Then, go over to the big skull that has the blue eyes and hit it with your Hammer 4 times. This will reveal a small hole directly above the skull with the eyepatch and the red jewel. But the entrance is too small to get into where the treasure is, so we're gonna have to use Bobbery. But how?

Okay, get very close (not as close as you can, but basically go one inch left of the bridge above the skull with the eyepatch and the red jewel) to the bridge above the skull with the eyepatch and the red jewel. Then, throw Bobbery to the bridge by pressing "X" and then releasing it. If done correctly, Bobbery will blow up a passage leading to the Pirate's Grotto where the treasure lies. Keep trying if you fail in throwing Bobbery onto the bridge.

Once you reveal the passage, Flavio will get his Skull Gem back and then head back to the crew to tell them that he's alright. Once you regain control, enter the passage leading to the Pirate's Grotto.

## Pirate's Grotto

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Once you arrive in the Pirate's Grotto, you'll see another Month/Day note that Flavio has wrote. Once you read it, you'll regain control of Mario. Head east and jump on the platform to the Save Point and save your game. Then, jump on the next two platforms and once you're on the highest ledge, enter the cave you see to get into the next area. In this area, you'll immediately hear a voice. Head down the steps and you'll drop off to a yellow spring which takes you back up.

No need to use it now, though, as we've got some treasure to find. Anyway, once you drop down to the lower levels where the yellow spring is, head west and drop off the platform and you'll be in an even lower level of this room. Once there, climb down the stairs and then enter the cave into the next area. In this area, take out the Lava Bubble floating around the area. Then, head east and jump on the boat that is in the water.

Then, jump to the next platform once you are on the boat. Once you're on the next platform, defeat the next Lava Bubble that you see. Then, head south on this platform that you just beat the Lava Bubble on and jump to the platform with the Star Piece. Once you get the Star Piece, jump back to the platform where you just defeated the Lava Bubble at and once there, jump to the next platform.

Then, walk to the next platform and you'll see spikes rise up and then go back down in the ground. Rise up, go back in ground. What to do? What to do? Switch to Vivian and then wait until the spikes go back in the ground. Take a little time to study the spikes' pattern. Once you figure out their pattern, wait till they go back in the ground like I said, and then once they do that, quickly run to the spike holes and then quickly hide in the shadows with Vivian.

Once the spikes come back up, wait till they come back down in the ground and then get of the shadows and then quickly run to the east a bit more and then hide back in the shadows. Keep doing this and heading east when you come out of hiding until you get across to the other side. This could take a few tries, but you'll get it. Once you're on the other side, head east into the next area.

In this area, you'll see Bullet Bills flying almost constantly around the screen (its kinda like a traffic jam, huh?). To avoid them, hide in the shadows with Vivian and then come back out when they pass you. Keep doing this and head east a bit. Then hide back in the shadows, and when they pass you, come out of hiding, then head east. Keep doing this until you see two Bill Blasters. Don't bother defeating them, as you'll probably get a Game Over if you do.

Instead, touch one of them to engage battle with one of them. Once you engage in battle with one of them, run away and then the minute you get back to the level and not the battle screen, run east past the Bill Blasters and enter the next area. In this next area, switch to Yoshi and head east and jump on the circle-shaped platform in the middle of the room (it looks like the pedestal in the room with the Thousand Year Door).

Once you're on that, get on Yoshi and then get to the very edge and fly to the other side. Once you're on the other side, defeat the massive Bulky Bob-omb. Then, head east and enter the cave into the next area. In this area, defeat

the Ember that comes rushing at you. Then, head east and you'll see a locked door. Ignore it, as you can't do anything with it right now.

Instead, jump on the ledges you see and once you get to the ledge with the Save Point, save your game. Now, head west and jump across the three platforms. Then, jump on the next four platforms and read the Shine Sprites section of this guide to see how to get this Shine Sprite that you see. Once you get it, wait until the Parabuzzy comes to you.

When it does, defeat it and then go directly north from where you first arrived on this platform at. Once you go north, jump to the platform to the west. You don't have to have Yoshi for this part. Just Mario. Once you jump to the other side, you will see a gray stone wall blocking the way that you have to go. The only way to get it out of the way is to use Bobbery, so head to the area where you first arrived on this platform at after you jumped to this platform with Mario.

Once there, head one or two steps west (and when I say one or two steps, I MEAN one or two steps!) and then throw Bobbery and he'll explode the blue "!" block. Once that happens, the gray stone wall will be out of your way, thus allowing you further access into the dungeon. You'll now hear the voice that you heard in the beginning of the Grotto again. Once you regain control, head west into the newly revealed area.

In this area, defeat the Bulky Bob-omb or avoid it. Avoid it if you have low HP. Whether you beat the Bulky Bob-omb or not, jump across the ledges that look like stairs which are just west from the entrance. Once you reach the top, you'll see a stone spraying out water, thus making a waterfall. Once you see that, jump to the other side. Once you jump to the other side, climb down the platforms and then head west and enter the next area.

In this area, follow the path and when you are in reach of a moving platform in the water beside a red "!" block. Jump on the moving platform and wait until it comes as close as it can before it stops to the red "!" block. When it does that, turn Mario left and then switch to Koops and toss his shell, but make sure you leave Koops in the air by holding "X". Now, keep Koops in the air and then jump off of the moving platform that you're on when you can actually jump onto the floor again. Anyway, once you jump from the moving platform (make sure Koops is still in the air getting ready to be tossed, if not, get back on the moving platform and toss him again like I said above.), you must and are on the floor again, get on the platform in the middle of the wall in the area that you're in (this platform is not in the water area of this room, but on the floor part of this room; the area that you came to when you first arrived in this room.), release Koops and he'll hit the red "!" block (if you placed him correctly, that is.), thus causing the platform that you're standing on to raise up and he'll also cause another platform to move down almost to ground level.

Once that happens, get on the platform that is almost on ground level and wait for it to elevate. Once it does, jump to the barrels and hit the Shine Sprite Block to get another Shine Sprite. Once you do that, get back on the black platform and not the platform that almost touched ground level (in order to this, you'll have to make Koops hit the red "!" switch like you did a minute ago). Once you're on the black platform, wait until it elevates until it can't elevate anymore. Once it does, jump to the platform with the key on it and grab the key to get the Grotto Key. Once you get that, exit this room.

In this room again, jump across the platforms and once you reach the top

where the waterfall is, jump across to the other side. Then, walk down the next set of platforms and then once you're back on the lower ground level, head east into the previously next area. In this area again, jump across to the other side. Then, jump back down the platforms and save your game on the platform with the Save Point along the way. Once you jump across all the platforms and are back on low ground level again, use the Grotto Key on the locked door to the east (on the one that I told you to ignore earlier). Once you unlock the door, enter the door. In this area, avoid the three Parabuzzies and just head south into the next area. In this area, go east and go to the edge of the platform and launch Koops to get the Shine Sprite. Once you get that, head to where the spikes are (you probably saw them when you first arrived in this area). Take note you don't have to use Vivian here like you did earlier, as it's much harder than the normal way. The normal way is turning tube mode, so turn into tube mode and wait until the spikes go back in the wall. Once they do, quickly roll to the west while the spikes are calm (only roll very slightly, as the spikes have a much better chance to come out on you if you don't). Once the spikes come back out, wait until they go back in and then the second they do, roll slightly some more. Then, wait till the spikes come back out and then go back in. Then, roll to the left some more. Keep doing this until you reach the other side and are spike free. Once you reach the other side, turn back to normal by pressing "B". Then, head into the next area.

In this area, hit the ground directly below the Shine Sprite Block with your Hammer to reveal a brown brick block. Once you reveal that, jump on the brown brick block and jump one more time to get the Shine Sprite. Once you get this Shine Sprite, head west and jump on the barrel that is in the water. Then, wait until the barrel calms down (what I mean by calm down is when it completely stops moving and raises back up to the position it was on) and once it does, jump to the next barrel. Then, wait until that one calms down and then jump on the next barrel. Wait till that one calms down, then jump to the boat. Once you're on the boat, wait until it calms down and then when it does, jump to the other side. Now, get on the bridge and jump to the other side of the broken bridge (you don't have to have Yoshi to do this). Once you jump to the other side of the bridge, continue heading west and then jump on the platform that you see. Then, use Bobbery to blow up the wooden wall blocking the door. Once you blow it up, enter the newly revealed area.

In this area, defeat the first pair of Bullet Bills that rush at you. Then, immediately turn tube mode and then roll off the platform. Then, keep rolling west (this will enable you to avoid all the Bullet Bills) until you come across two Bill Blasters. Once you come across them, defeat them and then jump on the two platforms. Once you do that, beat the next pair of Bullet Bills that come at you. Then, turn tube mode and roll west and then once you see more Bill Blasters, defeat them or engage battle with them and then do that run away trick I told you to do earlier in the Grotto. For more information on this "trick", check the Codes n' Secrets section of this guide to see how to do it. Anyway, regardless if you fight or avoid the last two Bill Blasters, head west into the next area. In this next area, defeat the Bulky Bob-omb that you see. Then, head west and get to the edge of the platform. Then, jump west to the wooden tile with the boat symbol on it. As usual, Yoshi is not required for this. Once you get to the other side (on the boat panel), head west and cross the wooden bridge and then cross the next one. Once you cross the two wooden bridges, enter the crack in the ship. Once you're in the area that the ship crack took you to, you'll see another black chest. Yep, you guessed it, we're going to have to find another Black Key.

Anyway, once you get in the area with the black chest, talk to it and then an Ember will appear. Defeat it and it'll drop a Black Key. Now, check behind the black chest for a P-Down, D-Up Badge, which is utterly useless. Check the Badges section to see what it does. Once you get this Badge, talk to the chest and use the Black Key on it and you'll be cursed again. This time, you'll get the ability to turn into boat mode, which is the last ability from black chests that you get. That was also the last black chest you'll encounter in this game. Anyway, once the chest is done talking and you regain control, exit this room and then back in the previous area, head across the two wooden bridges and then get on the boat panel and turn boat mode by pressing "Y". Once you turn boat mode, sail east and hug the next boat panel when it is in reach. Then, press "Y" to turn back to normal and you'll automatically be carried to the boat panel that you just hugged. Once you're on the boat panel that you hugged, jump on the platform. Then, jump onto the higher platform and then once you do that, head east into the next area.

Back in this area, head east the two steps and then continue east and jump across the two platforms. Then, continue east into the next area. In this next area, jump on the ship and then when it calms down, jump to the barrel. Then, wait till that one calms down and jump to the next barrel. Then, wait till this last barrel calms down and jump to the platform. Once you're on the platform, head east into the next area. Back in the spike room, eh? Like you did before, turn tube mode and wait until the spikes go back in the wall. When they do, roll east to where the spikes are, but not too far. Then, wait till the spikes come back out and go back in. When they go back in a second time, roll slightly to the east again and then wait till the spikes come out and go back in and then roll slightly to the east when they go back in again. Keep repeating this until you make it to the other side, away from the spikes. Once you're completely away from the spikes, head east through the door into the next area. In this area, like you did before, ignore the Parabuzzies and head through the door to the west. Then, in the area it takes you to, jump on the platforms and save your game. Then, jump across all the platforms and once you reach the top, head north and jump across to the other side. Then, head west into the next area. In this area again, head west and get on the boat panel. Then, turn into boat mode and sail south down the waterfall. Then, sail west and southwest, ignoring the bridge you see. Once you see an entrance to another area (you'll only see the entrance by sailing west and southwest like I said. You have to sail west and southwest, as you HAVE to go to this entrance to progress further into the level.), sail all the way west and enter the entrance that you'll eventually see.

Then, in this next area, head west and hug the boat panel that you see. Then, turn back to normal Mario. Once you turn back to normal, jump to the boat and grab the silver thing. This is a Gate Handle, which you'll need to progress further into the dungeon. Once you get the Gate Handle, get on the tip top of the boat and jump to the small platform that is in water (this could take a few tries). Once there, jump to the next platform. Then, follow the path and when you see the spikes that you encountered earlier, switch to Vivian and do what you did the first time you encountered these spikes. No, you can't use tube mode, as it won't work. Once you get to the other side, completely away from the spikes, head east into the next area. In this area, head east across the bridge and avoid or fight the Bullet Bills, depending on how much HP you currently have. If you have low HP, such as 10 or less, don't fight them, as if they get the First Strike, you are going to get hurt



fast. Anyway, you know how to get past this area. If you forgot, look above in the walkthrough part of Pirate's Grotto. Once you get past the Bill Blasters, head east into the next area.

In this area, head across the bridge and then when you reach the end of it, jump to the other side. Once you jump to the other side, jump on the middle platform and then switch to Yoshi and use him to fly to the other side (make sure you get to the very edge to do this). Once you're at the other side, examine the black barrel-like thing (it may be hard to notice) and then place the Gate Handle in there. This will cause the floodgate to open and get out of your way, thus allowing you further access into the level. The voice will then speak again. Once you regain control, head east into the next area. In this area, save your game at the Save Point. Then, finish jumping across the platforms until you reach the top. When you reach the top again, head north and then jump to the other side. Once you jump to the other side, head west into the next area. In this area, head west and get on the boat panel and turn boat mode. Then, sail down the waterfall. Once you sail down the waterfall, sail east and south and go down the area that the floodgate was blocking before you used the Gate Handle. In this next area, sail southeast and enter the entrance that you see (this one is southeast of the three barrels that you came across earlier) into the next area. In this area, you'll see very rough waves coming up out of the water (reminds me of a bad storm or a Hurricane in the ocean). To avoid them, if one moves northwardly, you go southwardly to avoid it. It's hard to explain in words, but you'll get it eventually. Sail east and avoid the waves. If you get hit by a wave, you'll have to start from the beginning of this area which is quite annoying, but you'll eventually get it.

Once you avoid the waves and see another entrance leading to another new area, enter it. In this next area, a short cutscene will commence with tons of Toads. These guys are the crew members who were with you on the ship when you first arrived at Keelhaul Key before the ship sank. Once the cutscene is over and you regain control, sail all the way east, ignoring everything you see till you come across the Toads. Once you come across the Toads, sail east past them and then you'll see another boat panel. Hug the panel, then turn back to normal Mario and go down the pipe after you regain control and you'll be in the background of this area. Once you're in the background, jump on the boat and then get to the tip of the ship and then jump to the next platform. Once you're on the platform, head west and jump across all the platforms, as you have to jump, as these platforms have a small gap at the end of each one. Once you cross all the platforms, you'll see another pipe. Don't ignore this one. Instead, jump up all the platforms and when you get to the top, go down the pipe. You're now back in the foreground.

Now, jump across the platforms and get on the airplane tile that you see. Get to the very edge of it, and turn paper airplane and fly to the second pipe platform that is in the water in the middle of the room. Once there, go down it and hit the blue "!" switch. Then, drop off the ledge and go west back to the pipe that leads to the foreground where the airplane panel is. Once there, jump across the two platforms and then get to the very edge of the airplane panel and then fly over to the first pipe platform instead of the second. Once there, go down the pipe and then hit the next blue "!" switch and then you'll make more barrels rise out of the water, thus allowing the Toads to escape. Once you regain control, go back to the very edge of the airplane panel and then fly to where the Toads were before you rescued them. Once you're at where the Toads were, jump across the barrels. Then, jump to the platform when you're on the last barrel. Once you're on the platform, the Toads will say a few words and then you'll see Frankie and Fransesca again. Once you regain control, head east into the next area. In this area, get on the bridge and head

east a bit and then once you do, Lord Crump will enter the room. Once he's done talking and you regain control, head east more and save your game at the Save Point. Then, head west a bit more and then jump on the ship. Once you're on the ship, use the Recovery Block to restore your HP/FP. Then, head east and enter the door on the ship. Once you enter the door, you'll hear the voice again. Once you regain control, head east through the door into the next area.

In this area, the voice will speak again and you'll see tons of gold and jewels and booty on the ground. Once the cutscene is over, you'll engage battle with Cortez, so read the Bosses section to see how to win. Once you win, Cortez will eventually give you the Crystal Star after Mario convinces him that he doesn't want the gold and the jewels and the rest of the booty, just the Crystal Star itself. Once you regain control, exit this room and back in the previous room, jump to the platform in the water. Then, jump on the next platform in the water. Then, jump to the last platform in the water and get on Yoshi and fly back to the other side. Once there, save your game again and use the Recovery Block if needed. Then, head to where Frankie and Fransesca and the Toads are. Then, another cutscene will commence. Once its over and you regain control, get on the platform next to the platform with the crack in the wall (it might be hard to get to, as its not really even visible because of all the Toads). Once there, throw Bobbery and press "X" when he is in reach of the crack, and he'll explode it, thus revealing a way out of the Grotto. Frankie, Fransesca, and the Toads all leave the Grotto. Once you regain control, exit the Grotto through the hole in the wall that you just revealed.

#### Keelhaul Key

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Once outside, head west and you'll see a blue thing rise out of the ground. This is a Whacka. Hit it with your Hammer to get a Whacka Bump. Once you get that, go back in the Grotto through the cave you just exited it through. Then, come back out and hit the Whacka again to get another Whacka Bump. Get at least these two, or you can get more if you want, but you can only get 8, but don't get that much. SAVE them for the latter parts of the game. The max Whacka Bumps I recommend getting right now is two or three. Higher than three might make the game a bit harder, as you'll need these for the latter parts of the game as they restore 25 HP and 25 FP! Anyway, once you get two or three Whacka Bumps (when I said you can get more of them above, I meant three), head all the way east and then south and you'll see Frankie, Fransesca, and the Toads again. I wouldn't bother talking to these guys, as they say nothing of importance. Anyway, once you're at Frankie, Fransesca and the Toads, head south some more and Flavio and Pa-Patch will show up. Once they are done talking, you'll hear the sea rumble and Lord Crump will come out of the water in a ship and reveal his true identity. Once you regain control, head north to the big huge hole in the wall back into the Pirate's Grotto to see Cortez.

#### Pirate's Grotto

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Once you come back here, make your way back to Cortez and once you're at Cortez, you don't have to fight him again. Instead, Flavio hands him the Skull Gem which is needed to sail Cortez' ship, the Black Skull. Once you regain control, exit Cortez' room then exit the next room. Once you do that, you'll see Frankie, Fransesca, and all the Toads and

they will come with you to escape Crump's wrath. Cortez will then sail the ship for the first time in a millenium and then he'll break a HUGE hole in the wall, and Crump will be surprised that you have a ship as well. Another cutscene now commences, and during the cutscene, Embers that are accompanying Cortez will attack the X-Naut army on Crump's ship. Once you engage battle with Lord Crump, check the Bosses section to see how to win. Once you win, more talking will commence. Once its over and you get the opportunity to save your game, save it and we're onto Peach's next event.

#### Peach's Event

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In this event, Grodus is mad at Lord Crump for failing again and tells him that this is his "last chance". Once Crump gets out of the picture, an X-Naut will come in and Grodus will command him to get the Shadow Sirens to defeat Mario, and he'll tell the X-Naut to tell the Sirens not to fail this time. Grodus will then say a few more words and the scene will switch to Peach in TEC's room. Once the scene switches, TEC will tell Peach to sneak into Grodus's room and grab a data disk. Once you gain control of Peach, exit TEC's room and then head west and go down the elevator. Then, once you get to the lower levels, head west and enter the door with the green light above the door. Once in there, you'll have to make a certain "potion" to enable you to enter Grodus's room. You have to do this in a certain order. The order is this: red on the far left, blue right next to the red, orange right next to the blue, and green right next to the orange. TEC will tell you what to do from here. Once you successfully turn invisible, exit this room and head to Grodus's room. Once there, go behind where Grodus always is and then go through the door and in the area that the door takes you to, examine the bookshelf and you'll get the Data Disk. Now, go to the computer screen and place the Data Disk in it. Once you regain control after putting the Data Disk in the computer screen, put the Data Disk back on the bookshelf. Then, exit this room and go back to the potion room where you turned invisible. Once there, take the green potion off and drink it and you'll turn back to normal Peach. Once you turn back to normal, exit this room and you'll be back in TEC's room. Once there, another cutscene will commence. Peach will send another message to TEC and he'll send it to Mario. Then, Peach will go back to her room and the event ends. Once you get the opportunity to save your game, save it and you'll get onto Bowser's Event.

#### Bowser's Event

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In this Bowser's Event, you'll see Lord Crump in Twilight Town. Bowser will walk in with Kammy Koopa, as usual. Once Bowser and Kammy get done talking, talk to Lord Crump. A cutscene will commence and Lord Crump will find the Superbobomb that Beldam had apparently lost. Bowser and Crump will start talking and then Crump will summon tons of X-Naut soldiers to defeat Bowser. But Bowser has a trick of his own up his sleeve, as he calls tons of Magikoopas and Koopatrols to defeat Crump. Crump will throw the Super bobomb at Bowser but it doesn't even go off, as Bowser states. Bowser then uses his fire breath on it and it causes it to go off, thus defeating Lord Crump and his goons. Once that happens, the event ends and you get another opportunity to save your game, so do so.

## Keelhaul Key

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Back in Keelhaul Key, a cutscene will commence. Frankie and Fransesca have decided to stay on the island, as its peaceful without any ghosts to worry about. Once the cutscene is over, Flavio, Cortez, and crew will set sail to Rogueport. You'll finally get to go to Rogueport as well. Good, enough of this island, AND the Grotto. Haven't you had enough spelunking? Because I sure have!

## Rogueport

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Once you arrive back at Rogueport, the Toads will run off from Flavio and more talking will commence. Once its over and you regain control, take a few steps west towards the Save Point, and you'll recieve another e-mail from Princess Peach. Read it and save your game at the nearby Save Point. Then, head up the stairs out of the Rogueport Harbor. Now, since Chapter 6 doesn't offer you another party member, and as Chapter 7 doesn't as well, nor Chapter 8, let's go recruit a party member which is Ms. Mowz. This is optional, but I suggest doing it. I won't include this in the Side Quests section, as there's really no point. First off, head to the east side of town where Frankly's place is and along the way, get prepared for another e-mail. Read it if you want, but regardless, head to the east side of town where Frankly and Bobbery's place is. Once there, head east past where you defeated the Gus after Chapter 2 at. Once you do that, don't enter Bobbery or Frankly's house. Instead, enter the house directly east of Bobbery's house. This is the Trouble Center. I'll list the Trouble Center in the Side Quests section of this guide. The Trouble Center is a place where you solve people's troubles and you get rewarded with an Item for it. You don't always get an important thing, though. Anyway, once you enter the Trouble Center, examine the board with the letters on it. Once you do that, you'll be talked to by something or someone, I don't know who. He'll offer to explain the operation of the Trouble Center to you.

Tell him yes, as you have to, as if you don't, he'll just tell you to get out and you'll regain control. Once you tell him yes, he will explain the operations of the Trouble Center. Once he's done and you regain control, examine the board again and it will bring you to a list of troubles from various people. Scroll down with the Control Stick and select "???"s" trouble. Say you want to take on ???s trouble and then the voice will tell you do it and do it right. Once you select ???s trouble, exit the Trouble Center and save your game at the Square. Then, head to Rogueport Sewers through the pipe south of Frankly's place.

## Rogueport Sewers

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Once here, head to Petal Meadows.

## Petal Meadows

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Once you're in Petal Meadows, head through the pipe to Hooktail's Castle.

## Hooktail's Castle

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Here, save your game and jump on the yellow spring and hold down on the Control Stick to get on the bridge that the spring bounces you up to. Once you're on the bridge, head east into the next area. In this area, head and get on the airplane panel and fly over to the platform leading to the castle part. Once you land on the platform after flying from the airplane panel, enter the purple door leading to the actual castle. Once there, head east, ignoring the stairs and once you see a door, enter it. In this area, head east and enter the next door you see into the next area. In this area, head east and defeat or avoid the Dull Bones and once you see some stairs, jump up them and then enter the door into the next area. In this area, head east and save your game. Then, head up the stairs you see. Then, get on the huge green and black block and get to the very edge and launch Koops on the small green and black block. The block will then elevate. Once it comes to a complete stop, jump to the other side. Then, jump up the stairs and head west into the door. In this next area, head west and jump in the window. Then, follow the path once you jump in the window, and then once you see another open window, jump out of it. Once you do that, head west through the door into the next area. In this area, head up the stairs to where the small green and black block and the huge green and blocks are. Once there, walk one or two steps west of the small green block and then launch Koops and then keep him there, and get onto the huge green and black block. Then, release Koops and the block will elevate.

Once it comes to a halt, head east and be careful not to fall off. Also, defeat the Paragoomba or just avoid it. Once you see a purple door, enter it. In this next area, head east and defeat or avoid the enemies that you encounter and hit the small yellow block and a huge black and yellow block will come down. Head one step directly west of the small yellow block and then launch Koops and leave him there once you launch him. Then, jump up the stairs and then get on the huge black and yellow block. Then, release Koops and the block will elevate. Once it comes to a stop, head south on the edge of the railing, but be careful not to fall off. Once you're on the edge of the railing, head west until you see an airplane tile. Once you see an airplane tile, turn paper thin and slip through the bars to where the airplane panel is. Then, get to the very edge of the airplane panel, but try not to fall off. Once you're at the very edge, fly to the platform with another purple door on it. Once you're successfully on the platform, head through the purple door into the next area.

In this area, jump up the stairs. Then, jump up the next set of stairs and then head through the next door into the next area. In this area, head west and defeat or avoid the enemies and once you see the path that leads to Hooktail, go through it and then defeat or avoid the Spiky Goomba. Whether you defeat the Spiky Goomba, jump up the stairs and then save your game and don't bother using the Recovery Block. Once you save your game, enter the door leading to where you fought Hooktail. Once there, head east and when you see a "!" pop up above Mario's head as usual, switch to Flurrie and use wind gust and a chest will be revealed. Once its revealed, open the chest to get an Attack FX B Badge. Once you get that, exit this chamber and then save your game again. Now, exit this place and back to Petal Meadows we go.

## Petal Meadows

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Back here, head west through the pipe back to Rogueport Sewers.

Rogueport Sewers

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Here, make your way back to Rogueport.

Rogueport

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Back here, head to the Rogueport Square and save your game. Then, head to the Inn and once there, go up the stairs to the upper level. Then, go west and open the door you've never opened before. Once you do that, head west, ignoring the door leading to Lovely Howz Badge Shop. Instead, head west and jump on the roof of the building you see. Once you jump on the building, head west and talk to Ms. Mowz. Her theme will commence. She won't join your party just yet, as you have to talk to her twice unless you talked to her before you went to Hooktail's Castle after signing up for her trouble. Once you talk to Ms. Mowz once, talk to her a second time and she'll talk for a bit and join your party. Once she joins your party, you'll get the Attack FX B Badge. Once you regain control, head back to the square and save your game. Then, head to Rogueport Sewers once more.

Rogueport Sewers

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In here, head to the room with the Thousand Year Door and once there, as usual, jump on the pedestal in the middle of the room and a location of a new Crystal Star will be recorded on your magical map. Your group then decides to hand to Frankly's as usual.

Rogueport

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Back in Frankly's house, he'll explain that your next Crystal Star is located in Poshley Heights and that you must take the Excess Express train in town for the quickest way to Poshley Heights. Once the cutscene at Frankly's place is over and you regain control, exit his place and go to the Rogueport Square and save your game. Then, head to the west side of town and go back to Don Pianta. Once there, talk to Don Pianta who is laying in the bed and he will moan Fransesca. Then, a cutscene will commence. Your partner explains that Fransesca is in Keelhaul Key. Once you get the opportunity to tell Don Pianta's sidekicks that you'll bring back Fransesca, say yes. Once the talking is done and you regain control, head to the Rogueport Harbor and once there, save your game and then head to the Black Skull boat that is docked at the harbor and once you're on it, talk to Cortez and tell him you want to go to Keelhaul Key. He'll take you there in about 40 seconds.

Keelhaul Key

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Once you arrive, get off the boat and head east across the bridge. Then, head east and southeast and enter the next area (it may be hard to see, but you'll notice it; its where Flavio and Pa-Patch came out of after you beat Pirate's Grotto and before Crump came out of the water with the huge ship). Once you enter the next area, head east and save your game. Then, rest at the Inn need be. Regardless, head east from the Save Point into the next area. In this area, head all the way east until you see Frankie and Fransesca. Once you see them, talk to Frankie and he will be surprised that Don Pianta is sick. Fransesca will eventually tell Frankie to tell her that he loves her 100 times. Wow! You'll actually have to press A 100 times when Frankie has to tell her that, so press A 100 times and then they'll talk a little more and then you'll regain control. Once you regain control, head east into the next area. In this area, defeat or avoid the enemies while making your way to the area with the bridge (the place where Bobbery was fending off the Embers when he told you to go, as he had to do what he had to do). Once there, head east and cross the bridge and then continue east into the next area. In this area, head east and you'll see a blue thing on the ground (it shouldn't be too hard to see, but it is a bit small, so it could be). Pick it up, as this is the Wedding Ring Frankie and Fransesca need. Once you get the Wedding Ring, head back to where Frankie and Fransesca are and give either one of them the Wedding Ring. Then, head back to the ship that you got to Keelhaul Key on. Once there, Fransesca will say a few words and you'll regain control. Once you regain control, get back on the ship and tell Cortez to go back to Rogueport.

#### Rogueport

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Once here, more talking will commence. Once its over, get off the ship and save your game. Then, head back to Don Pianta. Once you're in Don Pianta's place, a long cutscene will commence and Don Pianta tells Frankie that he is now head boss of the Pianta Syndicate and that he's retiring. In the cutscene, you'll also get a ticket for the Excess Express which we are about to go to in a few minutes. Once the cutscene is over and you regain control, exit Don Pianta's place and outside, you'll hear a voice and Beldam will come out of the shadows and show her ugly mug to you once more. You don't have to fight her, so don't worry. She just talks. Beldam will go to Poshley Heights, as she just found out that the Crystal Star is there thanks to you she says. Once she's done talking and you regain control, head to Merlin's place (the building with the Shine Sprite on it in the east side of town). Once there, power up Vivian if you haven't done so already, as even if you haven't got the higher rank (see the FAQs section of this guide to see what I'm talking about on this "rank") and have not powered her up once, she'll learn Fiery Jinx which is VERY useful in the latter parts of the game like now. If you have Fiery Jinx power up whatever characters you want and exit this place once you're done. Once you're done, save your game at the square. Then, head to the west side of town and head to the place where the Cheep Blimp leading to Glitzville is. Once there, save your game and try and jump up the stairs to the west where the Excess Express is and you'll get an e-mail. Read it if you want. Regardless, once you regain control, climb up the stairs to the west which lead to the Excess Express.

Once you're there, head west, ignoring the Lakitu (the cloud) and talk to the Toad with the dark mushroom on his head. He'll ask you if you're boarding, so say yes and he'll check your ticket and he'll let you pass, as you have the Train Ticket. Once you get in the Excess Express and it

starts taking off, after the screen fades, Chapter 6: 3 Days of Excess, will begin.

#### Excess Express (Day One)

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Once the screen switches to Mario and his partner in the Excess Express, your partner will talk for a minute and then your partner will notice a letter on the ground. The partner will pick it up and what the letter says will appear on the screen. Your partner thinks that Beldam wrote it. You will also hear about a dangerous monster that will attack the train if you go to Poshley Heights and don't get off the train. Anyway, once you regain control, take note that there's a Shine Sprite here, so check the Shine Sprites section of this guide to see how to get it. There's also a Dried Shroom here, but who needs that except for selling? Once you get those or if you just got the Shine Sprite and not the Dried Shroom, or vice versa, exit this room and head west (not east) through the door into the next room. In this area, head all the way west and head into the Item Shop if you need to restock on some Items. If not, ignore it. Anyway, once you reach the west side of this room, enter next door to the west that you see (it'll be like the door you just entered to get to this area in the previous area). In this next area, head west and ignore the three doors you see. Instead of entering the three doors you see, head all the way west and you'll see a Toad with a dark mushroom. Talk to him. He'll be surprised about the "sticky" threat and says he'll let you know immediately if he finds out anything else about this "sticky" threat. Once he's done talking and you regain control, head east through the door that you used to get to this area in and exit this area. Once you're in the area with the Item Shop again, head east and you'll see a bunch of the people on the train gathered in a single spot. Talk to the penguin with the magnifying glass. He's Pennington. Once the long cutscene ends and you regain control, talk to Pennington again and he'll tell everyone that YOU are the crook.

He'll tell you to prove your innocence, find the missing Supper Stew. Once you regain control, head south and examine the stains on the ground. These are stains from the Supper Stew (the stains might be hard to see but you'll see them). Anyway, once you examine a stain, follow the stains which will lead you out of this room through the door to the east. Once you exit the kitchen (that's the area you were just in), follow the stains on the ground in this room (these are also hard to see) and once you see the number "003" above a door in this room, enter it.

In room 003, talk to the chubby Toad. Once he's done talking, examine the drawer and you'll find a Galley Pot which contained the Supper Stew before the chubby Toad spilt it all. Once you find the Galley Pot, Pennington will come in and talk to the Toad about his crime. Once he's done talking and you regain control, exit this room and then head west through the door leading to the kitchen. Once you're in the kitchen, talk to the Cheep and he'll give you a Star Piece in return for the Galley Pot. Once you get the Star Piece from the Cheep, exit this room and go back to the previous room. Once there, save your game. Now, head to room "006". Once there, talk to Pennington and he'll hire you as his new assistant. Once he's done talking and you regain control, exit the room and head west and enter the third door from the left (be sure to ignore the middle door which is room "007") which is room "008". Inside room 008, talk to the girl Bob-Omb (the one on the right). Once the couple is done talking, speak to their son (the Bob-Omb to the far left) and he'll ask you since you retired from fighting (yes, he's one of the three Bob-ombs that you saw in



Glitzville) and became a detective, that you please get him what he wants for his birthday, as he doesn't want any of the things his parents wants to get him. Tell the little Bob-Omb yes when he asks you will you help him get what he "really" wants for his birthday and he'll say a few more things and then you'll regain control.

Once you regain control, exit this room and head west and talk to the conductor. He'll explain what the little Bob-Omb wants to do one day which is become a train engineer. Once he's done talking and you regain control, enter every room of the train until you find out that two people have lost two things which they want you to find. They are: Earrings, and a Gold Ring. Once you agree to find these two lost items for the two individuals that want them, head east through all the doors of the train, including the ones you haven't visited yet and save your game along the way but make sure you make your way to the eastern end of the train as far as you can go (in other words, go to the engineer's room). Once you're as far as you can go in the train, head east and talk to the guy in the black you haven't talked to yet. He is the engineer. He'll give you an Autograph. Once you get it, head back to room 008 and talk to the little Bob-Omb kid. He'll give you a Shine Sprite in return for the Autograph. Now, save your game and head to room 006 and talk to Pennington. Once he's done talking, talk to the conductor on the west end of the train. He'll tell you about the missing blanket which is your next assignment. When the conductor asks you to take this next assignment, gladly tell him yes and he'll be happy to hear it. Once you regain control, head to room "004". Once there, switch to Vivian and hide in the shadows.

A ghost Toad will then appear, so come out of hiding and talk to the ghost. The ghost tells you that he'll give you the missing blanket if you'll find his diary for him, so tell him yes that you'll find his diary and he'll talk some more. Once he's done talking and you regain control, try and exit the room and he'll tell you NOT to read his diary. This is confusing! Now, exit this room and head back to the conductor and talk to him. He'll let you through to the room where the ghost's diary lies, so head into that room. Once inside, head west and look very closely at the middle crates, as they have a verrrrrrrry small crack in them which is where the ghost's diary lies. Once you spot the crack, turn paper thin and slip through the small crack and walk north to get the Ragged Diary. Once you get that, turn paper thin and slip back through the crates and then exit the room. Take note: DO NOT READ HIS DIARY UNLESS YOU HAVE SAVED YOUR GAME EXTREMELY RECENTLY, as you'll get a "Game Over!". Anyway, once you exit the room with the Ragged Diary, head back to the room with the ghost and talk to him and give him the Ragged Diary. He won't leave the Excess Express just yet, though, as he's become quite accustomed to it after being in it for so long. Anyway, once you give him the Ragged Diary, he'll give you the blanket. Once you get the blanket, exit this room and give the blanket to the conductor and he'll give you a Mushroom in return. Once you get that, head back to room "005", which is your room and rest in the bed and Day Two of the Excess Express begins.

Excess Express (Day Two)

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When you wake up in Day Two, visit Pennington again and you'll see a blue rat in the room with him. They both talk for a long time. Once its over and you regain control, head to room "001" and once inside, grab the letter. Now, go back to Pennington and give it to him and he'll give you another assignment, which is to find the missing train passenger in Cabin 001. Once he's done talking and you regain control, exit Pennington's room and head back to your room; room 005. Once inside, examine the letter on the

floor and then use Vivian and hide in the shadows. Once you hide in the shadows, wait (this takes about 20-30 seconds) until a Toad slips out from under the bed. Once you see a Toad slip out from under the bed, come out of hiding and he'll be surprised to see you here (gee, seems a little suspicious, doesn't he?). He'll go on to tell you that you won't catch him that easily. He'll then start running around the room, so you have to catch him. To catch him, just chase him around the room and bump into him like you did to the Yoshi Egg in Glitzville. Once you bump into the Toad, he'll scream in pain and you'll automatically be carried back to Pennington's room. Once there, a cutscene will commence and Pennington talks to the suspect which obviously pretended to be Zip Toad. During the cutscene, the suspect will hand over the Briefcase which contains the Syrup the rat was looking for. The suspect will also give you the missing Gold Ring and the missing Earrings the two ladies lost. Once you receive those items, a little more talking, and the train arrives at Riverside Station.

#### Riverside Station

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When you arrive at Riverside Station, you'll see Doopliss come up out of the ground and talk for a second. Once he's done talking, he'll run away and the scene will switch to Mario and his partner on the Excess Express.

#### Excess Express (Day Two)

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Once the screen fades back in, exit this room and give the Earrings and the Gold Ring back to the two girls who lost it. Once you give the jewelry to the two girls, you'll get a Star Piece and 30 Coins (one of these goodies from each of them) for being so nice. Once you get those Items, save your game and head to the room with Cabin 001. Once there, head south through the black door you haven't been through yet; this will take you outside the train to where you need to go.

#### Riverside Station

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When you truly get here, head east down the stairs and talk to the conductor. He'll talk for a minute and he'll give you a Station Key. Once you get the Station Key, head west and north up the stairs you see (where Pennington is) and save your game. Then, unlock the door which leads to the Riverside Station. Once you're inside the Riverside Station, head east through the door into the next area. In this area, head east and you'll see three wooden gates. You'll notice that one of them doesn't have a full bottom which reaches to the floor like the other two. Turn tube mode and roll under the first wooden gate from the left (the one that doesn't have a full bottom) and then roll or run east through the gates until you come across a blue "!" switch. Hit the blue "!" once you come across it, as it activates stairs, thus enabling you further access into the station. Once that happens, exit the gates by turning tube mode and rolling back into the previous area. Once there, head east up the newly formed pink stairs and then once you climb them, head west and climb up the rest of the stairs. Then, head through the door into the next area. In this next area, beat the Ruff Puff that you encounter. Once you beat the Ruff Puff, head east and beat the next Ruff Puff. Once they are out of the picture, from the entrance of this room, head north and slightly west, and climb up the stairs. This next part is a bit

tricky, as you can see several rotating gears rotating across the room. Wait till the first one stops. When it does, jump on it. Just study the rotating gears so that you get used to their pattern, and so that you jump at just the right time. E-mail me if you don't get how to do it, and I'll gladly help the best way I can.

Once you finally cross the rotating gears to the other side, turn tube mode and roll east under the huge cylinder blocking your path. Once you roll under the huge cylinder and get to the other side, head east and jump on the spinning yellow cog. Then, jump to the spinning tealish-grayish-brownish cylinder to the east of the spinning yellow cog. Once you get on the spinning cylinder, head east and jump on the key-like dark yellow thing to the east. Once you get on that, switch to Koops and launch his shell to retrieve the Storage Key. Once you get the Storage Key, exit this room completely just like how you came in it. Once you exit the room and are back in the previous area, head down the stairs and head east and unlock the door and head into the next area. In this area, switch to Flurrie, as you're about to need her for this next part, and head east down the stairs and defeat the two Poison Pokeys you encounter. Once you defeat them, head east from where you got down the stairs from and then jump on the block you see. Once you jump on it, jump again and a Thunder Rage will pop out. Grab it if you want to. Anyway, once you're done with the Thunder Rage business, head east down the next set of stairs. Then, head south down some more stairs. Be sure to get the Shine Sprite in the Shine Sprite Block awaiting you (get it by hitting it with your Hammer). Once you get it, head west and defeat the two Ruff Puffs and the two Poison Pokeys you see. Then, head continue west until you see some more stairs. When you see more stairs, climb down them and then once you climb down them, head west and you'll see a dead end (or so it looks like one, but it's actually not). What to do?

What to do? Well, this is why I told you to switch to Flurrie, as you have to use her wind gust to reveal a door leading to the next area, so blow away until you reveal the door. You'll have to strip away three layers of paper. Once you strip away all the paper, head through the newly revealed door into the next area. In this next area, head west down the stairs and defeat the two Spiky Parabuzzies. Then, head east down the next set of stairs and then it may seem like another dead end, but it isn't. No, you "don't" have to use Flurrie. Just head east and jump off and you'll fall down a somewhat long fall (no, it isn't a bottomless pit). Anyway, once you fall down, you'll be in a new area, but this is basically just an area for experience, as it's optional. Defeat the enemies in this area for some nice experience. Once you're done in this area, jump on the yellow spring and you'll be back to the top of this area where the stairs are. Once there, climb back up the stairs and then head west to where you defeated the two Parabuzzies at. Once there, turn tube mode and roll into the area that you see which you can roll into. Once you roll into the unexplored area, roll across the small path and once you get to the end of the path, you'll be in the "optional area" as I called it. "But", in a new part of it.

In this new area, defeat the Spiked Parabuzzy that comes flying at you. Once you defeat him, grab the Dried Shroom if you want (it's in the thing you land in after rolling through the area after turning tube mode.). Regardless, head west and south through the door into the next area. In this area, head west through the next door you see into the next new area. Here, defeat the Goomba that attacks you. Then, head west and defeat the next two Goombas you see. Doing this will cause the three boxes in the middle of the room to open up and reveal three blue switches. Each with a number on them. To solve this puzzle, hit the "3" block three times with your Hammer. Then, hit the "10" block ten times with your Hammer. Finally, hit the "1" block once with your

Hammer. Doing this will cause the three switches to elevate, thus revealing more stairs. Once you regain control, climb up the stairs and be sure to get the Shine Sprite along the way by using Koops's shell. Once you get the Shine Sprite and climb up the stairs, head east into the next area. In this area, open the huge chest you see for the Ultra Boots. You'll need these. As usual, Toadette will show up and give you a brief explanation of how to use the Ultra Boots...or, Spring Jump if you prefer. Anyway, once the tutorial is over and you regain control, line yourself up with the boxes (you should be able to figure out where to position yourself) and use Spring Jump like Toadette just taught you. If done correctly, you should be on the long pipe slightly below the ceiling.

Once you're on the pipe, move east with the Control Stick (be careful not to fall off by pressing B or A) and then press "B" or "A" to jump off the pipe when it comes to an end (what I mean by when it comes to an end is the pipe will eventually make it where you can't move anymore east after you've moved east past the crates). Once you get to the next part of this area, turn paper thin and slip through the grate and you'll be an area that you've already been to. In this area, head east and jump on the crate (its in the east corner) and then switch to Yoshi and use him to fly over to the crate to the left (the one beside the door and the gate). Once you get on that wooden crate, use Spring Jump again and once you're on the pipe, move west on it until Mario's feet are facing the gate area. Take note that you can't get the Elevator Key you see right this second, so jump down into the gate area. Once you're in the gate area, jump on the wooden crates and Spring Jump the platform with the Elevator Key and it will drop down, so grab it and then jump on the wooden crate to the right (the one below the pipe, but NOT the one you jumped on to get hit the platform to get the Elevator Key, but to the other wooden crate in this gate area) and then use Spring Jump and get back on the pipe again. Once you get back on the pipe, move east and drop down into the area outside the gate area. Once there, backtrack to the area where you unlocked the station's door at and once there, use the Recovery Block and save your game.

Now, head back into the station and once inside, head north and east, but don't go into the small door. Instead, use the Elevator Key on the big door (the door directly west and north from the small wooden door). You'll automatically go up the elevator and be carried to a new area. In this next area, you'll see tons of black things called "Smorgs". Once you regain control, switch to Flurrie and use her wind gust to blow them away. Keep blowing until they all leave the room. Once they do, a lever will appear. Pull it and then head west up the stairs and then hit the blue "!" switch to lower the drawbridge. Once you lower the drawbridge and you regain control, head to the outside part to where Pennington and the others are. Once there, save your game and then head back into the Excess Express.

#### Excess Express (Day Two)

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Once you're back in the Excess Express, sleep in your bed and get ready for the last day of this train.

#### Excess Express (Day Three)

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Once you get in Day Three, exit your room and talk to the engineer. Smorgs will then swarm the train and attack it again. Once you regain control, head to the baggage car (the place where you got the Ragged Diary for the ghost

at). Once there, you'll see tons of Smorgs, so use Flurrie's wind gust to blow them away. When you blow them away, you'll free two Toads of the train. Once they're done talking and you regain control, line yourself up with the crates like you did after you got the Ultra Boots. Once you line yourself up correctly, use Spring Jump and get on the pipe. Once you're on the pipe, move left to the wooden crate. Then, drop down and head west into the next area. In this area, you'll see tons more Smorgs. Jump on the roof of the train (you should see a small grayish metal platform) by jumping on the small grayish metal platform. Once you get on the roof of the train, ignore using your Hammer to swipe away the Smorgs, as you don't even have to. Instead, just head east, running through them. Once you run through the army of Smorgs, a cutscene will commence and the Smorgs will gather up with some pink Smorgs, which is obviously the main source of the Smorgs. The giant Smorg will have all the train passengers in his grasp, so in order to rescue them, we're gonna have to take this guy apart. Piece by piece. Read the Bosses section to see how to win this fight against Smorg. Once you win, the Smorgs will finally be gone for good (ah, peace).

#### Excess Express

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Once the crew gets done talking and the screen fades, rest in your bed and then exit your room and save your game. Once you save your game, exit the train and you'll finally be at Poshley Heights.

#### Poshley Heights

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Once you arrive here, feel free to look around town for as long as you want. Whenever you're ready, from the entrance, head southeast and enter the next area. In that area, head south into the next area and in this next area, head east and north and you'll see the Poshley Sanctum. Go to where the locked door is and examine the letter just left of the locked door. Pennington will then show up and talk for a minute. Once he's done talking and the screen fades, the scene will switch to the Shadow Sirens, except minus the Vivian. But who is their replacement? Doopliss, of course! The Shadow Sirens now have the Crystal Star...or do they? The scene then switches to Mario, his partner, and Pennington in the Poshley Santum.

#### Poshley Sanctum

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Once the talking's done and you regain control, head north and get on the star marker to the west (its the burgandy looking square-star thing on the ground). Once you're on that, use Spring Jump and you'll be on another pipe. Take note that you can get the L Emblem here, which is a really cool Badge, so check the Badges section to see how to get it. Anyway, once you get on the pipe, head east and drop down to the next platform when the pipe comes to a halt. Once you're on the next platform, get on the next star marker and use Spring Jump to get on another pipe. Once you're on this next pipe, drop down to the next platform and get on the next star maker and use Spring Jump again to get on another pipe. Once there, head south and get on the airplane panel and turn airplane mode (get to the very edge of the panel and then fly) and fly to the west and if done correctly, you should be on another platform on the west side of the room. Once you're there, head north and step on the next star marker. Then, use Spring Jump to get onto yet another pipe. Once you're on this last pipe (of this room, that

is), move slightly to the west and drop down on the platform when Mario's feet is facing it. Once you get on the platform successfully, head north and jump on the blue "!" switch, but be careful not to fall off. Once you hit the blue "!" switch, part of the curtain in the room will rise up and a pipe will be revealed. Head down the newly revealed pipe into the next area. In this area, you'll notice that you're in the background instead of the foreground. Head east through the door into the next part of the Poshley Sanctum. In this new area, I suggest defeating all of the Dark Boos in here even though there's alot, as it is WELL worth the experience.

You'll probably gain at least one level here. Anyway, whenever you're ready, head north from the entrance of this room and grab the Crystal Star and Chapter 6 finally ends, but Peach's Event doesn't start just yet. When you get the opportunity to save your game, save it. Once you regain control, exit this area completely and then once you're back in the background, head west and head down the pipe and talk to Pennington. Once he's done talking and you regain control, exit the sanctum and Peach's Event will occur.

#### Peach's Event

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This is the last Peach's Event of the game. It starts off with Grodus talking to an X-Naut. Once Grodus and the X-Naut are done talking, the scene switches to Peach in her room. Peach wonders why TEC hasn't called her, as it is getting time for TEC to call her. The door will then open after she says that and you'll gain control of her, so head through the door into the next area. In this area, head east through the door leading to TEC's room. Once you're in TEC's room, another cutscene between Peach and TEC will commence. When Peach goes to send her next letter to Mario, Grodus will come in with two X-Nauts and they will deactivate TEC. After the long cutscene, save your game when you get the next opportunity and get ready for the next Bowser Event.

#### Bowser's Event

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In this Bowser's Event, Bowser and Kammy Koopa will arrive at Rogueport and talk for a minute. Once they're done, you'll see Luigi for a second and then the scene will switch. Get ready to play as Bowser like in the original Mario for the NES again! Wee! After beating the castle dungeon with Bowser, he and Kammy Koopa will arrive in a training room. They spot a Crystal Star and they think it's real (did you think they wouldn't?) but its not. The Rawk Hawk then comes in and Bowser calls him weak, and flattens him like a pancake. LOL! The The Crystal Star then breaks, and Kammy Koopa finds out that it was a glass Crystal Star (just Bowser's luck). The Rawk Hawk then talks for a second and then the cutscene basically ends. Once its over, we're FINALLY back at Rogueport.

#### Rogueport

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Back in Rogueport, lets head over to Rogueport Sewers, shall we? But first, there's something you need to know. I recommend getting your characters to "ultra rank" here (this means they will have more powerful moves when you power them up at Merlin's place). To see how to get this "ultra rank", refer to the Side Quests section of this guide. I also suggest stocking up on some Items. Anyway, whenever you're ready, go on down to Rogueport Sewers.

## Rogueport Sewers

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In Rogueport Sewers, head to the room with the Thousand Year Door and once there, get on the pedestal in the middle of the room. You'll get the location of the last Crystal Star recorded on your magical map. As always, the group doesn't know what to do, so the scene switches to Frankly.

## Rogueport

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This time, Frankly will tell you that the location of the last Crystal Star is on the moon itself. Your partner is surprised to hear this. Frankly will then get a book out and tell you that he's going to look up how to get to the moon and tell you to come back later. Once you regain control, exit Frankly's place and then head to Rogueport Square. Once at the square, head directly east of the Save Point and get under the huge wooden stand. Once you're under there, use Spring Jump and you'll knock down the huge chest that was on top of it. Once the chest is knocked down, open it, as it contains the Ultra Hammer. Sweet! Once you get the Ultra Hammer, Toadette will give you a brief tutorial on how to use it. This is the last time she'll come, however (I was happy, she's annoying). Once Toadette leaves and you regain control, save your game at the Save Point and then head back to Frankly's place. Once inside, Frankly explains that you need to go Fahr Outpost and use the cannon there to launch yourself to the moon. How to get there? A pipe in Rogueport Sewers. Once you regain control, exit Frankly's place and head to the west side of town. Once there, turn paper thin and slip through the gate leading to Rogueport Sewers.

## Rogueport Sewers

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Once in Rogueport Sewers, switch to Yoshi and fly west to the area where the door leading to Twilight Town is. Once there, bash the gray block with your Hammer. Then, enter the newly revealed room. The room has a blue pipe in it. Enter it and Chapter 7 begins.

## Fahr Outpost (Outskirts)

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Chapter 7: Mario Shoots The Moon, is the semi-final chapter and you start off on the outskirts of Fahr Outpost. Once you regain control, head east through the various areas, defeating or avoiding the enemies along the way (I suggest you defeat them, as you can gain a good bit of experience and don't worry about dying; you have Showstopper which kills all the enemies in the areas if you get an "Excellent"). Eventually, you'll come across the true part of Fahr Outpost.

## Fahr Outpost

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Once you arrive at Fahr Outpost, you'll see a thing to measure the wind with and you'll see it blowing. That's how you know you're in the true part of the outpost instead of just the outskirts. Anyway, once you regain control, feel free to look around the village. Whenever you're ready, from the first area

of the "true" part of the outpost (NOT the outskirts), head east into the next area. In this area, save your game at the nearby Save Point. Then, head east and you'll see the legendary cannon that's able to blast you up to the moon. Head south from the cannon and speak with the green Bob-omb with the white beard. This is the mayor. Speak with him with Bobbery in your party. Once you're done talking with the mayor, head to Rogueport Sewers (NOT through the west side of town).

#### Rogueport Sewers

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Once you're in Rogueport Sewers, head east past the Save Point and slip through the gates by turning paper thin. Once you slip through the gates, enter the pipe (take note that this is the pipe that leads to the room that has the pipe leading to the room with the Thousand Year Door in it) into the next area. In this next area, head west past the pipe that leads to the Thousand Year Door and head along west into the next area. In this area, head west and break the huge yellow block. Then, continue west, ignoring all the huge blue "!" blocks into the next area. In this area, head west and break the huge gray block. Now, ground pound all four huge blue "!" switches. Doing so will cause pipes to appear which give you shortcuts to various places you'll need to go during this chapter. Once you hit the blue "!" switches and you regain control, head to Poshley Heights using the blue pipe. Keep going down the newly revealed pipes until you find the leading to Poshley Heights.

#### Poshley Heights

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In Poshley Heights, head to the west side of town and go to where the blue house is and talk to the gold Bob-omb which is Goldbob, who you'll need to activate the cannon in Fahr Outpost. Once you talk to him, tell him you'll give him "EVERYTHING" when he asks you what you'll give him so that you can use the cannon. He then takes all your Coins. Don't fret, he'll give them back. Anyway, once you give him all your Coins, say "yes" to his next batch of questions and then he'll give you the Goldbob Guide. Once you get that, he'll give you back your Coins and you'll regain control. Save your game at the nearby Save Point. Now, head to Twilight Town. The four pipes you just revealed in Rogueport Sewers (one of which you used to get to Poshley Heights) don't lead to Twilight Town, so you're gonna have to go there the hard way. Note: exit Poshley Heights using the blue warp pipe lead you here from Rogueport Sewers.

#### Petalburg

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In Petalburg, talk to the Koopa Troopa who greeted you when you first came there in the game. He'll tell you to go to Keelhaul Key for more information. Let's head there. One of the four pipes in Rogueport Sewers also leads here.

#### Keelhaul Key

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In Keelhaul Key, talk to Pa-Patch. He'll give you more information on General White's whereabouts. Once you talk to Pa-Patch, head to Rogueport.



## Rogueport

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In Rogueport, head to Glitzville via the Cheep Blimp.

## Glitzville

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Once you're in Glitzville, head to the juice bar and talk to the bartender there. He'll tell you to go a place with a "big tree" (gee, sound familiar?). Head over to Boggly Woods via one of the four pipes in Rogueport Sewers.

## Boggly Woods

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Once you arrive here, you'll see the Great Tree staring you in the face, so head on into the Great Tree.

## Great Tree

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Once inside, talk to the Puni that you see. He'll tell you that General White was going somewhere "dark", so head over to Twilight Town the long way, as it doesn't have a shortcutted warp pipe.

## Twilight Town

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Once here, talk to the guy in front of the Inn. He'll talk to you about General White. General White isn't in Twilight Town, sadly, so head to Fahr Outpost.

## Fahr Outpost (Outskirts)

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Once you're back at the outskirts of Fahr Outpost, head through the various areas and defeat the enemies along the way.

## Fahr Outpost

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Once you're in the true part of the outpost, talk to the mayor. You'll see the General himself (White, that is) enter into the house to your north, so head in there. Once inside, you'll find General White finally, so walk up to him and press "A" on him and keep trying to wake him up (this takes several tries) until he wakes up. Once he wakes up, General White will talk for a minute, and then he'll leave the house. Once you regain control, exit the house and talk to the mayor. He'll lead you west into the first part of the outpost, so follow him once you regain control. When you're in the area where the mayor went, from the entrance, head west and you'll see him in the middle of the area. Talk to him again and he'll talk and a cutscene will commence. A long one at that. When the cannon is fired, after about 30 seconds or so, you'll land on The Moon.

## The Moon

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Once you're here, your partner will talk while Mario looks around to his left and right. Take note that gravity is low on The Moon, so you'll move, jump, and even Hammer slower. Anyway, once you regain control, head east and save your game. Then, head southeast into the next area. In this area, head east through the area, defeating or avoid the enemies along the way. Take note that there are quite a bit of Moon Clefts on here, and unless you Superguard, they can be quite annoying. Take note that the rocks you see on the ground are not actually rocks; they're Moon Clefts, so be careful. Anyway, once you get to the next area, head east through the area while defeating or avoiding the Moon Clefts. Once you get to the next unexplored area, head east and you won't encounter a Moon Cleft in front of your face. Instead, you'll see a purple oval shaped thing being shot at you. This "oval" shaped thing is actually a Z-Yux shooting at you (remember their counterparts from the Great Tree?). Anyway, once you get in this area, head east and advance through the enemies into the next area. In this area, switch to Bobbery if you don't already have him in and you'll notice a big rock with a "crack" in it just south of the background where you can see the X-Naut Fortress. Use Bobbery to blow up the crack, thus revealing a crack. Once the pipe is revealed, head down it and you'll be in the background, so head east into the X-Naut Fortress.

#### X-Naut Fortress

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Once you're here, your partner comments on the place being suspicious and you regain control. Once you regain control, head east into the next area. In this area, you'll see two X-Naut PhDs and they'll attack you. Defeat them and once you regain control, use the Recovery Block to restore your HP/FP. Then, save your game at the Save Point. Now, head east into the next area. In this area, head east and defeat the X-Naut PhD and head through the door into the next area. In this area, the tiles will light up then go back to normal color. This part is a bit hard to explain, but I'll try. First of all, keep exiting and re-entering the room to learn what tiles to step on. Once you learn what tiles to step on and which ones not to, enter the room again and step on the tiles that you have to step on and open the chest for an Elevator Key. Once you get the Elevator Key, the tiles will become normal tiles, so just exit the room (you won't have to worry about stepping on the wrong tiles and whatnot) like you would with normal tiles. Before you leave, break the yellow "?" for a Super Shroom. Not very useful, but it'll help. Now, head west and use the Elevator Key on the elevator. You'll get an option to go to Sublevel 1 or Sublevel 2. Choose Sublevel 2 and you'll be in a new area. In this area, watch out for the Z-Yux shooting the purple oval shaped beam at you. Anyway, when you get in Sublevel 2, head west and head into the door at the west end of the hallway. Once you enter that door, you'll be in another new area. In this area, you'll see some more tiles, and yes, they're electric, so don't just go stepping on them being step-happy. Anyway, once you get in this room, what you have to do is step on the correct tiles that the diagram on the wall indicates (the diagram is the purple thing that is shaped kind of like an "A"). Once you get the Card Key, exit the room and head to the east end of the hallway, defeating or avoiding the enemies along the way. Enter the door at the east end of the hallway.

Once you do, you'll be in Grodus's room. In Grodus's room, Grodus isn't there, but an enemy is. Ignore him or fight him and head east through the door behind Grodus's desk, or whatever it is. In this next area, head to where the computer screen is and grab the green Card Key on the desk. Now, exit this room and Grodus' room completely. Once you are back in the hallway, head west and enter the first door you see (the door with the green lamp above it) and you'll be in

the locker room where Peach dressed up as an X-Naut.

Once you're there, examine the two letters on the desk and then exit the room. Now, head all the way west and ignore the first elevator with the red light and make your way to the one with the green light. Once you're at the elevator with the green light, enter it and choose to go to Sublevel 1. Once you're at Sublevel 1, head east and defeat the Elite X-Naut running around the area. Then, continue east and activate the red terminal just west of the locked door. Now's when you have to enter that "code" you obtained in the locker room. In case you don't remember, the code is "014029", so enter that when you activate the terminal. If entered correctly, the locked door will open which leads to the next room. Enter the locked door into the next area. In this area, head east and talk to the thwomp statue. You'll have to answer some questions like you did in the Shhwonk Fortress, so look in the Mini Games section of this guide to see what the correct answer to each question is. If you fail the quiz, you'll have to fight two X-Yux enemies which will be EXTREMELY difficult (almost impossible), so please look at the Mini Games section of this guide for the correct answers. Once you get the quiz right, the angry thwomp will give you an Elevator Key, so exit this room. Back in the previous room, head up the elevator and go back to Sublevel 2. Once you're in Sublevel 2, use the Elevator Key on the elevator with the red light that I told you to ignore earlier to unlock it. Once you unlock it, head up to Sublevel 3.

Once you're in Sublevel 3, head west and avoid or defeat the enemies along the way and head into the door at the west end of the hallway. In this area, you'll have to do another tile thing, so just follow the tiles. When you step on a tile, another tile will light up which indicates where you have to go, so follow the tile as you step on the tiles. Once you clear the tile puzzle, grab the yellow Card Key and break the yellow "?" block for an HP Drain. Now, exit this room and when you're in the hallway again, head to the door at the east end of the hallway while defeating or avoiding the enemies. This next room contains a puzzle and in order to solve it, you're gonna need to know the correct order to place the Card Keys in each of the three terminals. First off, place the red Card Key in the first terminal from your left. Then, place the yellow Card Key in the middle terminal. Finally, place the green Card Key in the first terminal from the right.

Once you unlock the door, enter it. In this next area, head east and you'll see a blue "!" switch. You can't reach it, so throw Bobbery and he'll hit explode, thus hitting the blue "!" switch. Now, head west and turn paper thin and slip through the bars onto the conveyor belt. Once you're on the conveyor belt, use Vivian and hide in the shadows to reach the next side of the conveyor belt. Once you reach the other side, jump to where the elevator lift is. Then, jump on the elevator lift itself when it comes down and it will carry you up to where another elevator moving to the left and right is, and to where another platform to your north is. When the lift reaches the top, jump north to the gray platform (the cage is in front of it, so it kinda limits visibility). Once you reach the gray platform, jump to the west elevator that moves to the left and to the right. Once you get on it, wait until it rides to the left as far as it can go (until it doesn't move to the left anymore) and then jump onto the next platform and head down the warp pipe and you'll be in the background. This part is HARD, as visibility is somewhat limited due to you being in the background and not the foreground. Jump across each elevator platform and once you reach the end of the elevator platform jumping, you'll see an Ultra Shroom. To get it, jump west when the elevator gets close enough. Once you get the Ultra Shroom, make your way back to the foreground via the small warp pipe on the lower platform and not the high platform area where you got the Ultra Shroom. Once you make it back to the foreground, head back to the background the way you did when you first entered this room. (you don't have to use Bobbery this time) Once you make it to the background, jump on

the huge spinning red cog (this could be hard). Then, jump to the small red cog. Now, jump to the elevator when it comes down and is within reach. Once you get on the elevator, when it fully elevates, jump to the right platform.

Now, you'll have to do some more elevator jumping like you did a moment ago, so be prepared. Once you cross the elevators, enter the long warp pipe and you'll finally arrive back in the foreground. Once you're in the foreground, head south and get on the airplane panel and turn into an airplane and fly left, avoiding every ledge until you see a ledge with a Card Key on it. When you see the blue Card Key, get on the platform and grab the Card Key. Once you get the Card Key, drop off the ledge and use the Recovery Block and save your game at the Save Point. Now, go back to the background "AGAIN" \*sighs\* and make your way on the small red cog again. Then, jump on the elevator when it is reach and when it carry you "HALF WAY UP" (NOT ALL THE WAY), jump to the platform on the right. Now, go down the long pipe to the next area. Now, jump to the elevator you see. Then, jump to the next one when it is in reach. Once you get on the second elevator, let it move to the right as far as it can go and then jump to the platform with the blue "!" switch on it. Once you're there, hit the switch. This will cause stairs to appear. Now, head across the elevators again and jump to the platform with the pipe and then head up the newly formed yellow stairs. Once you reach the top, use your blue Card Key you got a few minutes ago on the terminal and enter the now unlocked door. In this area, you'll see Lord Crump. A cutscene will commence and then he'll summon up a newer, more powerful, more AWESOME version of his older machine, Magnus Von Grapple. Make way for Magnus Von Grapple 2.0, the ULTIMATE fighting machine!

Read the Bosses section to see how to pummel Lord Crump again. Once you beat him, Magnus Von Grapple 2.0 will explode and Lord Crump goes flying into outer space into another planet. Once you get the opportunity to save your game, save it and Bowser's next event occurs.

#### Bowser's Event

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In this event, you'll see Bowser and Kammy Koopa in Poshley Heights looking for a Crystal Star (haven't they tried and failed enough?). Head to the sanctum and examine the door and the lock will break due to Bowser's rage. Enter the sanctum and collect the Crystal Star. A cutscene will commence. Once its over, save your game when you get the opportunity and since Peach isn't in the X-Naut Fortress, there's no Peach's Event this time.

#### X-Naut Fortress

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Despite what your partner says about heading back to Rogueport to find Princess Peach's whereabouts, head to TEC's room first. To get there, head to Sublevel 4 via the elevator. Once you're at Sublevel 4, head east through the door leading to TEC's room. Once there, the light will come up after your partner speaks and a cutscene will commence. TEC will tell you that Peach is in the Palace of Shadow and he'll shut down all AI functions to unlock the teleporter which is where you need to go. TEC will completely shut down after awhile, and you'll eventually regain control. Once you regain control, exit this room and head to Sublevel 2. Once there, head west and enter the second door you see and inside you'll find the teleporter TEC was talking about. To activate it, press the red button to the north of it. Once you do, it will be activated so go ahead and get on it. TEC will then say his last words to Peach and the scene will switch

back to Mario. Exit the room and you'll be back in Rogueport. In the sewers.

## Rogueport Sewers

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Once here, Professor Frankly will immediately start talking and another cutscene will commence. Once Frankly leaves and you regain control, head to the room with the Thousand Year Door. Once there, step on the pedestal in the middle of the room and then the seven Crystal Stars will cause the Thousand-Year Door to crack, thus opening it. Once it opens, a dark portal will come in but it disappears. Anyway, once you regain control, head into the now opened, Thousand-Year Door. Chapter 8 now begins.

## Palace of Shadow

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Chapter 8: The Thousand-Year Door is the hardest Chapter in the game (go figure, its the last Chapter), so be prepared to have lots of Items before going here. Once you gain control, head east through the door into the next area. In this area, head east down the stairs and into the door leading to the next area while defeating or avoiding the Swoopula enemies (if you choose to fight them, take note that Showstopper will defeat them). Once you get in the next area, hit the nearby yellow "?" block to get a Shooting Star. You don't need it, though. Anyway, head east after breaking the yellow "?", head east and defeat the Dry Bones. Then, continue east and when you see stairs, follow the path until you get to the end of the area. Once you're at the end of the area, enter the next room. In this room, you'll see a red "?" block so hit it with your Hammer to get an All or Nothing Badge. This Badge isn't very useful, so I don't recommend using it. Anyway, once you get it, head through the area while defeating the enemies. Note: This room has spikes all over the place and to avoid them, use Nintendo Power's Strategy Guide to see the precise location of the maps, or walk very slowly and the spikes will usually not hit you. It's hard if you don't know what you are doing, so be careful. Anyway, once you reach the end of the area, head through the door into the next area. In this area, save your game at the nearby Save Point. Then, head east and you'll see some flames spinning around in a circle. The trick is, use Yoshi to run through the flames. This could be tricky, so be prepared. If you get hit by the flames or if you fall in the water, you'll start from the beginning of the area, so be prepared for annoying part. Run through three flames and you'll encounter two spinning flames stuck together (like on Super Mario 64 in Lethal Lava Land) and a Phantom Ember. Quickly run through the two spinning flames and defeat the Phantom Ember (you have to).

"RIGHT" when you beat the Phantom Ember, hold "RIGHT" on the "Control Stick" so that you'll immediately head east after the battle. Anyway, once the battle ends, you should drop down onto the next platform once you realize that you're running with Yoshi. Once you're on the next platform (on one of two steps, actually) the flames will change their pattern. They will come towards you like a wave in the ocean and then disappear when they come to the wall of the platform. This is just like in Pirate's Grotto where the waves were rough if you remember right. Anyway, once you see these "new" flames, you'll notice that some come like waves like in Pirate's Grotto and others come like floating flames. Before you go to the flames, turn into tube mode and then get to where the flames are. Jump over the wave-like flame when you're in tube mode and roll under the ones floating in the air. Do this until you successfully pass all of the incoming flames. Once you do, head east into the next area. In this area, head all the way east and you'll see a locked door and a black-colored dead pile of bones. Examine the bonepile and

he'll come to life just like in Hooktail's Castle. Then, tons and tons of Dry Bones will appear. This time around, it isn't like Hooktail's Castle. Instead, you have to "find" the black-colored bonepile you just woke up. Bash your way through the Dry Bones with your Hammer until you find the black-colored bonepile. When you do, engage battle with him and defeat him (he gives you lots of Star Points) and then he'll drop the key needed to get into the next area. Once you get it, head east to the locked door and use the Palace Key on the door to unlock it.

Now, enter the door leading to the next area. In this area, break the nearby yellow "?" block to get an Ultra Shroom. Get rid of something such as a Super Shroom for this Item, as you'll NEED it! Once you get the Ultra Shroom, beware that there are flying Bombshell Bill enemies and if you engage in battle with them (they'll always get the First Strike), you'll get hurt 5 unless you Guard or Superguard. Avoid these guys at all costs. Use Vivian to hide in the shadows to avoid the Bombshell Bills. Keep heading east while avoiding the Bombshells with Vivian and defeat the B. Bill Blasters that you encounter at the end of the first part of the area. Once you defeat them, head down the stairs and defeat the nearby Phantom Ember then continue on to the west and defeat the next Phantom Ember you encounter. Then, continue west down the next set of stairs and then you'll be in the last part of this area. In this part of the area, you'll notice more Bombshell Bills are coming directly at you. Use Vivian to hide in the shadows to avoid them. Keep heading east while avoiding them with Vivian and then defeat the B. Bill Blasters at the end of the area. Then, advance on into the next area. In this area, head east and defeat or avoid all the enemies and break all three "?" boxes. One contains One Coin (kinda useless, eh?), the middle one contains a P-Down D-Up P Badge, and the last one contains a Jammin' Jelly, so get rid of a useless Item such as Maple Syrup or a Volt Shroom, etc. Once you get those Items, head east into the next area.

In this area, head east and you'll see some stairs. Ignore them and continue east to the east end of the area until you see a purple torch on the wall. Once you see that, head east into the next area (the torches indicate which way to go). In this next area, head east and follow the torch into the next area. In this area, head east and climb up the stairs. Once you do that, climb up the next set of stairs to the east (NOT the west) and then enter the door into the next area. In this area, head to the east set of stairs and follow the next torch into the next area. In this area, climb down all the stairs and go back to ground level. Once you're at ground level, head east and you'll see another torch. Follow it into the next area. In this area \*sighs\*, head up the stairs and then head to the east side and go into the next area. In this area, climb down the stairs and head back to ground level again. Once there, head east into the next area. This time around, there's no more "endless torture of torches and stairs", so rejoice! This time, there's a watery area. Once you arrive here, head east and follow the path and save your game when you encounter the Save Point. When you encounter the Recovery Block, use it to recover your HP/FP. Once you reach the door leading to the next area, enter it. Follow the path east in this narrow hallway and defeat or avoid the Wizzerd here. Once you get to the next area, continue east through the next three areas while defeating or avoiding the enemies. There's a Save Point in the third hallway, so once you come across it, save your game, as you're about to be at a boss. Once you reach the end of the fourth hallway, enter the door into the next area. In this area, the boss will immediately ask you who you are. This is Gloomtail, Hooktail's sister. Gloomtail is HARD, having a high HP of 80, so read the Bosses section to see how to win.

Once you win, a chest will be revealed so open it to get a Star Key. Once you get the Star Key, head out of this room and then head out of the large hallway leading to Gloomtail and make your way to the waterfall room (the

room with the two Chain Chomps, the Recovery Block, and the Save Point). Once there, you'll notice a bluish-grayish Chain Chomp statue. Know what you do? Use Bobbery to blow up the Chain Chomp statue and you'll reveal a pipe once you do. Once you reveal the pipe after using Bobbery, head south and west across the bridge until you see a Chain Chomp enemy that you can fight. Fight it or ignore it, but be sure to use the nearby Recovery Block, head across the next bridge to the west and then have Bobbery blow up the next Chain Chomp statue. Another pipe will then be revealed. Once the second pipe is revealed, head down the pipe you just revealed and then you'll be in the background, so hit the nearby blue "!" switch with your Hammer. Once you hit it with your Hammer, exit the background via the pipe and then head east to the other pipe. Once you enter the pipe and arrive in the background again, hit the next nearby blue "!" switch to reveal another boat panel. Now, exit the background.

Once you're in the foreground again, head west and cross the bridge. Then, head southwest and you'll see a boat panel. Get on it and turn paper boat mode and sail north to the next boat panel. Once you reach the next boat panel, turn back to normal by pressing "Y". Once you turn back to normal Mario, head north and enter the door leading to the next area. In this area, head up the long staircase, ignoring all the doors you come across. Once you reach the top of the room, your partner will tell you to look and you'll see something above you. Once you regain control, head back down the long staircase and then head to the door to the west (it's a room with two red "!" blocks floating in the air on each side). Once there, we're gonna have to solve a little puzzle. First off, head west and hit the red "!" block to the west side three times. Then, hit the block to the east two times. Doing this will cause a chest to be revealed. Open it to get a Palace Key. You have to collect seven more. Once you regain control, exit the room and enter the door directly to the southeast of the staircase (just east of the red door that lead to this room). Once you're in this new area, head east and you'll see an "!" pop up above Mario's head. This means something's here, right? Use Flurrie's wind gust and strip away the layer which has a chest containing a Palace Key behind it. Once you get this next Palace Key, exit this room and head to the room directly east of the staircase. Once there, head east and what looks like a dead end, really isn't. It's actually a wall, so go through the wall into the next area. In this area, hit the blue "!" block to reveal a chest in the previous area.

Once its revealed, head back to the previous area and head up the staircase but don't go all the way up. Instead, just climb it till its first stop. Once the staircase reaches its first stop, head into the next area and head through the door directly to the west of the staircase. Once there, you'll see four bone-type enemies. A Dull Bone, a Red Bone, a Dry Bone, and a Dark Bone. Defeat weakest from strongest to successfully complete this puzzle. Take out the Dull Bone first. Then, take out the Red Bone next. Then the Dry Bone. Finally, take out the Dark Bones and a blue "!" block will be revealed. Once you hit the blue "!" block, a chest will be revealed containing another Palace Key. Grab it and exit the room. Now, enter the door to the south of the staircase. In this next room, hide in the shadows with Vivian. A blue "!" block will then appear. It will disappear once you reemerge, so you have to remember exactly where the blue block appeared when you hid in the shadows. Once you memorize the blocks location, hit the air in that location once you reemerge. This will cause another chest to appear. Open it to get another Palace Key.

Now, head to the room directly to the north of where you are when you exit the room where you had to use Vivian. Once you're in this new area, head east and have Bobbery blow up the wall, thus revealing a passage. Enter the passage to the next area. In this area, open the chest to get yet another

Palace Key. Once you get it, exit the room into the previous area. In this area, head to the room to the middle-north side of the room. Once there, you'll see four blocks. Two gray ones, and two red orange ones. Break the first gray one on the right side and then exit the room and head back downstairs in the previous area completely. Once there, enter the door to the middle-north like you did upstairs and then you'll be in an area linked with the area you were just in upstairs with the blocks. Anyway, once you're in this blocky area, break the two gray blocks on each side then exit the room and head back upstairs into the next block room. Once you're there again, hit the blue "!" block and open the chest it reveals for another Palace Key. Only one more to go. Now, hit the gray block to the west and exit this room and head back downstairs into the next block room.

In this room, head west and hit the blue "!" block for another chest. Open this last chest to FINALLY get your last Palace Key. Once you get the final Palace Key, head all the way upstairs to where the device your partner told you about was. Once there, place your Star Key into the star pedestal (it has a star in the middle, so that's how you tell what to place the Star Key into). Once you place the Star Key in the star pedestal, 8 key pillars will appear. Place all 8 of your Palace Keys inside of them and a rumbling sound will commence. The device above you will start moving and the hallway leading to Gloomtail makes stairs which leads into a new part of the palace. Once you regain control, exit this entire area completely and head back to the watery area. Once there, step on the boat panel and turn paper boat. Then, sail to the south to the next boat panel and turn back to normal. Now, use the Recovery Block and then save your game at the Save Point. Then, head east across the two bridges and you'll be ambushed by Beldam, Marilyn, and Doopliss. Once you beat Beldam, Marilyn, and Doopliss, save your game at the Save Point and use the Recovery Block if you didn't gain a level. Now, head east past the Shadow Sirens into the door just east of them. In this room, head down the newly revealed stairs and beat the nearby Dark Wizzerd. Then, use Spring Jump to hit the yellow "?" block to get a Thunder Rage. Now, head east and defeat the next Dark Wizzerd you come across. Once you defeat the two Dark Wizzerds, head all the way east and use Flurrie's wind gust to blow away the paper. Once you blow the paper away, enter the newly revealed passage and head up the stairs.

Once you head up the stairs and you see a platform but can't reach it by jumping, switch to Yoshi and use him to fly over to the platform with the new area on it. Once you successfully fly over to the platform, head north into the next area. In this area, head east and line up Koops with the red "!" switch. Keep "X" mashed and head west up the stairs and then release Koops and head east onto the newly revealed platform. Once there, jump to the other side. Once there, head down the stairs and hit the block for a Repel Cape Badge. Now, head west and climb up the stairs and head into the next area. In this area, head west and climb up the stairs and hit the small green block you see. Then, head east down the stairs and exit this room. In this area again, head east up the stairs and get on the huge black and yellow block. The first thing you will notice is that the huge black and green block that was blocking your path is gone. Use Yoshi and have him fly across to the other side. Once you're at the other side, climb up the stairs and once you reach the top of them, head east and walk off the platform into a new area.

In this area, hit the small purple block with your Hammer to cause the huge black and purple platform to the left of the other huge black platform to rise. Once you hit the small purple switch, quickly run to the huge black and purple platform to the left which is about to rise. Once you're on it, let it elevate until it can't anymore. Once it reaches the top, use Yoshi and fly over to the other side where a small red block awaits. Once there, hit it with your Hammer and then a huge black and red block will appear. Once it



does, get to the left of the small red block and then launch Koops. Then, hold "X" to keep him into place. Once Koops is in his shell waiting to be fired, get on the huge black and red block and then release Koops. If done correctly, Koops will hit the small red block and you'll be floating down on the huge black and red block. Once the huge black and red block is elevating down with you on it, mash "Right" on the Control Stick and keep it mashed until you reach a new platform. Once you reach the "new platform" I was talking about, turn tube mode and roll under the thing above you and then quickly jump to the other side (you have to do it quickly otherwise you won't make it).

Once you reach the other side, head east through the door into the next area. In this area, you'll notice two yellow lines on the platform you're on. Get on the yellow line to the north NOT the south. Then, perform Spring Jump and you should be on the pipe above you if done correctly. Once you're on the pipe, head east and then drop down to the platform in the middle of the room. Once you're on the platform in the middle of the room, get on the yellow line to the south NOT the north and then use Spring Jump and get on the next pipeline above you. Once there, head east and drop down onto the last platform in this area. Once there, head north into the next area.

In this next area, head west and defeat the Phantom Ember and the Dark Wizzerd. If you don't want to, that's fine, but either way, from where you start, head up the stairs. Once you reach the top of the stairs, get to the edge and throw Bobbery off the edge and if done correctly (this could take a few tries), he'll hit a red "!" switch which will cause a platform above the switch to appear. Once it appears, quickly jump on the platform as it will dissipate fast. Once you're on the newly revealed platform, jump west to the other side. Now, head up the stairs and then once you reach the top, save your game at the nearby Save Point. Once you save your game, head all the way east and you'll see a farris wheel type thing. Jump east onto the yellow platform (its hard to see, because it's small and its color blends in with the farris wheel, thus making it difficult to see). Once you jump on the small yellow platform on the farris wheel, jump right and if done correctly, you'll reach another small yellow platform.

Once you get on the platform, you'll see a key. Use Koops to get it. Once you get this next Palace Key (gee, haven't we had enough of those?), head off of the platform on the farris wheel and then you'll be back onto the platform where the Chain Chomp was in this room. Head west up the stairs and unlock the door using your newly obtained Palace Key. Once you unlock the door, save your game and enter the now unlocked door. In this area, use Spring Jump to break the nearby yellow "?" block. A Life Shroom will be revealed, so DEFINITELY grab it and then head west up the stairs. Once you head up the stairs, continue west up the next set of stairs and then turn tube mode and jump across the stairs into the next part of the area. Once there, head west and you'll see several red "!" blocks. I've made a pretty little map here to guide you. Here it is:

Map Key:

\* (yellow stars above the red "!" block)  
[ ! ] (red "!" block)

HIT                    HIT    HIT                    HIT  
\*                    \*                    \*                    \*                    \*  
[ ! ]   [ ! ]   [ ! ]   [ ! ]   [ ! ]   [ ! ]   [ ! ]

There. That's what you do. Once you successfully hit all the blocks, exit this room completely. In the previous area, save your game and head east from the Save Point and jump back onto the small yellow platform on the farris wheel. It is spinning this time (the farris wheel is), so be careful! Once you get on the small yellow platform, wait until it reaches the platform above the platform where you got the Palace Key at. Once it reaches there, quickly jump to the unvisited platform and then once you're on it, head east into the next area. In this area, use Flurrie to blow away the huge thing you see. You'll reveal a huge gray block once you fully blow away the obstacle. Break the block by using the "Ultra Hammer" technique (the technique you used to break into Grubba's office in Glitzville). Once the block is broken, an "X" square will be revealed, so butt stomp it and you'll drop down into a new area. In this area, hit the yellow "?" block to get 1 Coin. Once you hit it, jump on it after getting the Coin and then jump again once you're on it to reveal another block. Once the block is revealed, a Point Swap drops out of it. This isn't useful, but grab it if you want it. Anyway, once you get the Point Swap thingie done, head south from the yellow spring into the next area. In this area, head east and get on the small batch of carpet to the east (if you fall off, don't worry, you'll start from the entrance of this room).

Once you're on it, follow the small carpet path and once you reach the platform with the door, head east through the door into the next area. In this area, head east and get on the very edge of the airplane panel and fly east to the platform leading to the next area. There's also a Life Shroom and a Thunder Rage in here, so e-mail me to see how to get them. Once you make it to the platform leading to the next area, head north into the next area. In this next area, head all the way west to the red "!" block and defeat or avoid the Chain Chomp along the way. Once you reach the red "!" block, hit it and then QUICKLY get on Yoshi and head east up the stairs and then west up the next set of the stairs and then once you climb the set of stairs that you just climbed up fully, fly to the platform to the west QUICKLY before it dissipates. Once you reach the other side where the chest is, open it to get a Palace Key. This is the last Palace Key in the Palace of Shadow, so no more key hunting. Whew! Once you get the Palace Key, exit this room completely. Once outside the room, head east and drop down the platform and head all the way west to the yellow spring, ignoring or defeating the Phantom Embers. Once there, jump on the yellow spring and push "Up" on the Control Stick and you'll be back on the platform with the airplane panel. Once there, step on the very edge of the airplane panel and fly all the way east to the platform with the locked door on it (its at the very east end of the room and could take a few tries to get to depending on how good you are at flying). Once there, unlock the door with the Palace Key and enter the door into the next area.

In this area, head east through the hallway until you see a Recovery Block and a Save Point. Once you see those two things, use the Recovery Block to recover, and then save your game at the nearby Save Point. Now, switch to Vivian and head into the door to your south leading into the next area. To the room with Grodus himself. Once there, head east up the stairs and then Grodus will laugh and his music will start playing. Once the cutscene is over, you'll enter combat against Grodus, so look at the Bosses section to see how to win. Once you defeat Grodus, he'll reveal Peach and Peach will be

surprised to see Mario. Grodus then zaps Mario and his partner twice. Then, before he can deliver the final blow, Bowser comes crashing down on Grodus's head. You'll have to fight Bowser and Kammy Koopa (this is why I told you to have 80 Star Points, because you don't get to heal before these goons), so read the Bosses section to see how to win this semi-final fight. Once you win, head through the door into the next area. In this next area, hit the yellow "?" block to get an Ultra Shroom. Then, use the Recovery Block to heal. Then, head east down the stairs and save your game. Finally, continue east into the door leading to the final boss. After the long cutscene, you'll engage into combat with the Shadow Queen, the final boss of the game. Read the Bosses section to see how to win. Once you win, enjoy the ending. Congratulations! You've just beaten Paper Mario: The Thousand-Year Door!

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|=====|
| 8. Bosses |
|=====|
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Here I will list all the Bosses in this game, and their weaknesses, info on how to beat them, etc.

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|           Boss Battle :           |
|           Blooper / Tentacles     |
|                                     |
|           Location: Rogueport Sewers |
|           Attack: (Blooper) 1      |
|           Defense: (Blooper) 0     |
|           HP: (Blooper) 12         |
|           Strengths: (Blooper) N/A |
|           Weaknesses: (Blooper) N/A |
|           Attack: (Tentacles) 1    |
|           Defense: (Tentacles) 0   |
|           HP: (Tentacles) 3        |
|                                     |
|-----
```

Strategy: To win this fight, have Mario use his Hammer ability on the Tentacles to damage them 2 if you successfully perform the attack. Have Goombella use Headbonk on the Tentacles to hurt them 2 if you double jump. Do this on the Tentacles until you kill them. I'll tell you another thing that is not important but it just happens in this fight. Once you kill a Tentacle, Blooper will ask you if you want to eat them, tell him whatever you want. Anyway, once the two Tentacles die, Blooper will be lying on the ground, so now's your chance to let in all the hits. Have Mario use Power Smash (I hope you equipped the Badge), to deal significant damage. Have Goombella, use Headbonk. When he regenerates his Tentacles, repeat the same process you did on the Tentacles at the start of this fight. Then, once you kill them, repeat the same process on Blooper as you did a moment ago and keep doing this same process and you should win this fight in no time.

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-----
|           Boss Battle :           |
|           Hooktail                |
|-----
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| Location: Hooktail's Castle |  
| Attack: 5 |  
| Defense: 1 |  
| HP: 20 |  
| Strengths: N/A |  
| Weaknesses: Attack FX R |

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Strategy: Defeating Hooktail, the first real boss of the game, is not hard at all if you have the Attack FX R Badge which makes Hooktail become very vulnerable, thus allowing you to attack him alot more than you would normally without the Badge. Anyway, if you don't have the Badge, you'll have a little bit tougher time beating him, so I hope you have it. First off, have Mario use Power Smash on Hooktail. Then, he'll get sick because of the sound the Badge makes which sounds like a cricket. Yes, that's right, this Boss Strategy is going by Hooktail assuming you have the Attack FX R Badge. Once Hooktail gets sick and you regain control, have Koops use Shell Toss, or if you have Koops in front of Mario and its Mario's turn, have him use Power Smash. Once you hit Hooktail again, he'll attack you with fire breath, so try and do the best you can do reduce the damage by pressing A. After that, have Mario use Power Smash again and then Hooktail will get even sicker. Now, attack the same way you've been doing with Shell Toss, Power Smash. Also, keep reducing the damage of Hooktail's attacks. Once you damage Hooktail enough, he'll say that he gives up and say please. Then he'll offer you Coins so say no to that. Then, he'll offer you to sniff his feet, also say no to this. Finally, he'll offer you a rare Badge, so say no to this as well. If you give in to one of his offers, Hooktail will damage you 5 which is bad, so don't give in. Anyway, wether you decline his offers or if you give in to them, Hooktail will eat the crowd and he'll gain 10 HP! Ouch! Okay, so this is the final phase of this fight and the way to win is by using Shell Toss, and Power Smash. If you run out of FP, use Normal Smash instead. Once you take 10 HP off of Hooktail, you'll defeat him.

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| Boss Battle : |  
| Shadow Sirens |

| Location: Boggly Woods |  
| Attack: (Vivian) 1 |  
| Defense: (Vivian) 0 |  
| HP: (Vivian) 10 |  
| Strengths: (Vivian) N/A |  
| Weaknesses: (Vivian) N/A |  
| Attack: (Marilyn) 2 |  
| Defense: (Marilyn) 0 |  
| HP: (Marilyn) 12 |  
| Strengths: (Marilyn) N/A |  
| Weaknesses (Marilyn) N/A |  
| Attack: (Beldam) 1 |

Defense:	(Beldam) 0
HP:	(Beldam) 9
Strengths:	(Beldam) N/A
Weaknesses:	(Beldam) N/A

---

Strategy: The fight against the Shadow Sirens isn't too hard, but Marilyn's attack is a bit high simply because you're gonna get hit by all three Shadow Sirens one attack at a time in this fight, making this fight a bit difficult. Use Earth Tremor if you have enough SP, but if not, then don't bother Appealing to get enough SP, because it will make this fight a LOT more difficult. If you don't have enough SP, have Mario attack Vivian with Normal Hammer or with Power Smash, or use your jump commands if you like. If you use your jump commands, I strongly recommend using Power Bounce, as this will damage Vivian alot. Have Koops use Shell Toss on Vivian. I don't recommend using Power Shell, because even though it would deal some good damage to all the Shadow Sirens, it would take alot of your FP, which you need for Power Smash, or Power Bounce. Keep doing this and reduce the damage given to you when the Shadow Sirens attack you. Keep doing this until Vivian is defeated. Then, concentrate all your attacks on Marilyn, as she's next in line. Use the same attack pattern on Marilyn as you did on Vivian to defeat her and remember to reduce the damage given by pressing A. Once you defeat Marilyn, use the same attack pattern on Beldam, and reduce the damage given to you by her as well. Do this until you win, and you should win in no time.

Tip: Use the Volt Shroom you got before you entered the pipe to go to Flurrie's house (use it on Mario) to make the Shadow Sirens get hurt when they attack you with physical attacks. Also, I forgot to mention above in the Boss Strategy against these sisters, they will all three use magic attacks in a row at you. For example, Vivian will use magic on Mario and his partner which will hurt 1 on Mario and 1 on his partner. Then, Marilyn will attack you with magic that will hurt 2 on Mario and his partner. Finally, Beldam will use her deadly magic and hurt 3 on Mario and his partner, which makes this battle a bit tough, so be sure to use Sweet Treat and lots of Mushrooms, because if you don't, this battle could mean Game Over for you!

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Boss Battle :	
Magnus Von Grapple	
Location:	Great Boggly Tree
Attack:	2/4
Defense:	1
HP:	30
Strengths:	N/A
Weaknesses:	Power Bounce

---

Strategy: Defeating Magnus Von Grapple isn't very hard at all, but if you don't defeat his rocket arms when he takes them off of his machine, it can be really hard. First off, have Mario use Power Bounce to cause significant damage. Then, have Flurrie use Body Slam. Also, Power Punch works very well here, so be sure to use that (hope you haven't used that already) on Mario and not his partner, as its useless to use it on Flurrie. Magnus Von Grapple's attacks aren't very strong, except his rocket arms if you don't kill them, as they can hurt you 4, so be sure to defeat his rocket arms. Keep using Power Bounce with Mario and use Body Slam with Flurrie and use Sweet Treat if needed and use Honey Syrups to heal your FP, as you'll need FP to use Power Bounce which is essential to winning this fight. Keep repeating this process and you'll easily win in a few minutes.

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	Boss Battle :	
	Bowser	
	Location: Glitz Pit	
	Attack: 3	
	Defense: 1	
	HP: 30	
	Strengths: N/A	
	Weaknesses: N/A	

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Strategy: Defeating Bowser (even though he ambushed you) isn't very hard. Sure, he can hurt you some with his fire breath and his attacks if you aren't careful and don't reduce, he is still a really easy adversary. Anyway, have Mario use Power Bounce and have Yoshi use Gulp. Keep doing this and heal your FP when needed until you win. Switch Yoshi if he gets low on HP, as he dies easy, so no need to waste a Super Shroom on him. If you have Flurrie instead of Yoshi, I'm not sure how she'll do, as I never used her for Bowser but I'd say switch her. Koops is good for this fight, so use him if you have him. Goombella, as usual, is overall useless. Be sure to reduce the damage given by Bowser's attacks, otherwise it might be hard to win. Keep doing this attack pattern and heal with Sweet Treat when needed and you'll win in no time.

---

	Boss Battle :	
	Macho Grubba	
	Location: Glitz Pit	
	Attack: 4	
	Defense: 0	
	HP: 60	
	Strengths: Ground Pound/Headbonk/Multibonk	
	Weaknesses: N/A	

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Strategy: Defeating Macho Grubba is not as hard as it seems, despite his high HP. To win, have Mario use Power Smash and have Yoshi use Gulp. Take note that Grubba will use attacks that boost his own attack, defense, or evade. He usually boosts his attack and defense, making him a bit harder to beat. However, the con to this (this con is good) is that these affects only last for 3 turns each. To indicate that Grubba's boosts have worn off, you will see him jump which means that the stats boosts have worn off. Take note if his defense is increased by his boost, you can't really damage him as much as needed, so just use "Defend" until the effect wears off. Keep attacking after the defense boost wears off. Anyway, continue using Power Smash/Gulp and heal with Sweet Treat or any Items you have when needed and be sure to keep your HP high throughout the fight, as you'll need to to be sure of victory. Keep doing this and be sure to attack Grubba only after his defense affect has worn off and you should win in no time.

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-----  
|           Boss Battle :                               |  
|           Doopliss (1st fight)                       |  
|                                                       |  
|           Location: Creepy Steeple                   |  
|           Attack: 4                                  |  
|           Defense: 0                                 |  
|           HP: 40                                     |  
|           Strengths: N/A                             |  
|           Weaknesses: N/A                           |  
-----
```

Strategy: Okay, this first fight against Doopliss isn't too hard, or so it shouldn't be. First off, have Mario use Power Smash or Power Bounce, and if you have a Power Punch, be sure to use that, because it makes this fight alot easier. Also, if you have Yoshi in your party (which should), then have him use Gulp. If you have Flurrie in your party, have her use Body Slam, or Lip Lock if you got your characters powered up. If you have an HP Drain, use that as well. If you have Koops in your party, have him use Shell Toss or Power Shell. Finally, if you have Goombella in your party, use Headbonk or use Multibonk. Basically, this is your attack pattern throughout the entire battle, so use it and use Sweet Treat to heal when needed. Also, use some attack Items if you have any. Doopliss doesn't really have a powerful attack threat, but it just depends on your HP. He only has 4 Attack Power, so you shouldn't have a hard time beating him. Take note, however, when Doopliss is nearly defeated, he'll turn into a purple-shadowlike Mario, and this is where the harder part begins. When Doopliss is in this purplish-shadow form, he'll mimic your Hammer attacks and your jump attacks, so watch out! Be sure to heal often if needed. Keep doing this throughout this entire battle and don't forget to use Sweet Treat when needed to heal your HP/FP, and you'll win this battle in no time.

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-----
|           Boss Battle :           |
|           Doopliss (2nd fight)    |
|                                   |
|           Location: Creepy Steeple |
|           Attack: 4               |
|           Defense: 0              |
|           HP: 40                  |
|           Strengths: N/A          |
|           Weaknesses: N/A         |
-----

```

Strategy: Doopliss has Goombella, Koops, Flurrie, and Yoshi accompanying him in this fight, so lets make him pay, shall we? First off, don't worry about attacking Goombella, as it is useless. If you attack Goombella, this fight could become a bit difficult. Instead, have Mario attack Doopliss with Power Smash or Power Bounce and be careful since Vivian isn't with you at this present moment. Once you attack Doopliss twice, Vivian will come out of the shadows and say that she has decided to fight alongside Mario. Now that you have Vivian with you, have her use Shade Fist, and have Mario continue to use Power Smash or Power Bounce. Keep doing this and heal with Sweet Treat when and if needed, and remember, IGNORE attacking Goombella. If you keep this attack pattern up and heal if needed, you'll win in no time.

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-----
|           Boss Battle :           |
|           Cortez                  |
|                                   |
|           Location: Pirate's Grotto |
|           Attack: 4               |
|           Defense: 1              |
|           HP: 20 (on each form he has 20 HP) |
|           Strengths: N/A          |
|           Weaknesses: N/A         |
-----

```

Strategy: Defeating Cortez is hard. First off, as I said above in the Boss Battle box, he doesn't have just 20 HP. He has 20 HP EACH FORM! Cortez has three forms that you'll have to beat in order to win this fight. The first form consists of two Bone Piles and the head of Cortez. I don't suggest attacking the Bone Piles. Instead, I suggest attacking the head itself. In this form, Cortez will try to pierce you with all four weapons, or with just simply one of them. To win this part of the fight, attack Cortez' head with Power Bounce. Don't worry about using Art Attack just yet. Make sure you have Vivian in your party, and not Bobbery, as she comes in handy here with her Veil ability. If you don't have Vivian, make sure you switch her in, as you'll need to. Anyway, have Mario use Power Bounce on Cortez' head, ignoring the two Bone Piles accompanying him. Have Vivian use Shade Fist and Veil sometimes to avoid taking damage from Cortez' attacks, as they can overwhelm you after awhile if you don't use Veil at all. I took 11 damage from this first form, as I didn't use Veil, so please don't make the same mistake. Anyway, keep doing this attack pattern on Cortez' head, and heal



when needed with a Super Shroom if you have one. If not, just use Sweet Treat, but if you don't have enough SP to use THAT and Art Attack, just forget it and switch your partner in front, or use Superguard. Once you beat this form of Cortez, phase two of this fight will begin. Attack Cortez with Power Bounce and Shade Fist. Then Cortez will boost his Attack Power and he'll attack you to cause 4 damage, so be sure to Superguard. Keep repeating this and heal when and if necessary and once you beat the second form of Cortez, he will show off his last form. Phase three now begins and it is HARD unless you use a certain party member, as Cortez will attack you FIVE time in a row before you get to attack him again. This makes this battle EXTREMELY HARD, so do what I say -- use the "certain" party member which is Flurrie. Once you switch in Flurrie, have her use Gale Force and she'll blow away all the weapons if you use Gale Force good enough. If you execute it badly, I don't know if she'll blow them all away, as I didn't execute it badly. Anyway, once you blow away all the weapons, keep attacking Cortez with Power Bounce and heal your FP when needed.

Once you damage him enough, Cortez will eat the audience and gain 49 HP back! THIS is where Art Attack comes in. Use Art Attack and then switch Flurrie out and use Bobbery and have him use Bomb Squad every round. Keep using Power Bounce/Bomb Squad and heal your FP when if needed. Make sure Bomb Squad is aimed at Cortez and not anywhere else on the stage. Keep doing Power Bounce/Bomb Squad and heal if needed until you beat Cortez.

```
-----  
|           Boss Battle :                               |  
|           Lord Crump                                 |  
|                                                     |  
|           Location: Keelhaul Key                     |  
|           Attack: 4                                  |  
|           Defense: 0                                 |  
|           HP: 30                                     |  
|           Strengths: N/A                             |  
|           Weaknesses: N/A                           |  
-----
```

Strategy: To defeat Lord Crump for the third time, have Mario use Power Bounce and have Bobbery use Bomb Squad and make sure you aim it at Lord Crump and not anywhere else. Keep repeating this and once you damage Lord Crump enough (the bombs from the Bomb Squad attack should do it), he'll revert to another attack pattern. The X-Nauts that are accompanying Lord Crump will be on the ceiling like the Rawk Hawk was in Glitzville. Don't attack the X-Nauts, as you don't have to. Instead, Appeal for Art Attack while Superguarding every few turns. Once you have enough SP for Art Attack, attack Lord Crump with Power Smash and have Bobbery use Bomb. Keep doing this and heal if needed, but be sure to Superguard every time Crump attacks you. Keep doing this and once you damage Lord Crump enough, he'll switch to his last attack pattern. Phase three now begins. To win this phase, attack Crump (NOT THE X-Nauts), with Power Bounce and switch to Yoshi and have him use Ground Pound on Crump. Keep doing this and Superguard EVERY TIME Crump attacks, as he'll hurt you 5 on Mario and his ally unless you have a defense-boosting Badge. Keep doing this and heal when necessary until you beat Lord Crump.

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|           Boss Battle :           |
|           Smorg                   |
|                                   |
|           Location: Excess Express |
|           Attack: 5               |
|           Defense: 1              |
|           HP: 50                  |
|           Strengths: N/A          |
|           Weaknesses: N/A         |
-----

```

Strategy: First off, use Superguard everytime this thing attacks you, as it will deal out a good bit of damage here. Anyway, to start off, take out all three of the Smorg Miamas, as the boss itself is invincible. Once you take out the three Smorg Miamas, concentrate all of your attacks on Smorg (I recommend using Spring Jump here, as it deals out some massive damage). After Mario attacks, have Bobbery use Bomb. Of course, if you have Vivian, she works just as well with Fiery Jinx. After two turns of relentless assault, the Smorg will regenerate the the Smorg Miamas. Here we go again. This time, they change into a hook thing and their Attack Power is boosted, so be careful! Repeat the same attack process (the Smorg will reform the Smorg Miamas after every two turns, take note of that.) and heal with Sweet Feast when needed (or with Items; Whacka Bumps perferably) and after a while, Smorgie here will fall.

```

-----
|           Boss Battle :           |
|           Magnus Von Grapple 2.0 |
|                                   |
|           Location: X-Naut Fortress |
|           Attack: 6               |
|           Defense: 2              |
|           HP: 70                  |
|           Strengths: N/A          |
|           Weaknesses: N/A         |
-----

```

Strategy: Okay, this is the FINAL fight with Lord Crump, and it is HARD! First off, be sure to save ALL of your SP, as you'll need it! To start this battle off, (switch to Vivian, as this fight is IMPOSSIBLE withou her) use Mario's Power Smash and Vivian's Fiery Jinx every turn. Magnus's attacks are VERY POWERFUL, and they can hurt you A LOT! One of Magnus's attacks is him hitting with you with his drill which hurts you damage on Mario and his partner unless you have a Defense-boosting Badge. Magnus also has other attacks. One of which he takes off his two arms like he did in the Great Tree, only this time, they don't just explode after awhile if you don't kill them, they STAY alive until you DO kill them. Use Fiery Jinx with Vivian (switch her in front if she's in the back), to INSTANTALY kill Grapple's two arms. Grapple also has another attack which is sucking up the audience like Hooktail did. Only he is MUCH more powerful than Hooktail. He will hurt you about 30 damage (estimation, but it is quite close) and he will instantly kill you, so lets hope you have your partner in front of Mario. If Mario dies, hope you have a Life Shroom, or you'll get a Game Over.

Magnus can ingest the crowd more than once. Keep repeating this and heal with Sweet Feast when needed (this is why I told you to save your SP) and heal with Items when you run out of SP (I recommend your Ultra Shroom if you haven't used it already until you win.

---

Boss Battle :
Gloomtail
Location: Palace of Shadow
Attack: 8
Defense: 2
HP: 80
Strengths: N/A
Weaknesses: N/A

---

Strategy: First of all, make SURE that you have Vivian in your party, or be prepared for an almost, if not, IMPOSSIBLE fight. To start this battle off, make sure that you enough SP to perform Supernova, as if you don't, you're screwed. Anyway, switch Vivian in front of you. Then, have her use Veil (this sounds stupid, I know, but do it, as it's basically the only way to win without much trouble). Then, have Mario use any strong attack he has, (not jumps, though, as they horribly suck) such as Power Smash (I recommend Power Smash). Keep doing this every turn and when Gloomtail gets hurt enough, she'll say a few things and then she'll change her attack pattern I guess you could say. Once Gloomtail talks for the first time after taking enough damage, pummel her with the Veil/Power Smash combo, being sure to heal when necessary (preferably with Ultra Shrooms). Once you damage Gloomtail enough again, she'll talk again and show you her "true power". When she gets into her true state which is when she says she'll show you her "true power", use Veil IMMEDIATELY because she's about to use her ultimate attack...Megabreath which will deal out 15 damage to Mario and his partner. Once Gloomtail uses Megabreath (she'll use it more than once during the battle, so be very careful and be sure to use Veil when she goes to do it; she'll glow with her attack boosted when she's going to do it), let out the Veil/Power Smash combination and heal when necessary until she's defeated. Note: Life Shrooms will come in handy here.

---

Boss Battle :
Shadow Sirens (2nd fight)
Location: Palace of Shadow
Attack: (Beldam) 5
Defense: (Beldam) 0
HP: (Beldam) 30
Strengths: (Beldam) N/A
Weaknesses: (Beldam) N/A
Attack: (Marilyn) 7
Defense: (Marilyn) 0
HP: (Marilyn) 40
Strengths: (Marilyn) N/A
Weaknesses (Marilyn) N/A

```
|      Attack: (Doopliss) 7      |
|      Defense: (Doopliss) 0     |
|      HP: (Doopliss) 40        |
|      Strengths: (Doopliss) N/A |
|      Weaknesses: (Doopliss) N/A |
-----
```

Strategy: This fight against the Shadow Sirens isn't easy Doopliss is Vivian's replacement fighter. Anyway, I'll tell you the Shadow Sirens' attacks, first of all. For starters, Beldam has status-affecting spells which can really hurt your group if you aren't careful. She also uses an ice attack which can freeze you, so be careful of that also. First of all, focus all of your attacks on Beldam. Once you defeat her, go after Marilyn, the ten ton truck. Marilyn doesn't really have any powerful attacks, except her attack boost which she can hurt up to 20 damage on Mario AND his partner with. That's more than Gloomtail's Megabreath hurt! Be careful when fighting Marilyn. Heal with Sweet Feast when necessary. Once you take out Marilyn, focus all of your attacks on Doopliss. Doopliss doesn't have any powerful attacks at all, he'll just change into whatever partner you have with you (e.g. if you have Vivian, he'll turn Vivian). He won't use any specials such as Fiery Jinx against you, though, so there's some good news. Vivian is useful for this fight with her Fiery Jinx, so be sure to have her in before you start this fight. Keep repeating this and heal with Sweet Feast or something else when necessary until you win.

```
-----
|      Boss Battle :             |
|      Grodus                    |
|                                 |
|      Location: Palace of Shadow |
|      Attack: 7                 |
|      Defense: 1                |
|      HP: 50                    |
|      Strengths: N/A            |
|      Weaknesses: N/A           |
-----
```

Strategy: Lets hope you have 80 Star Points at least, so that you can level up immediately after the fight with Grodus, because you'll have to fight Bowser and Kammy Koopa RIGHT after this. You won't get a Recovery Block, so that's why you need to level up. Anyway, to defeat Grodus, leader of the X-Nauts, you need to take note that Grodus has Grodus X's surrounding him after he summons them. If he has four of these around him, he's invincible, so be sure to destroy these things at all costs. First off, switch Vivian in front of Mario and have her use Fiery Jinx as soon as Grodus summons the Grodus X's (have her use it period to deal 5 damage to Grodus). Once the Grodus X's are destroyed, have Mario use Power Smash or Spring Jump to cause some nice damage here. Grodus will often regenerate the Grodus X's, so continue to use Fiery Jinx and heal with Sweet Feast or some other healing Item when needed (you should only need to heal your FP mainly, but if you get low on HP, heal your HP as well). Keep this up and heal when needed until you win.

	Boss Battle :	
	Bowser / Kammy Koopa	
	Location: Palace of Shadow	
	Attack: (Bowser) 7	
	Defense: (Bowser) 2	
	HP: (Bowser) 70	
	Strengths: (Bowser) N/A	
	Weaknesses: (Bowser) N/A	
	Attack: (Kammy Koopa) 5	
	Defense (Kammy Koopa) 0	
	HP: (Kammy Koopa) 50	

---

Strategy: To win this fight against Bowser and Kammy Koopa, have Mario use Spring Jump on Kammy Koopa (that's right, we're focusing all of our attacks on Kammy Koopa, as she has some attacks that will boost Bowser's stats). Then, use Vivian's Fiery Jinx which will damage both Bowser AND Kammy Koopa. Keep doing this and heal with Sweet Feast or any other powerful healing Item when needed until you take out Kammy Koopa. Once you take her out, it's you and Bowser, Mario style! Concentrate all of your most powerful attacks on Bowser while Vivian uses Veil or Fiery Jinx (be sure to use Fiery Jinx ALOT, but be sure to Veil also). Keep doing this and heal when needed until you win. Bowser has some powerful attacks such as his fire breath, so be extra careful when fighting these goons. Bowser also turns big which poses a threat as well, because that makes his attack rise. Use Superguard ALOT on this fight. Keep doing this until you win.

	Boss Battle :	
	Shadow Queen	
	Location: Palace of Shadow	
	Attack: 7	
	Defense: 0	
	HP: 150	
	Strengths: N/A	
	Weaknesses: N/A	

---

Strategy: The first form of the Shadow Queen isn't exactly her true form. Instead, you have to fight Princess Peach possessed by the Shadow Queen. In this first part of the battle, just keep attacking the Shadow Queen until she enters into her "true form" which is a purple-swirly like thing. Your objective in this part of the fight is to keep attacking the Shadow Queen while staying alive until she gets into the "purple-swirly" form. Once she's in her true form, phase two begins. This is the real battle. There's no winning this part. Just keep attacking (don't use your FP, just use Normal Hammer and something with your partner that doesn't cost FP) while staying alive until you can damage her. That's right, this part of the battle was unwinnable because she was invincible. Note: DO NOT USE SUPERNOVA in the part where she's in invincible, as that will hurt her, and that will make the game freeze up, as you are not intended to hurt her. Anyway, once she assumes her "true form" where you can actually damage her, you'll have to take off 150 HP, so be prepared for a long and hard fight! To start off, switch Vivian in front. Then, have her use Fiery Jinx. Then, have Mario

use Supernova. Then, when the roulette thing happens (the thing with the Mushrooms, Flowers, Stars, Shine Sprites, and Poisonous Mushrooms), you'll automatically (no matter what), you'll get three Shine Sprites, thus refilling your HP, FP, and SP. Once your HP/FP/SP is refilled by the Shine Sprite combo, throw in another Supernova. Once you use Supernova again, have Vivian use Fiery Jinx and have Mario use Spring Jump (on the Shadow Queen, NOT her hands). Keep repeating this and heal when necessary with Ultra Shrooms until you win. The Shadow Queen has some powerful and annoying attacks, so be very careful on this final boss.

The Shadow Queen battle will last a long time, as you have to take off a whole 150 HP, so be prepared to have lots of Life Shrooms, Ultra Shrooms, and Jammin' Jellies in for this battle, as you'll need them! Note: If you have upgraded Bobbery to ultra rank, (see Side Quests section for details) he has a move that's really good for the Shadow Queen (don't remember the name). Anyway, that about wraps it up for the Shadow Queen.

```
-----  
|           Boss Battle :                               |  
|           Bonetail                                  |  
|                                                     |  
|           Location: Pit of 100 Trials                 |  
|           Attack: 8                                  |  
|           Defense: 2                                 |  
|           HP: 200                                    |  
|           Strengths: N/A                             |  
|           Weaknesses: N/A                            |  
-----
```

Strategy: Bonetail is an optional boss located in the Pit of 100 Trials on the 100th floor. He isn't really worth all the time and effort it takes to get to him, either, as you really don't win an important Badge from him. Anyway, the fight with Bonetail is EXTREMELY HARD and EXTREMELY tedious, so be VERY careful when facing this foe! With a massive 200 HP, 8 Attack Power, and 2 Defense Power, this boss is more than your ordinary boss. Be sure to have LOTS of healing Items and LOTS of Life Shrooms. The upgraded Item Sack is essential for beating Bonetail. Anyway, to win this fight, switch Mario in front ONLY if you have Life Shrooms. If not, then it will be VERY hard to defeat Bonetail. Use Power Lift alot to raise your Attack and Defense. Make sure you raise it alot. Once you've raised your Attack and Defense, let out your strongest attacks on Bonetail. Heal with Sweet Feast and Ultra Shrooms when necessary. Also use Jammin' Jellies to heal up your FP. Keep doing this and let out your strongest attacks after using Power Lift alot until you win.

Here is a new strategy I found from Kirby021591 (He e-mailed it to me, and thus he'll be credited):

Mainly, what badges you use make a huge difference. Use these:

Jumpman  
P-Up, D-Down  
Damage Dodge  
Damage Dodge P  
Pretty Lucky x 2

Happy Heart  
Power Bounce  
HP Plus  
All or Nothing  
Lucky Start  
Power Plus  
Lucky Day  
Quick Change

Here's what I wrote about Bonetail aside from badges:

"What, you didn't think there wouldn't be a boss, did you? Well, I'll say that if you can beat this beast you are truly a champion. This is very easily the toughest boss in the game. Just look at its stats! By tattling on it you discover that it has 200 HP, 8 attack, and 2 defense. \*Gulp\*. Fortunately for you, though, there is a badge combination that will teach Hooktail's oldest brother a lesson. Disregarding defense, the goal in beating this baddie is purely by brute force. If you don't do it that way, the battle will be drawn out and with his tremendous attack power you'll be crushed. The first 99 levels shouldn't have forced you to use all your Ultra Shrooms. The endurance strategy is simple - enter with about ten Ultra Shrooms and you can finish off Bonetail in a very long fight, always preventing your demise with another Ultra Shroom. But if you're not into that, let's cover the real way to beat this boss.

To whittle down Bonetail's HP you need a strong attack to start with. If you use the recommended badge combo, Power Bounce will be radically strong. If you want you can use Power Lift before using it to strengthen the onslaught. If you do a regular Power Bounce only five times with the badges, you'll deal him 15 damage. By that logic, it would take you around 13 turns to finish him. Of course it will be less, since you have your partner. Since every Power Bounce costs 3 FP, it should take you 39 FP to finish him. You can reduce the length of this with more than five jumps per Power Bounce, or with your partner. Keep your partner in front to take the claw attacks. Use Boo's Sheet (ON MARIO) if you're low on health.

Also, always remember to heal Mario when his HP drops to 10 or lower. The best heal method is obviously the Ultra Shroom, but if you're desperate, use other recovery items as last resorts. Now to cover what Bonetail does. Also, don't waste a turn tattling because you can get the tattle in Frankly's garbage can later. Bonetail is a really easy attacker; defending is a piece of cake. For his breath, press A as soon as it hits you, and the claw is the same. If you're using a partner, I'd recommend Bobbery. With forty HP, he's an excellent shield, as cruel as that may sound. When he's out switch to Flurrie (Lip Lock is a good move to use). In truth, Bonetail is not nearly as hard as he sounds. I used three of my Life Shrooms, but not a single Ultra Shroom. When he kicks the bucket (he really just flips over) he spits out a treasure chest like his brothers. Inside is Return Postage, the final badge, the last frontier. When you win, be a gracious winner and leave Bonetail on his back begging for mercy. With that badge combo, who couldn't beat Bonetail? The pipe to the surface is behind his prone body."

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|-----|  
| 9. Enemies |  
|-----|
```

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.

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 Magikoopa

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.

### Grobus

Location: Palace of Shadow

Attack: 7

Defense: 1

HP: 50

Description: Grobus is the leader of the X-Nauts and he's nasty! Fighting Grobus 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, your 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 are 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.

### Swooupla

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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| 10. Glitz Pit |
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Here I will list strategies for each of the Glitz Pit fighters that you have to fight, and information about them.

#### Minor League Opponents

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Opponent #1 - Goomba Bros (each enemy is a normal Goomba)

Rank: 21

League: Minor League

Attack: (each Goomba) 1

Defense: (each Goomba) 0

HP: (each Goomba) 2

Strategy: The Goomba Bros is your first opponent in the Glitz Pit, and they are very easy. Just Multibounce them to defeat them. Don't do anything Grubba tells you not to (i.e. if he tells you not to use FP then don't unless you want to fight them again). Otherwise, you'll have to fight these guys again.

Opponent #2 - KP Koopas (each Troopa is the same color, except one of Rank: 18 them has wings)

League: Minor League

Attack: (each Koopa) 2

Defense: (each Koopa) 1

HP: (each Koopa) 4

Strategy: Defeating the KP Koopas isn't that hard, simply use Multibounce or use Gale Force until you defeat them. Don't do anything Grubba tells you not to (i.e. if he tells you not to use FP then don't unless you want to fight them again). Otherwise, you'll have to fight these guys again.

Opponent #3 - Pokey Triplets (each enemy in the fight is a Pokey)

Rank: 17

League: Minor League

Attack: (each Triplet) 3

Defense: (each Triplet) 0

HP: (each Pokey) 4

Strategy: These guys shouldn't be too hard, but if you aren't careful, than it makes this fight a bit tougher than it should be. First off, if you jump on them, you'll take damage instead of them. Now, they don't have that strong of an Attack Power, but it is enough to hurt you, so watch out! To win, use Earth Tremor or use Power Smash or Normal Hammer until they die. If you have Goombella she can't fight, so don't use her. If you have Koops use Power Shell to cause some damage here. If you have Flurrie use Gale Force to blow them away. Use Sweet Treat when and if needed, as you need to conserve your Super Shrooms instead of use them now. Keep repeating this and you should win this battle with no problems. Don't do anything Grubba tells you not to (i.e. if he tells you not to use FP then don't unless you want to fight them again). Otherwise, you'll have to fight these guys again.

Opponent #4 - Dead Bones (each enemy in the fight is a Dull Bones)

Rank: 16

League: Minor League

Attack: (each Bone) 1

Defense: (each Bone) 0

HP: (each Bone) 1

Strategy: These guys are just Dull Bones that you fought in Hooktail's Castle, so just use your Hammer on them or use Power Shell with Koops, or use Gale Force with Flurrie to defeat them. Don't do anything Grubba tells you not to (i.e. if he tells you not to use FP then don't unless you want to fight them again). Otherwise, you'll have to fight these guys again.

Opponent #5 - Spike Storm (each enemy in the fight is a Spiny)

Rank: 15

League: Minor League

Attack: (each Spiny) 3

Defense: (each Spiny) 3

Attack: (Lakitu) 2

Defense: (Lakitu) 0

HP: (Lakitu) 5



HP: (each Spiny) 3

Strategy: The Spinys are accompanied by a Lakitu, which means the Lakitu can create more Spinys if you don't win this battle fast enough. To win, use Earth Tremor or Gale Force, or Power Shell. Then, for the Lakitu, use Power Bounce and Body Slam with Flurrie, but this is only necessary on the Lakitu if he's still alive and lived through Earth Tremor. Keep doing this (but don't keep using Earth Tremor, as it takes way too much time) and use Sweet Treat to heal if you need to. Keep this up, and you'll win in no time. Don't do anything Grubba tells you not to (i.e. if he tells you not to use FP then don't unless you want to fight them again). Otherwise, you'll have to fight these guys again.

Opponent #6 - Hand-It-Overs (there are two Bandits and two Big Rank: 14 Bandits in the fight)

League: Minor League

Attack: (Bandit) 2

Defense: (Bandit) 0

HP: (Bandit) 5

Attack: (Big Bandit) 3

Defense: (Big Bandit) 0

HP: (Big Bandit) 8

Strategy: These guys are not that hard, but they will steal your stuff, which makes them annoying, because once they steal something from you, I haven't found a way to get them back, if there even is a way. Guard well and effectively to avoid getting your stuff stolen. Anyway, these guys have no real attacks to worry about, just a bit of Attack Power if they both attack you, adding a total of 5 damage in two hits, so be sure to reduce the damage given to you. To beat these guys, use Earth Tremor if you have enough SP. If not, use Multibounce to cause some damage. Then if you have Flurrie, use Gale Force, if you have Koops use Power Shell, and if you have Goombella use Headbonk which won't be very useful for this fight. Use Sweet Treat if needed for healing. Don't do anything Grubba tells you not to (i.e. if he tells you not to use FP then don't unless you want to fight them again). Otherwise, you'll have to fight these guys again.

Opponent #7 - Mind-Bogglers (there is a Pale Piranha, a Dark Puff, Rank: 13 and a Pider in the fight)

League: Minor League

Attack: (Pale Piranha) 2

Defense: (Pale Piranha) 0

HP: (Pale Piranha) 4

Attack: (Dark Puff) 2

Defense: (Dark Puff) 0

HP: (Dark Puff) 3

Attack: (Pider) 2

Defense: (Pider) 0

HP: (Pider) 5

Strategy: To defeat these guys from Boggly Woods and the Boggly Tree, use Earth Termor if you have enough SP. If not, use your Hammer and then use Gale Force with Flurrie.

If you need healing, use Sweet Treat when needed. Keep doing this, and don't worry about their attacks, as they can't really hurt you that much. If you keep doing this, you'll win in a minute or two. Don't do anything Grubba tells you not to (i.e. if he tells you not to use FP then don't unless you want to fight them again). Otherwise, you'll have to fight these guys again.

Opponent #8 - Punk Rocks (each enemy in the fight is a Hyper Bald Rank: 12 Cleft)

League: Minor League

Attack: (Hyper Bald Cleft) 2

Defense: (Hyper Bald Cleft) 2

HP: (Hyper Bald Cleft) 3

Strategy: Use Earth Tremor, and be sure to get it as good as possible. If you execute Earth Tremor perfectly, it will kill all Hyper Bald Clefts and you'll walk away from this fight victorious. However, if Earth Tremor fails to kill them, switch to using your Hammer. If you have Goombella in your party, take her out, as she is completely useless in this fight. If you have Koops in, use his Power Shell to deal some damage to all the Hyper Bald Clefts. If you have Flurrie in, use her Gale Force attack and it might blow them all away, or it might blow one or two of them away. Now, jumping doesn't work on these guys with any party member including Mario, so don't even try to jump on them. These guys don't really have that big of an Attack Power, as it only averages to 2, so just reduce the damage done to you when they attack you. Keep doing this until you win, but remember, if Earth Tremor fails to kill these guys, then don't bother using Appeal to get more energy to use Earth Tremor again, as it is useless and could leave you low on HP. If you need to heal use Sweet Treat. Don't do anything Grubba tells you not to (i.e. if he tells you not to use FP then don't unless you want to fight them again). Otherwise, you'll have to fight these guys again.

Opponent #9 - Bob-omb Squad (each enemy in the fight is a Bob-omb)

Rank: 11

League: Minor League

Attack: (each Bob-omb) 2

Defense: (each Bob-omb) 1

HP: (each Bob-omb) 4

Strategy: Make sure you have Flurrie for this fight. Have Mario use Multibounce. Then, have Flurrie use Gale Force and you'll win this fight without any problems at all. This strategy is from my little brother in real life, thanks dude! Don't do anything Grubba tells you not to (i.e. if he tells you not to use FP then don't unless you want to fight them again). Otherwise, you'll have to fight these guys again.

Major League Opponents

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Opponent #1 - The Armored Harriers (there is an Iron Cleft red  
Rank: 10 type, and an Iron Cleft  
League: Major League green type in the fight)  
Attack: (Iron Cleft red type) 4  
Defense: (Iron Cleft red type) N/A  
HP: (Iron Cleft red type) 6  
Attack: (Iron Cleft green type) 4  
Defense: (Iron Cleft green type) N/A  
HP: (Iron Cleft green type) 6  
Strategy: Even though you fight a major-league battle though you  
are still in the minor-league, I'll still count this  
as a major-league fight, as it is because The Armored  
Harriers are major-leaguers. The Iron Clefts have very  
high Defense, as nothing hurts them except Yoshi's Gulp.  
The Iron Clefts' attacks aren't generally large, but  
they can cause some significant damage if you aren't  
careful, so be sure to use "Defend" with Mario, and let  
Yoshi do the talking. Have Yoshi use Gulp (make sure  
you get it perfect) and you'll damage both Iron Clefts  
4.Repeat this again and you'll beat the Iron Clefts.  
Congratulations! You're now a true major-leaguer!.  
Don't do anything Grubba tells you not to (i.e. if he  
tells you not to use FP then don't unless you want to  
fight them again). Otherwise, you'll have to fight  
these guys again.

Opponent #2 - The Armored Harriers (rematch) (there is an Iron Cleft red  
Rank: 11 (rematch only) type, and an Iron Cleft  
League: Major League green type in the fight)  
Attack: (Iron Cleft red type) 4  
Defense: (Iron Cleft red type) N/A  
HP: (Iron Cleft red type) 6  
Attack: (Iron Cleft green type) 4  
Defense: (Iron Cleft green type) N/A  
HP: (Iron Cleft green type) 6  
Strategy: In this rematch, have Yoshi use Gulp two times and you  
will win after that. Don't do anything Grubba tells  
you not to (i.e. if he tells you not to use FP then  
don't unless you want to fight them again). Otherwise,  
you'll have to fight these guys again.

Opponent #3 - Tiny Spinies (each enemy in the fight is a R. S. Buzzy)  
Rank: 9  
League: Major League  
Attack: (each R. S. Buzzy) 3  
Defense: (each R. S. Buzzy) 4  
HP: (each R. S. Buzzy) 5  
Strategy: Defeating the Tiny Spinies isn't that hard. Use Gulp  
with Yoshi twice and you'll win. Don't do anything  
Grubba tells you not to (i.e. if he tells you not to  
use FP then don't unless you want to fight them  
again). Otherwise, you'll have to fight these guys  
again.

Opponent #4 - The Shellshockers (there are two Shady Koopas and  
Rank: 8 a Shady Paratroopa in the fight)

League: Major League

Attack: (each Troopa) 3

Defense: (each Troopa) 1

HP: (each Troopa) 8

Strategy: Use Earth Tremor, but if Grubba did not say not to use Special Moves, then go ahead and use Earth Tremor and try and get it perfect. If you can't use Earth Tremor because of your lack of SP, or because of Grubba, just forget it and don't bother charging up 2 SP, as it is a complete waste of time. Anyway, use Earth Tremor if you can, or use your Hammer on the Shady Koopas until you defeat them. Be sure to reduce the damage given to you when they attack you. Take note DO NOT KNOCK THEM ON THEIR BACKS, as if you do, they can toss their shell like Koops does on Power Shell and they'll hurt you and your partner 5, so DO NOT knock them on their backs, or it could be Game Over for you. Anyway, use your Hammer on the Shady Koopas, like I said and have Yoshi use Gulp. Do this until the Shady Koopas are dead. Once they are dead, jump "ONLY ONCE" on the Shady Paratroopa. This will knock it off air level to ground level. Once you do that, use Gulp with Yoshi two times and you'll win this battle. You can also use Flurrie's Gale Force and Koops's Power Shell, but Goombella's overall useless, as usual. If you need to heal use Sweet Treat. Don't do anything Grubba tells you not to (i.e. if he tells you not to use FP then don't unless you want to fight them again). Otherwise, you'll have to fight these guys again.

Opponent #5 - The Poker Faces (each enemy in the fight is a Bristle)

Rank: 7

League: Major League

Attack: (each Bristle) 1

Defense: (each Bristle) 4

HP: (each Bristle) 2

Strategy: If Grubba didn't say you couldn't use Special Moves, use Earth Tremor and make sure you get it to "Great" or better. If you do that, you'll kill these guys in one hit. If Grubba said that you couldn't use Special Moves, use attack Items if you have any. If not, use Flurrie's Gale Force until you blow them all away. Use a Honey Syrup if you get low on FP. Keep doing this and you'll easily win. Don't do anything Grubba tells you not to (i.e. if he tells you not to use FP then don't unless you want to fight them again). Otherwise, you'll have to fight these guys again.

Opponent #6 - The Armored Harriers (3rd fight) (there is an Iron

Rank: 11 (2nd and 3rd fight)

Cleft red type

League: Major League

and a Iron Cleft

Attack: (Iron Cleft red type) 4

green type in

Defense: (Iron Cleft red type) N/A

the fight)

HP: (Iron Cleft red type) 6

Attack: (Iron Cleft green type) 4

Defense: (Iron Cleft green type) N/A

HP: (Iron Cleft green type) 6

Strategy: Use Gulp two times and you'll win again. Don't they ever give up? Also make sure Mario is front of Yoshi, as Yoshi dies really easy.

Opponent #7 - The Magikoopa Masters (there is a Red Magikoopa, a Rank: 6 White Magikoopa, and a Green League: Major League Magikoopa in the fight)

Attack: (Red Magikoopa) 4

Defense: (Red Magikoopa) 0

HP: (Red Magikoopa) 7

Attack: (White Magikoopa) 4

Defense: (White Magikoopa) 0

HP: (White Magikoopa) 7

Attack: (Green Magikoopa) 4

Defense: (Green Magikoopa) 0

HP: (Green Magikoopa) 7

Strategy: To win this fight, use Power Bounce on the Green Magikoopa (it will kill her in one Power Bounce if you get it six times.) Then have Yoshi use Gulp twice to defeat The Magikoopa Masters. They'll attack you with magic which can hurt 4 if you don't reduce the damage, so watch out! Don't do anything Grubba tells you not to (i.e. if he tells you not to use FP then don't unless you want to fight them again). Otherwise, you'll have to fight these guys again.

Opponent #8 - The Fuzz (there is a Fuzzy, a Flower Fuzzy, Rank: 5 and a Green Fuzzy in the fight)

Attack: (Fuzzy) 1

Defense: (Fuzzy) 0

HP: (Fuzzy) 3

Attack: (Flower Fuzzy) 3

Defense: (Flower Fuzzy) 0

HP: (Flower Fuzzy) 5

Attack: (Green Fuzzy) 3

Defense: (Green Fuzzy) 0

HP: (Green Fuzzy) 5

Strategy: Okay, this fight isn't too hard to win, but it is slightly annoying, as the Fuzzy will drain HP from you. The Flower Fuzzy will drain FP from you and the Green Fuzzy will drain HP from you as well, which makes this fight annoying, but other than that it isn't too hard. First off, use Earth Tremor if Grubba didn't stop you from using Special Moves. If you execute Earth Tremor perfectly, you'll win after that attack, but if not, you won't. If Grubba told you no Special Moves, then use Multibounce and have Yoshi use Gulp. Then, use Multibounce after the Fuzzies attack you, and then have Yoshi use Gulp again. Keep doing this if you can use FP and you'll win. If Grubba doesn't want any FP, then use attacks that cost no FP (this sucks, I know, but if Grubba told you no, then this is the only way.) At any rate, use FP if Grubba didn't tell you not to use it. Use Earth Tremor if he doesn't care if you use Special Moves. If he doesn't want FP or Special Moves, use no FP attacks. Also if he doesn't want any of these three, use attack Items such as POW Block. Just do

whatever he didn't disable. Keep doing these patterns if Grubba didn't tell you not to, and you'll win very easily. Don't do anything Grubba tells you not to (i.e. if he tells you not to use FP then don't unless you want to fight them again). Otherwise, you'll have to fight these guys again.

Opponent #9 - Craw-Daddy (there is only one enemy which is a Dark Rank: 4                      Craw in the fight)

Attack: 6

Defense: 0

HP: 20

Strategy: Defeating this guy isn't easy. Have Mario use his Hammer attacks, and if Grubba didn't say not to use FP, then use Power Smash. If you have Flurrie, she's useless, so don't use her. If you have Goombella, she's also useless, so forget her as well. Koops is useful, though with his Shell Toss or Power Shell, so you can use him if you want. Yoshi is useful as well, especially if Grubba lets you use FP, because of his powerful Gulp attack. If Grubba doesn't let you use FP, don't use Yoshi, as he's useless with Ground Pound against the Dark Craw. Anyway, do whatever Grubba says. Just stick to your guns, which means do whatever Grubba hasn't told you not to and use Sweet Treat when needed for healing. Keep this up and you'll win in no time. Don't do anything Grubba tells you not to (i.e. if he tells you not to use FP then don't unless you want to fight them again). Otherwise, you'll have to fight these guys again.

Opponent #10 - Hamma, Bamma, and Flare (there is a Hammer Bro, a Fire Rank: 3                      Bro, and a Boomerang Bro in the fight)

Attack: (Hammer Bro) 4

Defense: (Hammer Bro) 1

HP: (Hammer Bro) 7

Attack: (Fire Bro) 3

Defense: (Fire Bro) 1

HP: (Fire Bro) 7

Attack: (Boomerang Bro) 2

Defense: (Boomerang Bro) 1

HP: (Boomerang Bro) 7

Strategy: Okay, this fight can be a bit tough, because of the multiple attacks these guys attack you with. The Hammer Bro attacks you with multiple Hammers before he quits attacking. The Fire Bro attacks with multiple fireballs before he quits attacking. The Boomerang Bro attacks with his boomerang which hits both Mario and his partner. The Boomerang Bro will do this twice before he quits attacking. This makes this fight really hard and really annoying. Use Earth Tremor, even if Grubba tells you not to. Even if it means fighting these guys multiple times, just use Earth Tremor until you don't have to fight them anymore. Use Power Smash if you don't want to use Earth Tremor. Use Sweet Treat if needed. Don't do anything Grubba tells you not to (i.e. if he tells you not to use FP then don't unless you want to fight them again). Otherwise, you'll have to fight these guys again.

Opponent #11 - Chomp Country (each Chomp is a Red Chomp)

Rank: 2

Attack: (each Chomp) 5

Defense: (each Chomp) 3

HP: (each Chomp) 6

Strategy: To win this fight, I recommend using Power Smash, but if Grubba tells you not to use FP, then don't. If you can't use FP, use Earth Tremor and Normal Hammer. Keep using whatever Grubba doesn't disable that you will actually hurt these guys until you win. Use Sweet Treat if needed. Don't do anything Grubba tells you not to (i.e. if he tells you not to use FP then don't unless you want to fight them again). Otherwise, you'll have to fight these guys again.

Opponent #12 - The Koopinotor (The Koopinotor is the only enemy you

Rank: 1 fight in this fight)

Attack: 5

Defense: N/A

HP: 20

Strategy: DO EXACTLY AS Grubba says, because you DON'T want to fight this guy over and over, as he's HARD! Use your Hammer and use Yoshi's Gulp if Grubba allows. Use Earth Tremor if he allows as well, and try and get it perfect if you use Earth Tremor. If you have Koops in your group, use Shell Toss and Power Shell if Grubba allows it. If you have Flurrie, she's useless. Same for Goombella. Overall useless. Do powerful attacks that Grubba doesn't disable. Use Sweet Treat to heal if you need to. Don't do anything Grubba tells you not to (i.e. if he tells you not to use FP then don't unless you want to fight them again). Otherwise, you'll have to fight these guys again.

Championship Opponents

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Rawk Hawk

Rank: Champion

Attack: 4

Defense: 1

HP: 30

Strategy: Defeating the Rawk Hawk is kind of hard, but kind of not. To win, have Mario use Power Smash and have Yoshi use Ground Pound. Keep doing this until Rawk Hawk goes on the ceiling. When he does that, switch to Flurrie and use Body Slam to knock him down. Then, repeat the Power Smash attacks, but don't bother switching Yoshi back in, as the Rawk Hawk will go back on the ceiling again. Quake Hammer also knocks him down from the ceiling. Keep doing this and use Sweet Treat to heal if needed. Be sure to reduce the damage that Rawk Hawk gives you, as he's HARD!

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11. Items

This is Super Slash's Item list he let me use on this FAQ. I've credited him

in the Credits section.

#### 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 Toodles 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?

```
|=====|  
| 12. Badges |  
|=====|
```

Here I will list all the Badges in this game and information how to get them, and what they do and where they are found.

#### Attack FX R

Location: Hooktail's Castle

How To Get It: This Badge is obtained by turning paper thin and going through a jail cell which is located in the room where you use Koops to hit the red "!" block. This Badge is also in the room with the Koopa Troopa corpse in the jail cell.

Description: This Badge is essential for beating Hooktail. This Badge

sounds like a cricket, and that's what Hooktail hates, so this makes him sick, thus making the battle with him alot easier if you have this Badge equipped. This also makes Mario's attacks sound different than normal.

BP Cost: N/A

FP Cost: N/A

#### Attack FX B

Location: Rogueport

How To Get It: Ms. Mowz gives you this Badge when you get her to join your party in Rogueport.

Description: This Badge makes the sound of Mario's attacks different than the normal sound of his attacks.

BP Cost: N/A

FP Cost: N/A

#### Attack FX P

Location: Lovely Howz (Lovely Howz is a Badge Shop located in Rogueport)

How To Get It: This Badge is obtained in Lovely Howz buy buying it.

Description: This Badge makes the sound of Mario's attacks different than the normal sound of his attacks.

BP Cost: N/A

FP Cost: N/A

#### Attack FX Y

Location: Dazzle

How To Get It: This Badge is obtained from Dazzle by trading in 1 Star Piece.

Description: This Badge makes the sound of Mario's attacks different than the normal sound of his attacks.

BP Cost: N/A

FP Cost: N/A

#### Attack FX G

Location: Charlieton

How To Get It: This last Attack FX Badge is obtained from Charlieton for 120 Coins.

Description: This Badge makes the sound of Mario's attacks different than the normal sound of his attacks.

BP Cost: N/A

FP Cost: N/A

#### All or Nothing

Location: Palace of Shadow

How To Get It: This Badge is obtained in the Palace of Shadow close to a "?" block.

Description: This Badge raises your attack if you successfully do an Action Command. However, this Badge also lowers your attack to 0 if you unsuccessfully do an Action Command.

BP Cost: 4

FP Cost: N/A

#### Bump Attack

Location: Pit of 100 Trials

How To Get It: This Badge is obtained in the Pit of 100 Trials on floor 80 when you first arrive at floor 80.

Description: This Badge allows you to defeat a weak enemy by just touching them, instead of having to battle them.

BP Cost: 5

FP Cost: 0

Charge

Location: Great Tree

How To Get It: Charge is obtained in the Great Tree in the room where the black pillars are where you got a Shine Sprite at. Okay, here's a better explanation: head east of the room where you fought the 10 Jabbie army at. Butt stomp the "X" square that you see when you go east of the 10 Jabbie room, and you'll be in a room with black pillars where you got a Shine Sprite at, and then once you see it (you have to jump from pillar to pillar in order to see this Badge), use Koops's shell to get it.

Description: When equipped, this Badge gives you a fifth Battle Command in your "Tactics" option which is called "Charge". If you wear more than one of these, Attack Power increases.

BP Cost: 1

FP Cost: 1

Charge P

Location: Glitz Pit

How To Get It: This Badge is found in Glitz Pit (in the storage room), and is a relative of the ordinary Charge Badge.

Description: When equipped, this Badge gives you a fifth Battle Command in your "Tactics" option which is called "Charge". If you wear more than one of these, Attack Power increases.

BP Cost: 1

FP Cost: 1

Close Call

Location: Petal Meadows/Lovely Howz

How To Get It: This Badge is obtained by hitting a "?" mark block in Petal Meadows, and is also obtainable by buying it at the Lovely Howz Badge Shop in Rogueport.

Description: Close Call enables enemies to miss Mario when they try to hit him (this only works if you have low HP).

BP Cost: 1

FP Cost: 0

Close Call P

Location: Lovely Howz

How To Get It: This Badge is obtained in Lovely Howz buy buying it.

Description: Close Call P enables enemies to miss Mario's partner when they try to hit him (this only works if you have the partner has low HP).

BP Cost: 1



FP Cost: 0

#### Chill Out

Location: Dazzle

How To Get It: Chill Out is located in Dazzle's Shop for 2 Star Pieces.

Description: Chill Out makes it where you never get hurt by a First Strike.

BP Cost: 1

FP Cost: 0

#### Double Dip

Location: Rogueport/Pit of 100 Trials

How To Get It: This Badge is located in Rogueport in the east side of it and then go to an alley and become a paper boat. Sail along the stream and you'll eventually come across a chest. Open it to get the Double Dip Badge. This is also obtained in the Pit of 100 Trials when you arrive at the 60th floor.

Description: This Badge allows you to use two Items in one turn.

BP Cost: 3

FP Cost: 4

#### Damage Dodge

Location: Rogueport Sewers

How To Get It: This Badge is obtained in the Rogueport Sewers in the room RIGHT before Boggly Woods's entrance (the entrance through the pipe leading to Boggly Woods found from the Rogueport Sewers) -- but instead of you opening the gate, let Punio open the gate and instead of going left, go right and I mean right to get this Badge.

Description: Decreases damage by 1 with a Guard Action Command.

BP Cost: 2

FP Cost: 0

#### Damage Dodge P

Location: Pirate's Grotto/Lovely Howz/Great Tree

How To Get It: This Badge is obtained by going to the Pirate's Grotto. Once there, turn into a paper boat (this Badge is near the upper levels of the Grotto) and sail right into the next area. In that area, sail down a very small waterfall (look at the Walkthrough section of Pirate's Grotto to see what waterfall I'm talking about, and if you can't find it and/or don't get it, feel free to e-mail me and I'll help you in any way I can). Once you sail down the very small waterfall, open a chest you see to get Damage Dodge P. Also found in other places -- look above in the Location of this Badge to see exactly where.

Description: Cuts damage by 1 HP with a Guard Action Command.

BP Cost: 2

FP Cost: 0

### Double Pain

Location: Charlieton

How To Get It: Buy it from Charlieton for 36 Coins.

Description: Doubles the damage Mario takes.

BP Cost: 0

FP Cost: 0

### Defend Plus

Location: Twilight Town

How To Get It: This Badge is obtained in Twilight Town in the room where the black chest that curses you with tube mode is after unlocking the door with the key found from under the tree in Twilight Trail.

Description: Boosts Mario's defense by 1.

BP Cost: 5

FP Cost: 0

### Defend Plus P

Location: Rogueport Sewers

How To Get It: To get this Badge, head to the Rogueport Sewers and go to where you defeated Blooper at and once there, use Spring Jump and make sure that you land on the pipes above where the Blooper was. Once you land on the pipes, head west and you should drop down on a small platform. Keep trying if you fail. Once you get to the small platform, have Admiral Bobbery blow up the wall. Note: there isn't a crack in the wall like there normally is when you have to blow up something, so don't be deceived.

Description: Boosts your ally's defense by 1.

BP Cost: 5

FP Cost: 0

### Double Dip P

Location: Pit of 100 Trials

How To Get It: This Badge is obtained in the Pit of 100 Trials on floor 60 by opening the chest that contains the Badge.

Description: Lets your ally use two items during one battle turn. By wearing more than one, your partner can use up to three items.

BP Cost: 3

FP Cost: 4

### First Attack

Location: Lovely Howz

How To Get It: First Attack is obtained in the Lovely Howz by paying 100 Coins.

Description: Activates a First Strike to defeat weak foes without battling.

BP Cost: 1

FP Cost: 0

### Fire Drive

Location: Lovely Howz/Pit of 100 Trials

How To Get It: To get this Badge, go to the Lovely Howz and buy it for 100 Coins. Also found in the 20th floor of the Pit of

100 Trials.

Description: Activates the Fire Drive, which assaults all ground enemies and burns them. Wearing more than one increases attack power.

BP Cost: 3

FP Cost: 5

Flower Finder

Location: Dazzle

How To Get It: This Badge is obtained by using 6 of your Star Pieces at Dazzle's shop.

Description: After beating a foe, makes more flowers appear.

BP Cost: 3

FP Cost: 0

Flower Saver

Location: Dazzle/Rogueport Sewers

How To Get It: This Badge is obtained in Dazzle's shop by giving Dazzle 10 of your Star Pieces. Also found in Rogueport Sewers in the room with the pipe leading to Fahr Outpost. For more information, visit Fullgore EXE's Badge FAQ on GameFAQs.com for information on how to get this Badge.

Description: Drops FP used when Mario attacks by 1.

BP Cost: 4

FP Cost: 0

Flower Saver P

Location: Dazzle/Rogueport Sewers

How To Get It: This Badge is also obtained in Dazzle's shop for 10 Star Pieces and also found in Rogueport Sewers in the room leading to the Fahr Outpost. Like above on Flower Saver, visit Fullgore EXE's Badge FAQ on GameFAQs.com for full information on how to get it.

Description: Drops FP used when your partner attacks by 1.

BP Cost: 4

FP Cost: 0

Feeling Fine

Location: X-Naut Fortress

How To Get It: Feeling Fine is located in the X-Naut Fortress and in order to get it, get the Cog from the vent and go to the crane room and use the Cog to get it.

Description: Makes Mario immune to poison or dizziness.

BP Cost: 4

FP Cost: 0

Feeling Fine P

Location: X-Naut Fortress

How To Get It: Feeling Fine P is located also in the X-Naut Fortress and in order to get this one, do the same as you did to get the regular Feeling Fine for Mario which is getting the Cog from the vents and using it in the crane room.

Description: Makes your partner immune to poison or dizziness.

BP Cost: 4

FP Cost: 0

#### FP Plus

Location: Pianta Parlor/Rogueport Sewers/Boggly Woods/Keelhaul Key  
How To Get It: To get this Badge, buy it for 100 Coins at the Pianta Parlor in the west side of Rogueport. Also found in Rogueport Sewers, the Boggly Woods, and Keelhaul Key. See Fullgore EXE's Badge FAQ fore more information.

Description: Increases maximum FP by 5.

BP Cost: 3

FP Cost: 0

#### FP Drain

Location: Lovely Howz

How To Get It: To get this Badge, buy it at Lovely Howz.

Description: Drops Mario's attack power by 1 but regains 1 FP per attack.

BP Cost: 1

FP Cost: 0

#### Hammerman

Location: Charlieton

How To Get It: Buy it from Charlieton for 180 Coins.

Description: Increases hammer power by 1, but eliminates the ability to jump.

BP Cost: 2

FP Cost: 0

#### Heart Finder

Location: Dazzle

How To Get It: To get this Badge, give Dazzle 6 Star Pieces.

Description: After beating a foe, makes more hearts appear.

BP Cost: 3

FP Cost: 0

#### Head Rattle

Location: Keelhaul Key/Lovely Howz

How To Get It: This Badge is located in Keelhaul Key in a pink "?" block. You can also buy this at the Lovely Howz of Badges for 100 Coins.

Description: Enables Head Rattle, which can confuse enemies if exeuted superbly. Wearing two or more confuses enemies longer.

BP Cost: 1

FP Cost: 2

#### Hammer Throw

Location: Twilight Trail/Pianta Parlor

How To Get It: This Badge can be found in Twilight Trail in a yellow "?" block. You can also buy this for 50 Coins in the Pianta Parlor.

Description: Enables Hammer Throw, which lets you throw a hammer at a foe, wherever it is. Wearing two or more increases attack power.

BP Cost: 1

FP Cost: 2

#### Happy Heart

Location: Dazzle/Lovely Howz

How To Get It: To get this Badge, pay Dazzle 4 Star Pieces. This is also found at the Lovely Howz of Badges for 100 Coins.

Description: Slowly and automatically restores HP during battle.

BP Cost: 2

FP Cost: 0

#### Happy Heart P

Location: Dazzle/Rogueport Sewers

How To Get It: To get this Badge, pay Dazzle 4 Star Pieces. This can also be found in the Rogueport Sewers in the room right before you get cursed by the black chest to get the airplane ability.

Description: Slowly and automatically restores HP in battle for your partner.

BP Cost: 2

FP Cost: 0

#### HP Plus

Location: Hooktail's Castle/Pianta Parlor/Riverside Station

How To Get It: This Badge is obtained in three places. One: Hooktail's Castle (in the outside part -- look above in the Walkthrough section of Hooktail's Castle to see how to get it, as I listed it). Place number two is the Pianta Parlor buy paying 100 Coins. And finally, place three which is Riverside Station. Refer to Fullgore EXE's Badge FAQ to see how to get this in the Riverside Station.

Description: Increases maximum HP by 5.

BP Cost: 3

FP Cost: 0

#### HP Plus P

Location: Pianta Parlor

How To Get It: Pay 200 Coins in the Pianta Parlor to get this Badge.

Description: Increases maximum HP by 5 for your partner.

BP Cost: 6

FP Cost: 0

#### Happy Flower

Location: Lovely Howz/Dazzle

How To Get It: Happy Flower is located in Dazzle's shop for 4 Star Pieces. Also located in the Lovely Howz of Badges for 150 Coins.

Description: Slowly and automatically restores FP during battle.

BP Cost: 2

FP Cost: 0

#### HP Drain

Location: Rogueport/Rogueport Sewers

How To Get It: This Badge is located in Rogueport Harbor and in the

Rogueport Sewers in the room right before the Fahr Outpost. See Fullgore EXE's Badge FAQ for information on how to get this.

Description: Drops Mario's attack power by 1 but regains 1 HP per attack.

BP Cost: 1

FP Cost: 0

HP Drain P

Location: Poshley Heights

How To Get It: To get this Badge, go to Poshley Heights and enter the house with a small place (a place where you can turn paper thin to slip through) that you can turn paper thin to get in -- and, like I've said twice, turn paper thin and slip through to the area where this Badge is.

Description: Drops your ally's attack power by 1 but regains 1 HP per attack.

BP Cost: 1

FP Cost: 0

Ice Power

Location: Keelhaul Key

How To Get It: To get this Badge, head to Keelhaul Key and to the room where Bobbery sacrificed himself to destroy the Embers (the room with the long bridge leading to the area with the palm tree where you found the Wedding Ring on your way to Chapter 6). Once there, turn paper thin and slip through the cracks in the bridge (see Fullgore EXE's Badge FAQ for more detailed information on how to get this).

Description: Makes Mario damage-proof when jumping on fire enemies.

BP Cost: 1

FP Cost: 0

Ice Smash

Location: Creepy Steeple/Lovely Howz

How To Get It: Head to Creepy Steeple and go to the secret room of the steeple. See Fullgore EXE's Badge FAQ to see exactly how to get this. Also buy at the Lovely Howz of Badges for 75 Coins.

Description: Enables Ice Smash, which freezes an enemy if executed superbly. Wearing more than one freezes enemies longer.

BP Cost: 1

FP Cost: 3

Item Hog

Location: Dazzle

How To Get It: Item Hog is located at Dazzle's shop for 5 Star Pieces.

Description: Makes it likelier that items will appear after battle.

BP Cost: 3

FP Cost: 0

Jumpman

Location: Charlieton

How To Get It: Buy it from Charlieton for 180 Coins.

Description: Increases jump power by 1, but you lose your hammer ability.

BP Cost: 2

FP Cost: 0

#### Last Stand

Location: Glitzville/Lovely Howz

How To Get It: To get this Badge, head to the Glitz Pit -- or as I call it, the Glitzville Fighting Arena and once there, head to the hallway with the locker rooms and open a box that you see. I've never got this, and Fullgore EXE may not have, either. Anyway, this Badge is located in a box in the Glitzville Fighting Arena. You can also buy this at the Lovely Howz of Badges for 50 Coins.

Description: Drops damage Mario receives by 1/2 when in peril.

BP Cost: 1

FP Cost: 0

#### Last Stand P

Location: Lovely Howz/Hooktail's Castle

How To Get It: This Badge is located in Hooktail's Castle and the Lovely Howz of Badges. To get this Badge, buy it at the Lovely Howz of Badges for 50 Coins. Or, go to Hooktail's Castle in the room with a large amount of stairs (look on the Walkthrough section of Hooktail's Castle and you might find this. If you don't get it, Refer to Fullgore EXE's FAQ for advice.

Description: Drops the damage your ally receives by 1/2 when in peril.

BP Cost: 1

FP Cost: 0

#### L Emblem

Location: Poshley Heights

How To Get It: L Emblem is located in Poshley Heights and is achievable before or AFTER you get the Crystal Star. To get it, use Spring Jump. Then, walk across the pipes. Refer to Fullgore EXE's FAQ if this is a bad explanation.

Description: Changes Mario's clothes into Luigi's clothes.

BP Cost: 0

FP Cost: 0

#### Lucky Day

Location: Pit of 100 Trials

How To Get It: To get this Badge, get to the 90th floor in the Pit of 100 Trials.

Description: When Mario's attacked, causes enemies to miss more often.

BP Cost: 7

FP Cost: 0

#### Lucky Start

Location: Creepy Steeple

**How To Get It:** To get the Lucky Start Badge, head to the Creepy Steeple and beat Atomic Boo. Upon beating him, you'll receive the Badge.

**Description:** Makes something good happen when you first enter battle.

**BP Cost:** 4

**FP Cost:** 0

#### Mega Rush

**Location:** Charlieton

**How To Get It:** Buy this from Charlieton for 60 Coins.

**Description:** Increases attacks power by 5 when Mario is in peril.

**BP Cost:** 1

**FP Cost:** 0

#### Mega Rush P

**Location:** Petalburg

**How To Get It:** Go to Petalburg and head to the mayor's house (the pink house in the second screen of town) and you'll notice a Badge in his little fence area beside his house (a pink fence also). To get it, turn paper thin and head through the small line crack in the fence to get this Badge.

**Description:** Increases attack power by 5 when your partner is in peril.

**BP Cost:** 1

**FP Cost:** 1

#### Multibounce

**Location:** Shhwonk Fortress/Pianta Parlor

**How To Get It:** To get this Badge, head to the sewer area of the Shhwonk Fortress at the entrance of the sewer area in a red block. Break it open to get it. Also buy from Pianta Parlor for 50 Coins.

**Description:** Enables Multibounce, which attacks multiple foes in order until you miss an Action Command. Wear more than one for increased attack power.

**BP Cost:** 1

**FP Cost:** 2

#### Money Money

**Location:** Pianta Parlor

**How To Get It:** To get the Money Money Badge, head to the Pianta Parlor and pay 234 Coins to get this Badge.

**Description:** Makes more coins appear after battle.

**BP Cost:** 5

**FP Cost:** 0

#### Peekaboo

**Location:** Dazzle

**How To Get It:** Buy it at Dazzle's shop for 7 Star Pieces.

**Description:** Makes enemy HP visible.

**BP Cost:** 2

**FP Cost:** 0



### Power Plus

Location: Dazzle/Creepy Steeple

How To Get It: Buy from Dazzle for 15 Star Pieces. This is also found in the well in Chapter 4 beside the gates surrounding the Creepy Steeple. It is in the room with the parrot who tells you Doopliss's name in a chest.

Description: Boosts Mario's jump and hammer attack by 1.

BP Cost: 6

FP Cost: 0

### Power Plus P

Location: Dazzle/Glitzville

How To Get It: Buy it at Dazzle's shop for 15 Star Pieces. This is also found in Glitzville in the small chest beside the big Rawk Hawk picture.

Description: Boosts your partner's attack by 1.

BP Cost: 6

FP Cost: 0

### Power Bounce

Location: Hooktail's Castle

How To Get It: This is found at the entrance of Hooktail's Castle.

Description: Enables Power Bounce, which lets you jump on one enemy until you miss an Action Command.

BP Cost: 3

FP Cost: 3

### Power Jump

Location: Lovely Howz/Pianta Parlor

How To Get It: Buy it from the Lovely Howz of Badges for 50 Coins. Also buy from Pianta Parlor for 34 Coins.

Description: Enables Power Jump, which lets you stomp on a foe with huge power. Wearing two or more increases attack power.

BP Cost: 1

FP Cost: 2

### Power Smash

Location: Rogueport/Pianta Parlor

How To Get It: Professor Frankly gives this to you after you visit his office the first time in the beginning of the game right before your first visit to Rogueport Sewers. Also buy from Pianta Parlor for 34 Coins.

Description: Enables Power Smash, which lets you attack an enemy with great power. Wearing two or more increases attack power.

BP Cost: 1

FP Cost: 2

### Pity Flower

Location: Pit of 100 Trials

How To Get It: Located on the 40th floor of the Pit of 100 Trials.

Description: When Mario takes damage, occasionally recovers 1 FP.

BP Cost: 3

FP Cost: 0

### Pretty Lucky

Location: Dazzle

How To Get It: Buy it from Dazzle for 3 Star Pieces.

Description: When Mario's attacked, causes enemies to miss sometimes.

BP Cost: 2

FP Cost: 0

### Pretty Lucky P

Location: Lovely Howz

How To Get It: Buy it from the Lovely Howz of Badges for 150 Coins.

Description: When your ally's attacked, causes foes to miss sometimes.

BP Cost: 2

FP Cost: 0

### Power Rush

Location: Lovely Howz/Pianta Parlor

How To Get It: Buy it from the Lovely Howz of Badges for 50 Coins.

Also buy from Pianta Parlor for 34 Coins.

Description: Increases attack power by 2 when Mario is in danger.

BP Cost: 1

FP Cost: 0

### Power Rush P

Location: Lovely Howz/Pianta Parlor

How To Get It: Buy it from the Lovely Howz of Badges for 50 Coins.

Also buy from Pianta Parlor for 34 Coins.

Description: Increases attack power by 2 when your ally is in danger.

BP Cost: 1

FP Cost: 0

### Piercing Blow

Location: Lovely Howz

How To Get It: Buy it from the Lovely Howz of Badges for 75 Coins.

Description: Enables Piercing Blow, which deals damage that pierces enemy defenses.

BP Cost: 1

FP Cost: 2

### Quick Change

Location: Dazzle

How To Get It: Buy from Dazzle for 8 Star Pieces.

Description: Allows your ally to attack even after changing partners.

BP Cost: 7

FP Cost: 0

### Quake Hammer

Location: Boggly Woods/Pianta Parlor

How To Get It: Quake Hammer is located in the Boggly Woods in a "?"

block in the area leading to Madam Flurrie's house.

Also buy from Pianta Parlor for 67 Coins.

Description: Enables Quake Hammer, which slightly damages all ground enemies. Wearing two or more increases attack power.

BP Cost: 2

FP Cost: 3

Return Postage

Location: Pit of 100 Trials

How To Get It: Defeat Bonetail in the 100th floor of the Pit of 100 Trials.

Description: Makes direct-attacks take 1/2 the damage they do.

BP Cost: 7

FP Cost: 0

Refund

Location: Pianta Parlor

How To Get It: Buy from Pianta Parlor for 34 Coins.

Description: Refunds some coins if you use an item in battle.

BP Cost: 1

FP Cost: 0

Super Appeal

Location: Lovely Howz/Pianta Parlor

How To Get It: Buy from the Lovely Howz of Badges for 50 Coins. Also buy from Pianta Parlor for 34 Coins.

Description: Gets more star power from the audience when Mario appeals.

BP Cost: 1

FP Cost: 0

Super Appeal P

Location: Lovely Howz/Flurrie's House

How To Get It: Buy from Lovely Howz for 50 Coins. Also found in Flurrie's house inside the room where she was when she was first introduced in the game. See Fullgore EXE's FAQ for more information on how to get this ally appeals.

BP Cost: 1

FP Cost: 0

Slow Go

Location: Charlieton

How To Get It: Buy it from Charlieton for 12 Coins.

Description: Makes Mario sluggish, so he can no longer run.

BP Cost: 0

FP Cost: 0

Simplifier

Location: Lovely Howz

How To Get It: Buy it from the Lovely Howz of Badges for 75 Coins.

Description: Makes Action Commands easy, but earns less star power.

BP Cost: 1

FP Cost: 0

### Shrink Stomp

Location: Lovely Howz/Great Tree

How To Get It: Buy from Lovely Howz for 75 Coins. Also found in the Great Tree in the room you had to launch Koops to drain the water. Refer to Fullgore EXE's Badge FAQ for more information on how to get this.

Description: Enables Shrink Stomp to shrink foes and drop attack power if executed superbly. Wear two or more to shrink them longer.

BP Cost: 1

FP Cost: 2

### Soft Stomp

Location: Rogueport Sewers/Lovely Howz

How To Get It: Look at Fullgore EXE's Badge FAQ to see how to get it in Rogueport Sewers, as it takes some explaining. Also buy it from the Lovely Howz of Badges for 75 Coins.

Description: Enables Soft Stomp, which makes foes soft if executed superbly. Wearing two or more keeps enemies soft longer.

BP Cost: 1

FP Cost: 2

### Sleepy Stomp

Location: Lovely Howz/Pit of 100 Trials

How To Get It: Buy it from the Lovely Howz of Badges for 75 Coins. Also found in the Pit of 100 Trials on the 10th floor.

Description: Enables Sleepy Stomp, which makes enemies sleep if executed superbly. Wear two or more of these to keep enemies asleep longer.

BP Cost: 1

FP Cost: 2

### Spike Shield

Location: Rogueport Sewers

How To Get It: In Rogueport Sewers in the room with the spikes (see Fullgore EXE's Badge FAQ for the precise location of this "spike room"). Once you're in the room with the spikes, switch to Vivian and hide in the shadows to avoid the spikes. Do this until you get to the chest containing the Badge.

Description: Makes Mario damage-proof when jumping on spiky foes.

BP Cost: 3

FP Cost: 0

### Timing Tutor

Location: Charlieton

How To Get It: Buy from Charlieton for 120 Coins.

Description: Teaches the timing for style commands.

BP Cost: 1

FP Cost: 0

### Tornado Jump

Location: Creepy Steeple/Pianta Parlor

How To Get It: To get this Badge, head to the well of the Creepy

Steeple and search around it until you find it.

Also buy from Pianta Parlor for 67 Coins.

Description: Enables Tornado Jump, which damages all mid-air enemies if executed superbly. Wearing two or more increases attack power.

BP Cost: 2

FP Cost: 3

Unsimplifier

Location: Lovely Howz

How To Get It: Buy this from the Lovely Howz of Badges for 50 Coins.

Description: Makes Action Commands hard, but earns more star power.

BP Cost: 1

FP Cost: 0

W Emblem

Location: Charlieton

How To Get It: Buy from Charlieton for a massive 360 Coins.

Description: Changes Mario's clothes into Wario's clothes.

BP Cost: 0

FP Cost: 0

Zap Tap

Location: Pit of 100 Trials

How To Get It: Located on floor 30 of the Pit of 100 Trials.

Description: Does damage to enemies that touch Mario in battle.

BP Cost: 3

FP Cost: 0

```
|=====|  
| 13. Techs |  
|=====|
```

Here I will list every technique that costs FP, SP (Star Points), and I will list all the techniques that your partners has, and information about them, how much FP/SP they take to use, where they're learned, etc.

Mario's Techs:

Normal Jump

FP Cost: N/A

Action Command: Press "A" just before you jump on an enemy to cause extra damage.

What This Tech Does: Mario will damage an enemy by jumping on their heads. Press "A" just before landing on the enemy to execute extra damage.

Normal Hammer

FP: Cost N/A

Action Command: Hold Left on the Control Stick and release it when (\*) lights up. Only if you time it correctly (timing means releasing it right when (\*) lights up) will you execute extra damage.

What This Tech Does: Mario will use his Hammer to hit enemies with.

## Mario's Star Techs:

### Sweet Treat

SP Cost: 1

Action Command: To execute this Star Tech, repeatedly press Left on the Control Stick back and forth and be sure to aim for the Mario faces and his partners faces. This will give you HP after the move is over. Also be sure to get the Flower that appears when you use this move to get some FP after the move is used. One more thing: avoid hitting the Poisonus Mushrooms that appear on the screen. Otherwise, you'll be slowed down (if you hit the Poisonus Mushrooms) and stunned for a few seconds, thus disabling you from gaining the HP/FP that you would normally get without getting stunned from the Poisonus Mushroom.

What This Tech Does: This first Star Tech heals up your HP/FP, but slows you down and stuns you for a few seconds if you hit the Poisonus Mushrooms that appear when you use this move, so be careful when using Sweet Treat.

### Earth Tremor

SP Cost: 2

Action Command: To use this Star Tech, press A when the meter reaches a (\*). Each time you hit all the (\*) circles on the screen, you will have to hit more (\*) circles when your meter reaches them again. Take note that each time you hit a full row of (\*) circles, that the next row of (\*) circles will go even faster. You can hit six rows of (\*) circles altogether. Then, Earth Tremor ends and hits all enemies and damages them 6! Take note that if you don't fail to hit one (\*) circle, the move will end and will damage the enemy according to however much (\*) circle rows you hit before you failed in hitting anymore.

What This Tech Does: Earth Tremor is an earth-type move which is just like an earthquake that damages all enemies on the screen 1-6. This makes Earth Tremor and very useful move from Chapter 2 until you after you beat Chapter 4. When Art Attack takes over, this move is utterly useless. Earth Tremor also hits even airborne enemies, such as the Rawk Hawk.

### Clock Out

SP Cost: 2

Action Command: This attack is just like a game of hot potato. To do Clock Out, press the button which will appear on the enemies on screen. This will toss a huge Bob-omb at them. Then, mash the button as fast as possible. The button will change every few seconds, so take note of that. Depending on how good you do, your opponents won't be able to move for a long time...a long time.

What This Tech Does: Clock out lets you paralyze (immobilize) all enemies on screen for a short amount of time.

### Power Lift

SP Cost: 3

Action Command: The Action Command for Power Lift is aligning the cursor with the good panels and pressing "A" once the panels are highlighted. The good panels are the orange and blue arrows. The bad ones are the Poisonus Mushrooms. The grid on Power

Lift (where the arrows and the Poisonus Mushrooms are) is 3 x 3. Here's a map of it:

```
  _   _   _
( )  ( )  ( )    <--- (Poisonus Mushrooms)

  ^   _   ^
  |   ( )  |    <--- (^ = Orange or Blue Arrows)
                        (|)

  ^   ^   _
  |   |  ( )    <--- (The same as the grid above, just
                        different positions)
```

What This Tech Does: Power Lift increases the Attack Power and Defense Power of your party. The better you execute it, the better it is for your party!

#### Art Attack

SP Cost: 4

Action Command: Art Attack's Action Command is relatively simple (no, you don't have to be an artist to execute it). All you do is draw a circle around the enemies on the screen (this works on Bosses as well). You can draw the circle over and over (you have a certain time limit before the attack automatically executes. This happens regardless.) around the desired enemies onscreen. The circles don't have to be perfect, but they have to be enclosed in order for Art Attack to work. The more you draw around enemies (the faster the better, so be sure to practice as often as you want), the more effective the attack. Overall, Art Attack can do more damage than Supernova and costs less SP.

What This Tech Does: Art Attack is a very useful Star Tech (even better than Supernova) and is relatively easy to execute. It can hurt anywhere between 3 (3 in a perfect circle) to 30, depending on how good you are at it.

#### Sweet Feast

SP Cost: 5

Action Command: To execute this Star Tech, repeatedly press Left on the Control Stick back and forth and be sure to aim for the Mario faces and his partners faces. They have HUGE Mario faces and HUGE partner faces which will give you 5 HP for ONE, so be SURE to hit those! This will give you HP after the move is over. Also be sure to get the Flower (there's also a HUGE Flower this time, so be sure to get THAT for a whopping 5 HP!) that appears when you use this move to get some FP after the move is used. One more thing: avoid hitting the Poisonus Mushrooms that appear on the screen. Otherwise, you'll be slowed down (if you hit the Poisonus Mushrooms) and stunned for a few seconds, thus disabling you from gaining the HP/FP that you would normally get without getting stunned from the Poisonus Mushroom. Note: There's something new to Sweet Feast besides the big Hearts and Flowers. You can just simply hold "Left" on the Control Stick to rapid-fire (be sure to let up sometimes to avoiding hitting Poisonus Mushrooms).

What This Tech Does: This first Star Tech heals up your HP/FP, but slows you down and stuns you for a few seconds if you hit

the Poisonous Mushrooms that appear when you use this move, so be careful when using Sweet Feast.

### Showstopper

SP Cost: 2

Action Command: The Action Command for Showstopper is just simply pressing the buttons as they appear on the screen (you don't get timed for this, so that's good). You have to go through five sequences of this move to fully complete it like you do on Earth Tremor. If you get a "Wonderful!", or an "Excellent!", be prepared to kill (or nearly kill) all the enemies onscreen. Take note that Showstopper doesn't work on Bosses.

What This Tech Does: Showstopper defeats all enemies onscreen instantly depending on how well you do out of the five sequences of this attack. This is overall better than Art Attack and Supernova if you think about it. AND, it costs less SP, too.

### Supernova

SP Cost: 6

Action Command: Supernova is executed by repeatedly tap "A" as fast as you can. There are five phases to this attack. Each time you successfully tap "A", you'll go to another phase of the attack. Each time you successfully complete one of them, they'll deal three damage to all enemies onscreen (including Bosses). If you get all five phases fully completed, you'll hurt all enemies onscreen (hurts Bosses this much, too) 15! This is VERY useful in the Palace of Shadow on the Bosses, as Showstopper doesn't work on the Bosses.

What This Tech Does: Supernova creates three lines around all the enemies onscreen. Each time you complete a phase of the attack, three more lines are added. There are five phases in all. The better you do, the more damage you inflict. If you successfully complete all five phases, you'll deal 15 damage.

### Goombella's Techs:

#### Headbonk

FP Cost: 0

Action Command: Press "A" just before hitting an enemy.

What This Tech Does: Jumps on an enemy (not spiked enemies or flamed enemies) and deals damage depending on your level. Level One deals 1 to 2 HP of damage. Level Two deals 2 to 4 damage. Level Three deals 3 to 6 HP of damage. If you press "A" just before jumping on the enemy, you'll deal extra damage.

#### Multibonk

FP Cost: 3

Action Command: Press "A" just before hitting an enemy.

What This Tech Does: Multibonk is the same as Headbonk, it just hits all the enemies onscreen (not spiked or flamed enemies). If you press "A" before jumping on the enemy, you can hit them unlimited times (until you miss an Action Command) but it is only unlimited if you're Level Three on Goombella as far as upgrades come (this is the same for Headbonk's levels, too.). You'll also deal extra damage on the



first blow to the enemy if you press "A" right before jumping on them.

#### Tattle

FP Cost: 0

Action Command: Line up the small cursor with the center of the big cursor!

What This Tech Does: Just like in Paper Mario 1, Tattle scans the selected enemy's HP, ATK, and DFP and it costs absolutely NO FP! This isn't very hard of an attack to execute, so don't worry.

#### Rally Wink

FP Cost: 4

Action Command: Press the "A" and "B" buttons simultaneously as shown onscreen until you reach past the "OK" point.

What This Tech Does: Rally Wink allows Mario to take an extra turn even if he's already taken his turn. This is VERY useful for defeating hard Bosses or enemies.

#### Koops's Techs:

##### Shell Toss

FP Cost: 0

Action Command: Hold "Left" on the Control Stick until (\*) lights up.

What This Tech Does: Shell Toss damages all enemies onscreen, but not very much.

##### Shell Shield

FP Cost: 4

Action Command: Press A when the "OK" needle is in red.

What This Tech Does: Brings a huge shell down to protect Mario.

##### Power Shell

FP Cost: 3

Action Command: Hold "Left" on the Control Stick until (\*) lights up.

What This Tech Does: Power Shell hits all enemies instead of just one. Plus, it's more powerful than Shell Toss.

##### Shell Slam

FP Cost: 6

Action Command: Flick the Control Stick "Left" repeatedly to fill up the meter. If executed well enough, ignores enemies' Defense Power.

What This Tech Does: Shell Slam hits every ground-bound enemy and is BOUND to cause damage.

#### Flurrie's Techs:

##### Body Slam

FP Cost: 0

Action Command: Press "A" when the "+" gets into the cursor. The better you time, the better the result.

What This Tech Does: Flurrie slams on an enemy (fails against spiked enemies).

### Lip Lock

FP Cost: 3

Action Command: Hold A only when (\*) lights up!

What This Tech Does: Lip Lock drains an enemy's HP, and adds it to Flurrie's.

### Gale Force

FP Cost: 4

Action Command: Hold "A", then release. Fill the meter up as much as you can.

What This Tech Does: Gale Force blows away all enemies onscreen (not guaranteed).

### Dodgy Fog

FP Cost: 4

Action Command: Use the Control Stick the way the move tells you. Note: The way you have to move the Control Stick, changes after each use.

What This Tech Does: Makes it where Mario is harder to hit.

### Yoshi's Techs:

#### Ground Pound

FP Cost: 0

Action Command: Repeatedly move the Control Stick "Left".

What This Tech Does: Ground pounds an enemy.

#### Mini-Egg

FP Cost: 3

Action Command: Press A when (\*) lights up.

What This Tech Does: Yoshi throws eggs at enemies which shrinks them, thus dropping their Attack Power. Mini-Egg also damages them, depending on your upgrade level.

#### Gulp

FP Cost: 4

Action Command: Hold "R" and release when (\*) lights up.

What This Tech Does: Yoshi puts an enemy in his mouth and throws it back at another enemy. This is the only way to beat the Iron Clefts in Glitzville.

#### Stampede

FP Cost: 6

Action Command: Press L and R alternately.

What This Tech Does: Yoshi summons a herd of other Yoshi's to attack all enemies onscreen.

### Vivian's Techs:

#### Shade Fist

FP Cost: 0

Action Command: Press the buttons as they appear onscreen.

What This Tech Does: Vivian hits an enemy with a fiery fist.

Fiery Jinx

FP Cost: 6

Action Command: Press the buttons as they appear onscreen.

What This Tech Does: Vivian hits all enemies onscreen with a powerful fire attack which jinxes enemies by burning them. Burns damage the burned enemies "1" as long as they are burned.

Veil

FP Cost: 1

Action Command: Press the buttons as they appear onscreen.

What This Tech Does: Vivian uses her shadow powers to hide Mario and herself from enemies. Works outside of battle, too.

Infatuate

FP Cost: 4

Action Command: Press "A" when a heart appears over an enemy.

What This Tech Does: Vivian blows a kiss to every enemy onscreen. If it works, they'll be confused.

Bobbery's Techs:

Bomb

FP Cost: 0

Action Command: Hold "A" and release when (\*) lights up.

What This Tech Does: Bobbery runs over to an enemy, and explodes himself in an attempt to damage them.

Hold Fast

FP Cost: 4

Action Command: Hit the (\*) circles when they turn red.

What This Tech Does: Hold Fast is where Bobbery puts a shield around him which makes enemies that come near him, get damaged.

Bomb Squad

FP Cost: 3

Action Command: Press "A" when the cursor is moved at the enemy you want to attack.

What This Tech Does: Bobbery throws three bombs at enemies, which will explode at the end of the next turn after the move is used.

Bob-Ombbast

FP Cost: 9

Action Command: Tap A as quickly as you can to fill the meter.

What This Tech Does: Bob-Ombbast hits all enemies onscreen with a powerful blast of explosive damage. Works well for the Shadow Queen.

Ms. Mowz's Techs:

Love Slap

FP Cost: 0

Action Command: Repeatedly flick the Control Stick from "Left" to "Right".

What This Tech Does: Love Slap drains an enemy's HP and if executed well enough, ignores enemies' defenses.

Tease

FP Cost: 3

Action Command: Hold "A", then release it (alternately hold A, then release it). Don't let the gauge overflow.

What This Tech Does: Makes enemies dizzy for a few turns.

Kiss Thief

FP Cost: 2

Action Command: Press "A" when it passes "OK". Note: Press A before it reaches the end of the bar.

What This Tech Does: Kiss Thief steals an Item, or a Badge from an enemy.

Smooch

FP Cost: 10

Action Command: Alternate between tapping A and B.

What This Tech Does: Despite its high FP cost, Smooch drains 10 HP from an enemy, and gives it to Mario.

|=====|  
| 14. Shops |  
|=====|

Rogueport Item Shop (Toad Bros. Bazaar)

Location: Rogueport Square

Items:

Contact Lens

Price: 10 Coins

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

Mushroom

Price: 5 Coins

Description: A feel-good mushroom.  
Replenishes 5 HP.

Honey Syrup

Price: 5 Coins

Description: A sweet snack. Restores  
5 FP.

Tasty Tonic

Price: 3 Coins

Description: A tasty medicine. Cures  
poison and other ailments.

Fire Flower

Price: 10 Coins

Description: Attacks all enemies with  
fireballs and burns them.

Sleepy Sheep

Price: 8 Coins

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

Fright Mask

Price: 5 Coins

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

-----  
  
Petalburg Item Shop

Location: Petalburg

Items:

Fire Flower

Price: 8 Coins

Description: Attacks all enemies with  
fireballs and burns them.

POW Block

Price: 5 Coins

Description: Attacks all ground-bound  
enemies.

Courage Shell

Price: 5 Coins

Description: Gives your partner courage  
to boost his or her Defense.

Mr. Softener

Price: 8 Coins

Description: Softens up enemies for a bit,  
decreasing their Defense.

Honey Syrup

Price: 5 Coins

Description: A sweet snack. Restores  
5 FP.

Mushroom

Price: 4 Coins

Description: A feel-good mushroom.  
Replenishes 5 HP.

-----  
  
Pungent's Shop (Boggly Tree Item Shop)

Location: Great Tree

Items:

Honey Syrup

Price: 5 Coins

Description: A sweet snack. Restores  
5 FP.

HP Drain

Price: 10

Description: Simultaneously attacks foes  
and replenishes your own  
HP.

Ice Storm

Price: 15 Coins

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

Mini Mr. Mini

Price: 8 Coins

Description: Briefly shrinks enemies,  
dropping their Attack  
Power.

Mushroom

Price: 3 Coins

Description: Replenishes 5 HP.

Mystery

Price: 3 Coins

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

-----  
  
Glitzville Item Shop

Location: Glitzville

Items:

Earth Quake

Price: 15 Coins

Description: Attacks all ground-bound  
enemies.

Thunder Bolt

Price: 12 Coins

Description: Drops lightning on an enemy  
and stuns it.

Power Punch

Price: 15 Coins

Description: Boosts your partner's Attack  
power by adding buffness.

Repel Cape

Price: 15 Coins

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

Point Swap

Price: 5 Coins

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

Super Shroom

Price: 15 Coins

Description: A feel-super mushroom.  
Replenishes 10 HP.

-----  
Twilight Town Item Shop

Location: Twilight Town

Items:

Thunder Rage

Price: 20 Coins

Description: Drops lightning on all  
enemies and stuns them.

Spite Pouch

Price: 10 Coins

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

Stopwatch

Price: 30 Coins

Description: Temporarily immobilizes all  
enemies.

Maple Syrup

Price: 20 Coins

Description: A deliciously sweet syrup.  
Replenishes 10 FP.

Super Shroom

Price: 15 Coins

Description: A feel-super mushroom.  
Replenishes 10 HP.

Life Shroom

Price: 40 Coins

Description: Restores 10 HP when Mario or  
his partner falls.

-----  
Keelhaul Key Item Shop

Location: Keelhaul Key

Items:

Ice Storm

Price: 15 Coins

Description: Blows a cold wind at all  
enemies and freezes them.

Fire Flower

Price: 5 Coins

Description: Attacks all enemies with  
fireballs and burns them.

Sleepy Sheep

Price: 10 Coins

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

Fright Mask

Price: 2 Coins

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

Honey Syrup

Price: 3 Coins

Description: A sweet snack. Restores  
5 FP.

Super Shroom

Price: 12 Coins

Description: A feel-super mushroom.  
Replenishes 10 HP.

-----  
Excess Express Item Shop

Location: Excess Express

Items:

Thunder Rage

Price: 15 Coins

Description: Drops lightning on all  
enemies and stuns them.

Mystery

Price: 3 Coins

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

Boo's Sheet



Price: 20 Coins

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

Tasty Tonic

Price: 3 Coins

Description: A tasty medicine. Cures  
poision and other aliments.

Maple Syrup

Price: 15 Coins

Description: A deliciously sweet syrup.  
Replenishes 10 FP.

Super Shroom

Price: 15 Coins

Description: A feel-super mushroom.  
Replenishes 10 HP.

-----  
Fahr Outpost Item Shop

Location: Fahr Outpost

Items:

Shooting Star

Price: 30 Coins

Description: Drops shooting stars on all  
enemies and confuses them.

Ice Storm

Price: 6 Coins

Description: Blows a cold wind at all  
enemies and freezes them.

Ruin Powder

Price: 15 Coins

Description: Confuses all enemies,  
hindering their attacks.

Stopwatch

Price: 12 Coins

Description: Temporarily immobilizes all  
enemies.

Maple Syrup

Price: 20 Coins

Description: A deliciously sweet syrup.  
Replenishes 10 FP.

Super Shroom  
Price: 15 Coins  
Description: A feel-super mushroom.  
Replenishes 10 HP.

---

Westside Goods (Don Pianta Shop)

Location: Rogueport

Items:

Dizzy Dial  
Price: 12 Coins  
Description: Makes all enemies dizzy,  
decreasing their accuracy.

Dried Shroom  
Price: 2 Coins  
Description: A less-than-tasy dried  
mushroom. Replenishes 1  
HP.

Life Shroom  
Price: 50 Coins  
Description: Restores 10 HP when Mario  
or his partner falls.

Super Shroom  
Price: 20 Coins  
Description: A feel-super mushroom.  
Replenishes 10 HP.

Thunder Bolt  
Price: 10 Coins  
Description: Drops lightning on an enemy  
and stuns it.

Volt Shroom  
Price: 10 Coins  
Description: Electrifies you to damage  
direct attackers.

---

Underground Shop

Location: Rogueport Sewers

Items:

Gold Bar  
Price: 110 Coins  
Description: A gold bar.

Gold Bar x3  
Price: 350 Coins  
Description: Three gold bars.

Gradual Syrup

Price: 15 Coins

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

Jammin' Jelly

Price: 200 Coins

Description: An ultra-sweet snack.  
Replenishes 50 FP.

Slow Shroom

Price: 15 Coins

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

Ultra Shroom

Price: 200 Coins

Description: A feel-great mushroom.  
Replenishes 50 HP.

-----  
Souvenir Shop

Location: Glitzville

Items:

Earth Quake

Price: 15 Coins

Description: Attacks all ground-bound  
enemies.

Point Swap

Price: 5 Coins

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

Power Punch

Price: 15 Coins

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

Repel Cape

Price: 15 Coins

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

Super Shroom

Price: 15 Coins

Description: A feel-super mushroom.  
Replenishes 10 HP.

Thunder Bolt

Price: 12 Coins

Description: Drops lightning on an

enemy and stuns it.

-----  
Hot Dog Stand

Location: Glitzville

Items:

Hot Dog

Price: 10 Coins

Description: Mr. Hoggle's meaty work of art.

Refills 5 HP and 5 FP.

-----  
Ratooley

Location: Glitzville (after taking on the Trouble  
"Security Code", you'll find  
Ratooley in Glitzville who  
sells one Item.)

Items:

Hot Sauce

Price: 10 Coins

Description: A popular sauce with captivating  
spiciness.

-----  
Charlieton (Rogueport)

Location: Rogueport

Items:

Boo's Sheet

Price: 24 Coins

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

Dreid Shroom

Price: 2 Coins

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

Earth Quake

Price: 18 Coins

Description: Attacks all ground-bound  
enemies.

Jammin' Jelly

Price: 120

Description: An ultra-sweet snack.  
Replenishes 50 FP.

Repel Cape

Price: 18 Coins

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

Shooting Star

Price: 36

Description: Drops shooting stars on all  
enemies and confuses them.

Stopwatch

Price: 24 Coins

Description: Temporarily immobilizes all  
enemies.

Ultra Shroom

Price: 120 Coins

Description: A feel-great mushroom.  
Replenishes 50 HP.

-----  
Charlieton (Pit of 100 Trials)

Location: Pit of 100 Trials

Items:

Fire Flower

Price: 10 Coins

Description: Attacks all enemies with  
fireballs and burns them.

Honey Syrup

Price: 10 Coins

Description: A sweet snack.  
Replenishes 5 FP.

Maple Syrup

Price: 20 Coins

Description: A super-sweet snack.  
Replenishes 10 FP.

Mushroom

Price: 5 Coins

Description: A feel-good msuhroom.  
Replenishes 5 HP.

Super Shroom

Price: 20 Coins

Description: A feel-great mushroom.  
Replenishes 10 HP.

Thunder Rage

Price: 20 Coins

Description: Drops lightning on all  
enemies and stuns them.  
-----

Sales Stall

Location: Excess Express

Items:

Cake Mix

Price: 8 Coins

Description: An ingredient for making  
treats.

Coconut

Price: 4 Coins

Description: A fruit from a tropical  
island. To be honest,  
it ain't tasty.

Dried Bouquet

Price: 17 Coins

Description: Beautiful flowers made by  
Bob-ulber. Replenishes 1  
HP.

Golden Leaf

Price: 7 Coins

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

Horsetail

Price: 5 Coins

Description: A leaf found in Petal Meadows.  
Replenishes 3 HP.

Hot Sauce

Price: 15 Coins

Description: A popular sauce with captivating  
spiciness.

Keel Mango

Price: 4 Coins

Description: Replenishes 5 HP.

Mystic Egg

Price: 6 Coins

Description: Replenishes 5 HP.

Peachy Peach

Price: 8 Coins

Description: Replenishes 1 HP and 2 FP.

Turtley Leaf

Price: 5 Coins

Description: Replenishes 3 FP.

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|=====|  
| 15. Star Pieces |  
|=====|
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-----  
Star Piece #1

Location: Rogueport

How To Get It: Go on the roof of Zess T.'s House to get this Star Piece.

Star Piece #2

Location: Rogueport

How To Get It: Examine behind the crates on the right side of the screen of Rogueport Square to get a Star Piece.

Star Piece #3

Location: Rogueport

How To Get It: This Star Piece is located in the alley behind Zess T.'s House. Go to the alley behind Zess T.'s House to find this Star Piece.

Star Piece #4

Location: Rogueport

How To Get It: This Star Piece is in the house beside the Inn and the door is located in the back alley.

Star Piece #5

Location: Rogueport

How To Get It: This Star Piece is to the front of the stairs leading to the platform with the bell on it in the Rogueport Square.

Star Piece #6

Location: Rogueport

How To Get It: Located beside the stars in the Rogueport Harbor.

Star Piece #7

Location: Rogueport

How To Get It: To the front of the Pianta Parlor which is located in the west part of the town of Rogueport.

Star Piece #8

Location: Rogueport

How To Get It: This one is located in front of Professor Frankly's study building.

Star Piece #9

Location: Rogueport

How To Get It: This next Star Piece is located on top of Frankly's on the roof of a building with a padlock. This building is located in the east side of Rogueport, where Merlin and Frankly are. Only way to get it is fly with Yoshi.

Star Piece #10

Location: Rogueport

How To Get It: This one is behind the chimney in Admiral Bobbery's place.

Star Piece #11

Location: Rogueport

How To Get It: Sail with the paper boat mode. This Star Piece is located in a hidden area to the west side of the Rogueport Harbor.

Star Piece #12

Location: Rogueport

How To Get It: This Star Piece is located behind a wall in the west side of Rogueport.

Star Piece #13

Location: Rogueport

How To Get It: This Star Piece is located on the end of the train platform where the Cheep Blimp.

Star Piece #14

Location: Rogueport

How To Get It: Go behind the pipe leading to the blimp.

Star Piece #15

Location: Rogueport

How To Get It: This one is located behind the garbage can just west of the Item Shop in the west side of Rogueport.

Star Piece #16

Location: Rogueport

How To Get It: This next Star Piece is behind Ishnail's house.

Star Piece #17

Location: Rogueport

How To Get It: Located behind the pipe (close to the fountain) in the west side of town.

#### Rogueport Sewers Star Pieces

-----  
Star Piece #1

Location: Rogueport Sewers

How To Get It: This Star Piece is located beside Wonky.

Star Piece #2

Location: Rogueport Sewers

How To Get It: This one is behind a pillar which is broken in Murluvlee's house.

Star Piece #3

Location: Rogueport Sewers

How To Get It: This Star Piece is in front of the moving platform.

Star Piece #4

Location: Rogueport Sewers

How To Get It: Look south of the pedestal in the Thousand Year Door room and you'll get this Star Piece.

Star Piece #5

Location: Rogueport Sewers

How To Get It: This Star Piece is behind the pedestal located next to Murluvlee's house.

Star Piece #6

Location: Rogueport Sewers

How To Get It: This next Star Piece is located behind the pedestal where the X-Naut teleporter.



Star Piece #7

Location: Rogueport Sewers

How To Get It: This Star Piece in the Rogueport Sewers is located behind the stairs in the room with pipe that brings you to the Pit of 100 Trials.

Star Piece #8

Location: Rogueport Sewers

How To Get It: To the front of black chest where you got cursed in the beginning of the game at.

Star Piece #9

Location: Rogueport Sewers

How To Get It: This Star Piece is located in the middle ledge below the grate beside the Pianta Parlor (west side of Rogueport).

Star Piece #10

Location: Rogueport Sewers

How To Get It: Another Star Piece is located beside the pipe leading to Boggly Woods.

Star Piece #11

Location: Rogueport Sewers

How To Get it: This next Star Piece is located in the background which leads to Petal Meadows. Take note that Spring Jump is required to get this Star Piece.

Star Piece #12

Location: Rogueport Sewers

How To Get It: In the room east from the room with the Thousand Year Door, break the huge yellow block and you'll see a Star Piece to the side of the huge green pipe. Grab it and another Star Piece is yours!

Petal Meadows Star Pieces

-----

Star Piece #1

Location: Petal Meadows

How To Get It: Right of the blue "!" switch located in the background.

Star Piece #2

Location: Petal Meadows

How To Get It: This Star Piece is located west of the Save Point in a tree. Use your Hammer on the tree to get a Star Piece.

Petalburg Star Pieces

-----

Star Piece #1

Location: Petalburg

How To Get It: Beside the pink flowers where the three Toad Sisters are.

Star Piece #2

Location: Petalburg

How To Get It: Beside the Bob-ulber in the west side of the town of  
Petalburg.

#### Shhwonk Fortress Star Pieces

-----

##### Star Piece #1

Location: Shhwonk Fortress

How To Get It: This is the only Star Piece in the Shhwonk Fortress,  
and its located in the outside part of the Shhwonk  
Fortress in a bush in between the fortress and in  
between Petalburg.

#### Hooktail's Castle Star Pieces

-----

##### Star Piece #1

Location: Hooktail's Castle

How To Get It: This Star Piece is located on the right side of the  
window you jump out.

##### Star Piece #2

Location: Hooktail's Castle

How To Get It: To get this Star Piece, head west of where the Castle  
Key is behind the jail cells.

##### Star Piece #3

Location: Hooktail's Castle

How To Get It: This one is located to the left of the first huge  
yellow block you ever encounter in Hooktail's Castle  
when this huge yellow block is floating.

##### Star Piece #4

Location: Hooktail's Castle

How To Get It: This next Star Piece in Hooktail's Castle is located  
right of the airplane tile on the edge of the rail  
(not outside the castle, but inside the castle, so  
keep that in mind when trying to get this Star Piece)

##### Star Piece #5

Location: Hooktail's Castle

How To Get It: This last Star Piece in Hooktail's Castle is located  
past the doorway just right of the huge purple block  
when the huge purple block is floating in the air.

#### Boggly Woods Star Pieces

-----

##### Star Piece #1

Location: Boggly Woods

How To Get It: This one is beside the love seat in Flurrie's house.

##### Star Piece #2

Location: Boggly Woods

How To Get It: Beside the blue "!" switch (the one that makes the  
pipe rise up higher in the room where you first  
encounter Dark Puffs).

Star Piece #3

Location: Boggly Woods

How To Get It: This Star Piece is behind the fence close to the pipe which leads to Madame Flurrie's house.

Star Piece #4

Location: Boggly Woods

How To Get It: This last Star Piece in the Boggly Woods is located in the third tree to the left in the front of Flurrie's house.

Great Tree Star Pieces

Star Piece #1

Location: Great Tree

How To Get It: This one is located in the middle of the blue jail cell that the 90 Punies were in before you rescued them.

Star Piece #2

Location: Great Tree

How To Get It: This next Star Piece is located behind the pipe in the area that you are carried to after butt stomping the "X" square in the jail cell that fell on you which Lord Crump had set for you.

Star Piece #3

Location: Great Tree

How To Get It: This Star Piece is located in the huge bush in right of the Pungent's Shop.

Star Piece #4

Location: Great Tree

How To Get It: This Star Piece is located at the end of the area on the right side above the first Save Point that you encounter in the Great Tree.

Star Piece #5

Location: Great Tree

How To Get It: This one is behind the pipe just west of the huge tree stump.

Star Piece #6

Location: Great Tree

How To Get It: This one is in a bush in the area above where Crump stole your Crystal Star that you were about to get.

Glitzville Star Pieces

Star Piece #1

Location: Glitzville

How To Get It: Located behind the phone booth in the southwestern side of Glitzville.

Star Piece #2

Location: Glitzville

How To Get It: Walk behind the counter in the juice bar in Glitzville and once you're behind it, walk to the left to get this Star Piece.

Star Piece #3

Location: Glitzville

How To Get It: This Star Piece is located beneath the landing point of the Cheep Blimp.

Star Piece #4

Location: Glitzville

How To Get It: This Star Piece is located in the right drawer in Grubba's desk.

Star Piece #5

Location: Glitzville

How To Get It: This one is located near where the huge Rawk Hawk poster is (the place where the chest containing the Power Plus P Badge is located). Head to the small chest containing the Power Plus P and the Rawk Hawk poster. Once there, jump on the spring to get on top of the poster to where the airplane panel is. Once there, launch Koops's shell to get the Star Piece (make sure that you're facing to the east once you get up there with "Mario").

Star Piece #6

Location: Glitzville

How To Get It: To get this Star Piece, head to Glitzville and head to the room where you find Bandy Andy and King K. after breaking the massive yellow block. Once you're in that room, look behind the huge yellow block to get the Star Piece. If you don't get it, e-mail me and I'll help you the best way I can.

Star Piece #7

Location: Glitzville

How To Get It: To get this one, go directly right from the staircase to the left in the first room of the Glitzville Fighting Arena (or...lobby).

Star Piece #8

Location: Glitzville

How To Get It: To get this Star Piece, head behind the fern to the right and I mean right (the green plant beside the Glitzville Fighting Arena close to the entrance). E-mail me if you need help getting this Star Piece, as it is hard to explain in words.

Star Piece #9

Location: Glitzville

How To Get It: To get the 9th Star Piece in Glitzville, head to Grubba's office and check behind the planter and the Star Piece is yours!

Star Piece #10

Location: Glitzville

How To Get It: This last Star Piece in Glitzville is located near the middle (or center, if you prefer) of the Storage Room inside the Glitz Pit.

## Twilight Town Star Pieces

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### Star Piece #1

Location: Twilight Town

How To Get It: To get this Star Piece, look behind the barrels in the fence in the east side of town.

### Star Piece #2

Location: Twilight Town

How To Get It: This one is located behind the first two houses you see in the first area of the town (or the west side of town is what I really mean).

### Star Piece #3

Location: Twilight Town

How To Get It: To get this one, examine all the bushes you see close to the tree in the west side of town. Its hard to explain.

## Twilight Trail Star Pieces

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### Star Piece #1

Location: Twilight Trail

How To Get It: This one is located behind (more or less to the side) the tree that is in your way until you get tube mode.

### Star Piece #2

Location: Twilight Trail

How To Get It: To get this one, look behind the wall near the building part (not the inside of it) of the Creepy Steeple.

### Star Piece #3

Location: Twilight Trail

How To Get It: To get this last Star Piece in Twilight Trail, blow the huge tree away (the first one you encounter in Twilight Trail) and look behind the pipe when it is revealed.

## Creepy Steeple Star Pieces

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### Star Piece #1

Location: Creepy Steeple

How To Get It: To get this first one in Creepy Steeple, head southeast from the north door in the room with the staircase that moves when you hit the red "!" switch with your Hammer (head southeast along the wall) until you find it.

### Star Piece #2

Location: Creepy Steeple

How To Get It: In the main room, head south from the second pillar on the south side of the screen (not the north) and you should see a cannon-like thing. Turn tube mode and roll down the cannon-like thing and you'll drop down into a room with two chests and a Star Piece. Grab the Star Piece.

Star Piece #3

Location: Creepy Steeple

How To Get It: To get this one, look close to the door in the room with the parrot who tells you Doopliss's name.

Star Piece #4

Location: Creepy Steeple

How To Get It: When you drop down the well into the area in the room where you freed the 200 Boos (this area was inaccessible until you dropped down the well), inside the area is a Star Piece to the east.

Keelhaul Key Star Pieces

Star Piece #1

Location: Keelhaul Key

How To Get It: To get this first Star Piece in Keelhaul Key, head south of the Item Shop into the sand/ocean part. There's a Star Piece here.

Star Piece #2

Location: Keelhaul Key

How To Get It: To get this Star Piece, head directly east from where you got the first Star Piece I listed in Keelhaul Key.

Star Piece #3

Location: Keelhaul Key

How To Get It: To get this one, head east into the jungle area of Keelhaul Key (the area east of the area with the Star Piece) and examine the first bush you see to the south to get this Star Piece.

Star Piece #4

Location: Keelhaul Key

How To Get It: At the start of Keelhaul Key (the area where Pa-Patch came to you and told you that they prepared a place for you to stay), head east and search around the brown crevice to get this.

Star Piece #5

Location: Keelhaul Key

How To Get It: In the area when you leave town, head east and search around until you find this Star Piece.

Star Piece #6

Location: Keelhaul Key

How To Get It: Directly left of the face statue with the red jewel beside the Pirate's Grotto.

Pirate's Grotto Star Pieces

Star Piece #1

Location: Pirate's Grotto

How To Get It: On a small rocky platform in the room with the Gate Handle.

#### Star Piece #2

Location: Pirate's Grotto

How To Get It: In the room with the small waterfall in the middle of the room, at the entrance to the west side of the room, there's a Star Piece around there slightly to the west of the entrance.

#### Star Piece #3

Location: Pirate's Grotto

How To Get It: In the room with the three Parabuzzies (look at the Walkthrough section for more details), in the middle of the room, is a Star Piece.

#### Star Piece #4

Location: Pirate's Grotto

How To Get It: In the room where you find the Grotto Key inside a barrel. To get it, ride the grayish metal crane that elevates up to the top of the room in the barrel patch to the left on highest batch of barrels.

#### Excess Express Star Pieces

-----

##### Star Piece #1

Location: Excess Express

How To Get It: This is given to you by the chef Cheep fish after you give him back the Galley Pot which was stolen by the fat Toad.

##### Star Piece #2

Location: Excess Express

How To Get It: This is given to you by the waitress when you return to her her Earrings.

##### Star Piece #3

Location: Excess Express

How To Get It: Beside the various seats in Cabin 004.

##### Star Piece #4

Location: Excess Express

How To Get It: To get this one, examine the nightsand in Cabin 008.

##### Star Piece #5

Location: Excess Express

How To Get It: To get this Star Piece, look in front of the engine within the engine room.

#### Riverside Station Star Pieces

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##### Star Piece #1

Location: Riverside Station

How To Get It: To get the only Star Piece in Riverside Station, check behind the cylinder that has the Storage Key on it.

#### Poshley Heights Star Pieces

-----

Star Piece #1

Location: Poshley Heights

How To Get It: To get this one, look to the front of the stairs which lead to the Excess Express.

Star Piece #2

Location: Poshley Heights

How To Get It: Beside the hotel, head west to the house west of the hotel and take a look behind the hedge.

Star Piece #3

Location: Poshley Heights

How To Get It: Behind the chair left of the blue house.

Star Piece #4

Location: Poshley Heights

How To Get It: To get this one, walk through the hedge behind the picket fence.

Fahr Outpost Star Pieces

-----

Star Piece #1

Location: Fahr Outpost

How To Get It: To get this one, look left of the pipe that brings you here.

Star Piece #2

Location: Fahr Outpost

How To Get It: To get this Star Piece, look behind the boxes inside the house to the far-right of the outpost.

Star Piece #3

Location: Fahr Outpost

How To Get It: To get this one, look behind the wall that is broken in the west side of the actual outpost.

Star Piece #4

Location: Fahr Outpost

How To Get It: To get this one, look behind the wall in the outskirts of the outpost.

Star Piece #5

Location: Fahr Outpost

How To Get It: Behind a shrub in area you arrive in the follows the pipe.

Star Piece #6

Location: Fahr Outpost

How To Get It: To get this one, head west of the cannon.

The Moon Star Pieces

-----

Star Piece #1

Location: The Moon

How To Get It: In the area where the X-Nauts Fortress is visible from a distance, look inside of a cracked rock.



X-Naut Fortress Star Pieces

Star Piece #1

Location: X-Naut Fortress

How To Get It: In the air duct, head west to find this Star Piece.

Star Piece #2

Location: X-Naut Fortress

How To Get It: To get this final Star Piece in the game, get the Cog and activate the crane. Land on the Star Piece to get it.

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|=====|  
| 16. Shine Sprites |  
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Rogueport Shine Sprites

Shine Sprite #1

Location: Rogueport

How To Get It: To get this Shine Sprite, head on top of the rooftops in the east part of Rogueport. Note: Yoshi is required to do this.

Shine Sprite #2

Location: Rogueport

How To Get It: This Shine Sprite is located in Admiral Bobbery's house but you can't get it until the prelude to Chapter 5.

Shine Sprite #3

Location: Rogueport

How To Get It: To get this Shine Sprite, head behind the first house in the west side of Rogueport. Once there, turn tube mode and roll through the hole.

Shine Sprite #4

Location: Rogueport

How To Get It: This one is behind the house with the padlock on the east side of town. To get it, you must become paper thin and slip between the crates.

Shine Sprite #5

Location: Rogueport

How To Get It: To get this one, head to the cracked wall beside the Item Shop on the west side of town and have Bobbery blow it up.

Rogueport Sewers Shine Sprites

Shine Sprite #1

Location: Rogueport Sewers

How To Get It: To get this one, head to a hidden room found in the sewers.

Shine Sprite #2

Location: Rogueport Sewers

How To Get It: This one is also in a hidden room.

Shine Sprite #3

Location: Rogueport Sewers

How To Get It: This is the final Shine Sprite that is located in the hidden room.

Shine Sprite #4

Location: Rogueport Sewers

How To Get It: To get this Shine Sprite, head to where Dazzle is (Spring Jump is required for this).

Shine Sprite #5

Location: Rogueport Sewers

How To Get It: To get this one, head to the platform to the west in the room with the Thousand Year-Door. Note: You must be paper thin to get this.

Shine Sprite #6

Location: Rogueport Sewers

How To Get It: To get this next Shine Sprite, you have to use your Super Hammer to get the huge yellow block out your way. Then, jump on the moving platform in the middle of the room and then let it elevate as much as it can and then jump to the east and get the Shine Sprite. Note: This is in the room with the shortcut blue warp pipes leading to Petalburg and the Boggly Woods is.

Shine Sprite #7

Location: Rogueport Sewers

How To Get It: This one is located beside the door leading to the orange pipe leading to Twilight Town.

Shine Sprite #8

Location: Rogueport Sewers

How To Get It: To get this next Shine Sprite, head to the room where you fought and beat the Blooper in the beginning of the game at. Once there, head to the boat panel and turn boat mode and sail to where you need to get this Shine.

Hooktail's Castle Shine Sprites

-----  
Shine Sprite #1

Location: Hooktail's Castle

How To Get It: To get this first Shine Sprite in Hooktail's Castle, in the room with the small purple and yellow blocks, bust the box within your view (you just hit it to get it, you don't have to do anything else; with the huge blocks or anything) to get the Shine Sprite.

Shine Sprite #2

Location: Hooktail's Castle

How To Get It: To get this Shine Sprite, head to the room where you first meet Ms. Mowz in the castle.

Shine Sprite #3

Location: Hooktail's Castle

How To Get It: This last Shine Sprite in Hooktail's Castle is found at the very top of the staircase before you go to the bridgeside

of the castle.

#### Boggly Woods Shine Sprites

-----

##### Shine Sprite #1

Location: Boggly Woods

How To Get It: To get the only Shine Sprite in Boggly Woods, head left of the airplane panel and launch Koops.

#### Great Tree Shine Sprites

-----

##### Shine Sprite #1

Location: Great Tree

How To Get It: To get this Shine Sprite, head to the pedestal in the room with two airplane panels and use Flurrie's wind gust to knock off the vase from the first airplane panel, thus revealing the Shine.

##### Shine Sprite #2

Location: Great Tree

How To Get It: After you drain the water, this Shine is located in the middle part of the room. Walk across the lily pads and pillars and break the box containing the Shine Sprite once you reach it.

##### Shine Sprite #3

Location: Great Tree

How To Get It: This one is located in the bottom right corner in the room where the bubbles are (on the lower levels).

##### Shine Sprite #4

Location: Great Tree

How To Get It: Once you get the Super Boots, on the first wooden panel you come across, butt stomp to break through to the room with the Shine.

#### Glitzville Shine Sprites

-----

##### Shine Sprite #1

Location: Glitzville

How To Get It: To get this Shine Sprite, head to the storage room in the Glitz Pit.

##### Shine Sprite #2

Location: Glitzville

How To Get It: To get this last Shine Sprite in Glitzville, beside the entrance to the Glitz Pit, you'll see a Shine Sprite box floating in the air. Hit directly below the Shine with your Hammer to reveal a Coin Block. Get on the Coin Block and then you can reach the Shine Sprite.

#### Twilight Trail Shine Sprites

-----

#### Shine Sprite #1

Location: Twilight Trail

How To Get It: To get the only Shine Sprite in Twilight Trail, look behind the last tree before the Creepy Steeple.

#### Creepy Steeple Shine Sprites

-----

##### Shine Sprite #1

Location: Creepy Steeple

How To Get It: To get this Shine Sprite, head to the bottom of the well.

##### Shine Sprite #2

Location: Creepy Steeple

How To Get It: To get this next Shine Sprite, go behind the small opening in the first hall of the steeple. Once there, turn tube mode and roll through the opening into the area containing the Shine.

##### Shine Sprite #3

Location: Creepy Steeple

How To Get It: This Shine Sprite is located to the left of the incline you have to push in the well.

#### Keelhaul Key Shine Sprites

-----

##### Shine Sprite #1

Location: Keelhaul Key

How To Get It: Behind a palm leaf directly right of the bridge where Bobbery sacrificed himself to defeat the Embers. Its an invisible Shine Sprite, so you'll have to jump to get it.

##### Shine Sprite #2

Location: Keelhaul Key

How To Get It: To get this Shine Sprite, head left of the cliff while going to Pirate's Grotto. Yoshi is required to do this.

#### Pirate's Grotto Shine Sprites

-----

##### Shine Sprite #1

Location: Pirate's Grotto

How To Get It: To get this Shine Sprite, head to the room with the Save Point and the locked door (look on the Walkthrough section for more details of the area) and get on the stairs and launch Koops's shell to reveal a block. Get on the block and the hit the box containing the Shine Sprite with your Hammer.

##### Shine Sprite #2

Location: Pirate's Grotto

How To Get It: This Shine Sprite is located in the room where the barrels and the Grotto Key are. Once you're in that room, use the metal crate as a counterweight and ride it to the Shine Sprite (e-mail me if you don't get it).

Shine Sprite #3

Location: Pirate's Grotto

How To Get It: This Shine Sprite is located on the wrecked ship in the room with the Floodgate Handle. To get it, jump on the bow of the ship and jump and the Shine Sprite's yours.

Shine Sprite #4

Location: Pirate's Grotto

How To Get It: This one is located in an area beside the water. Use Koops to get it.

Shine Sprite #5

Location: Pirate's Grotto

How To Get It: In the room with the raging waves in the water and spikes on the wall, head west past the spikes into the next area. In the area you appear in, hit the shadow below the Shine Sprite, thus revealing a block. Jump on the newly revealed and block and claim the Shine Sprite.

Excess Express Shine Sprites

-----

Shine Sprite #1

Location: Excess Express

How To Get It: To get this one, look behind the table in Cabin 005.

Shine Sprite #2

Location: Excess Express

How To Get It: Bub gives you this when you give him the Autograph he wanted.

Riverside Station Shine Sprites

-----

Shine Sprite #1

Location: Riverside Station

How To Get It: To get this one, look behind the steps behind the station.

Shine Sprite #2

Location: Riverside Station

How To Get It: This Shine is located close to the top of the stairs that are revealed after hitting the numerical switches. Use Koops to get it.

Poshley Heights Shine Sprites

-----

Shine Sprite #1

Location: Poshley Heights

How To Get It: To get the only Shine Sprite in Poshley Heights, head east of the entrance (the outside entrance) of the Poshley Sanctum and use Spring Jump to claim the Shine.

Poshley Sanctum Shine Sprites

-----

Shine Sprite #1

Location: Poshley Sanctum

How To Get It: To get the only Shine Sprite in Poshley Sanctum, head passed the painting located on one of the platforms on the west. To get it, shimmy across the various bars overhead.

#### Fahr Outpost Shine Sprites

-----

##### Shine Sprite #1

Location: Fahr Outpost (Outskirts)

How To Get It: Behind a tree while on your way to the real part of the outpost.

##### Shine Sprite #2

Location: Fahr Outpost

How To Get It: To get the final Shine Sprite in the game, head east of the final house in the outpost.

|=====|  
| 17. Recipes |  
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#### Couple's Cake

Ingredients: Snow Bunny + Spicy Soup

#### Choco Cake

Ingredients: Cake Mix + Inky Sauce, Mousse + Inky Sauce

#### Courage Meal

Ingredients: Courage Shell + Zess Deluxe, Courage Shell + Zess Dinner,  
Courage Shell + Zess Special

#### Coconut Bomb

Ingredients: Coconut + Fire Flower

#### Coco Candy

Ingredients: Cake Mix + Coconut

#### Egg Bomb

Ingredients: Dried Flowers + Zess Dynamite, Mystic Egg + Fire Flower

#### Electro Pop

Ingredients: Cake Mix + Volt Shroom

#### Fire Pop

Ingredients: Cake Mix + Fire Flower, Cake Mix + Hot Sauce

#### 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

#### Fried Egg

Ingredients: Mystic Egg

Fried Shroom

Ingredients: Dried Shroom + Fire Flower

Fruit Parfait

Ingredients: Gradual Syrup + Keel Mango

Gold Bar

Ingredients: Point Swap + Gold Bar x3

Healthy Salad

Ingredients: Golden Leaf + Turtley Leaf

Heartful Cake

Ingredients: Cake Mix + Ruin Powder

Honey Candy

Ingredients: Honey Syrup + Cake Mix

Honey Shroom

Ingredients: Honey Syrup + Volt Shroom

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

Koopa Bun

Ingredients: Keel Mango + Turtley Leaf

Koopa Tea

Ingredients: Turtley Leaf

Koopasta

Ingredients: Fresh Pasta + Turtley Leaf

Love Pudding

Ingredients: Mystic Egg + Mango Delight

Mango Delight

Ingredients: Keel Mango + Cake Mix

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

Mousse Cake

Ingredients: Cake Mix

Omelette Meal

Ingredients: Life Shroom + Mystic Egg

Peach Tart

Ingredients: Cake Mix + Peachy Peach

Poison Shroom

Ingredients: Dried Boquet + Trial Stew

Random Item

Ingredients: Point Swap + Mystery

Shroom Broth

Ingredients: Golden Leaf + Poison Shroom

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

Snow Bunny

Ingredients: Golden Leaf + Ice Storm

Space Food

Ingredients: Dried Boquet + Cake Mix

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18. Side Quests



## Pit of 100 Trials

**How To Do This:** To start the Pit of 100 Trials off, head to Rogueport Sewers. Once there, head to the room with the Thousand Year Door and once you're there, from the entrance of the room, slip through the nearby bars you see. Once you slip through the bars, jump on the yellow spring. Then, get on the airplane panel and then fly onto the platform to the left. Once you're on the platform to the left, slip through the next bars via paper thin mode. Once you slip through these next bars, you'll be in a new area. In this area, head down the pipe leading to the Pit of 100 Trials. Here is where you fight the hardest boss of the game, Bonetail, though he is 100% optional, so keep that in mind. Below is information for the Pit of 100 Trials.

### Pit of 100 Trials Information:

#### Floors #1-9

Enemies: Dull Bones, Fuzzy, Gloomba, Spinia, Spunia

Badge Rewarded: N/A

Floors Info: These floors are so easy. You'll win.

#### Floor #10

Enemies: N/A

Badge Rewarded: Sleepy Stomp

Floor Info: N/A

#### Floors #11-19

Enemies: Cleft, Dark Puff, Pider, Pokey, Paragloomba

Badge Rewarded: N/A

Floors Info: These are also easy.

#### Floor #20

Enemies: N/A

Badge Rewarded: Fire Drive

Floor Info: N/A

#### Floors #21-29

Enemies: Boo, Bandit, Bob-omb, Lakitu, Spiked Gloomba

Badge Rewarded: N/A

Floors Info: These are a bit harder. Take your time and use your best attacks.

#### Floor #30

Enemies: N/A

Badge Rewarded: Zap Tap

Floor Info: N/A

#### Floors #31-39

Enemies: Dark Koopa, Flower Fuzzy, Hyper Cleft, Parabuzzy, Shady Koopa

Badge Rewarded: N/A

Floors Info: These might be a bit hard as well, but not impossible. Just use your strongest attacks.

#### Floor #40

Enemies: N/A

Badge Rewarded: Pity Flower

Floor Info: N/A

Floors #41-49

Enemies: Bulky Bob-omb, Dark Paratroopa, Lava Bubble, Poison Pokey,  
Spiked Parabuzzy

Badge Rewarded: N/A

Floors Info: These are hard. Make sure you have a Feeling Fine  
and a Feeling Fine P Badge on Mario and his partner  
to prevent from being poisoned by the Poison Pokeys.  
Pull out the strongest attacks in your arsenal to  
get to Floor 50.

Floor #50

Enemies: N/A

Badge Rewarded: Strange Sack

Floor Info: N/A

Floors #51-59

Enemies: Badge Bandit, Dark Boo, Ice Puff, Moon Cleft, Red Chomp

Badge Rewarded: N/A

Floors Info: These are hard as well. Use Piercing Blow on the Red  
Chomps to defeat them.

Floor #60

Enemies: N/A

Badge Rewarded: Double Dip

Floor Info: N/A

Floors #61-69

Enemies: Dry Bones, Dark Craw, Dark Wizzerd, Dark Lakitu, Frost  
Piranha

Badge Rewarded: N/A

Floors Info: These...heh, might be a bit tough. Just pull out your  
strongest attacks and heal when necessary.

Floor #70

Enemies: N/A

Badge Rewarded: Double Dip P

Floor Info: N/A

Floors #71-79

Enemies: Chain Chomp, Dark Koopatrol, Phantom Ember, Swoopula,  
Wizzerd

Badge Rewarded: N/A

Floors Info: A bit of a hard one. Use your strongest attacks,  
being sure to heal. Use SP to take out the Chain  
Chomps.

Floor #80

Enemies: N/A

Badge Rewarded: Bump Attack

Floor Info: N/A

Floors #81-89

Enemies: Arantula, Dark Bristle, Piranha Plant, Spunia

Badge Rewarded: N/A

Floors Info: A hard series of floors. Be careful when doing  
these floors. Use your strongest attacks and  
heal with Sweet Feast when necessary.

Floor #90

Enemies: N/A

Badge Rewarded: Lucky Day

Floor Info: N/A

Floors #91-99

Enemies: Amazee Dayzee, Bob-ulk, Elite Wizzerd, Poison Puff,  
Swampire

Badge Rewarded: N/A

Floors Info: These are EXTREMELY HARD! BE VERY CAREFUL when  
doing these last few floors before Bonetail!  
Use your strongest attacks (preferably Supernova)  
and heal with Sweet Feast or anything else you  
might need and hopefully you'll win.

Floor #100

Enemies: Bonetail

Badge Rewarded: Return Postage

Floor Info: Well, this is the final trial in the Pit of 100  
Trials, obviously. And it is HARD! Refer to the  
Bosses section to see a strategy for Bonetail.  
Also, have lots of Badges equipped for this  
fight. Once you've won, congratulations! You've  
just beaten the Pit of 100 Trials, the HARDEST  
part of the game.

Ms. Mowz

How To Do This: Head to Rogueport and head into the Trouble  
Center. Select the trouble "???", anonymous's  
request. Then, head over to Hooktail's Castle  
and head to the room where you beat him (see  
the Walkthrough section for more details).  
Once there, head to the middle of the room  
and you'll see an "!" pop up above Mario's  
head. When you see this, use Flurrie's wind  
gust to reveal a chest. Open it to get an  
Attack FX B. Carry the Badge to Ms. Mowz who  
is located in Rogueport (see the Walkthrough  
section for more details). She'll then join  
your party after talking for a bit.

Ultra Rank

How To Do This: Ultra rank is something that allows you to  
power your characters up even more powerful  
than when you powered them up the first time  
at Merlon. To get ultra rank, head to  
Hooktail's Castle. Once there, head to the  
room with the spikes (the room where the  
ceiling was about to squish you). Once there,  
head east past the chest in the middle of the  
room and you'll see a crack. Use Bobbery to  
blow it up, thus revealing a room. Enter the  
room and open the chest for an Up Arrow.

Trouble Center

How To Do This: Head to the east side of Rogueport past the  
place where you beat the Gus at. Once there,

enter the house to the far east by the bridge and the lake. Once inside, you'll see some paper on a billboard. This is the Trouble Center, where you take on people's troubles for different rewards. I'll list all the troubles of the Trouble Center below. Including information on how to solve them, etc.

#### Trouble Center Information:

##### Trouble #1 - Price Adjustment

Client: Arfur

Reward: 20 Coins

How To Do It: To do this trouble, talk to Arfur who is just outside of the Trouble Center. He'll ask you the price for three Items. They are:

Fire Flowers: Answer 10 Coins.

Sleepy Sheep: Answer 8 Coins.

Tasty Tonics: Answer 3 Coins.

Tell Arfur those prices and he'll give you 20 Coins. Trouble completed.

##### Trouble #2 - I'm hungry!

Client: Bomberto

Reward: 11 Coins

How To Do It: First off, head to Rogueport Harbor. Then, head south to where the Save Point is and talk to the blue Bob-omb there. He'll say he's hungry. Talk to him again and feed him a Mushroom or something like that. Trouble completed.

##### Trouble #3 - The food I want

Client: Bob-ulber

Reward: Dried Bouquet

How To Do It: To do this one, head over to Petalburg. Once there, talk to Bob-ulber (the plant guy in the flowery field area). He'll ask for a Hot Dog, but don't be deceived by his lies, he wants two. Head over to Glitzville and buy two Hot Dogs at the Hot Dog Stand. Once you have the Hot Dogs, give them to Bob-ulber. He'll then ask you to cough up a Mousse Cake (\*sighs\*). Head over to Rogueport and head to the Pianta Parlor and buy some Cake Mix for 6 Piantas. Then, head to Zess T.'s place and give her the Cake Mix. She'll make you a Mousse Cake. Once you get the Mousse Cake, take it to Bob-ulber and he'll give you a whopping Dried Bouquet as a reward.

##### Trouble #4 - Security Code

Client: Businessman

Reward: Hot Sauce

How To Do It: To do this trouble, head to Glitzville. Once there, head over to the Hot Dog Stand and talk to the guy in front of it. He'll tell you to find his secret code. The code is 2625. Give him the code and he'll

give you some Hot Sauce. Wow...

Trouble #5 - Help me make up.

Client: Bub

Reward: 3 Coins

How To Do It: Head to Poshley Heights and go to the area with the sanctum in it. Once there, talk to Bub. He'll tell you to help him get something for his mom. Let's go over to Keelhaul Key and get a Keel Mango, shall we? Once you're at Keelhaul Key, hit the tree to your left beside the red block with your Hammer (the one in the first area in the entire level.) A Keel Mango will drop out. Now, go back to Poshley Heights and talk to Bub. He'll give you a letter in return for the Keel Mango. Now, let's head over to the first area in Poshley Heights and talk to his mom. Give her the letter and head back to Bub and talk to him. You receive a whopping 3 Coins in return.

Trouble #6 - Get these ingredients!

Client: Chef Shimi

Reward: 40 Coins

How To Do It: To do to this side quest, head over to the Creepy Steeple and get a Golden Leaf from the tree (see the Walkthrough section for more details). Once you get the Golden Leaf, head over to the Great Tree and talk to Petuni (Punio's sister). Play her little game to get a Mystic Egg. Now, for the final ingredient, head over to Keelhaul Key and hit the tree in the first area beside the red block. A Keel Mango will drop out. Once you get it, head over to Chef Shimi and give her the ingredients (she's in the Excess Express). You receive 40 Coins as a reward.

Trouble #7 - Roust these cads!

Client: Doe T.

Reward: 20 Coins

How To Do It: To do this one, head over to Boggly Woods. Once there, in the second area of the woods, talk to the Toad and defeat all the enemies in the area as he requests. Once you defeat all the enemies in the area, you receive 20 Coins. Trouble completed.

Trouble #8 - Tell that person...

Client: Eve

Reward: Meteor Meal

How To Do It: To do this eighth trouble, head over to Twilight Town. Once there, head to the east side of town. Once there, talk to the girl in front of the first house you see. She'll ask you to go and find Podley who is located in Rogueport. Head over to the Rogueport Inn and once inside, talk to the Podley running the bar. Once you talk to him, head back to Twilight Town and talk to Eve. She'll reward you with a Meteor Meal.

Trouble #9 - Important thing!

Client: Frankie

Reward: Gold Card

How To Do It: To do this, head over to the west side of Rogueport. Once there, talk to Frankie. He'll tell you to find the Wedding Ring he lost (didn't we already do this?). Head over to the east side of Rogueport and once there, head east past the Trouble Center and use Yoshi to fly over to where the crates are (in the area where the bridge and the lake is). Once you cross over to the other side, you'll find the Wedding Ring. Pick it up and return it to Frankie for a Gold Card.

Trouble #10 - Need a key!

Client: Garf

Reward: 20 Coins

How To Do It: To solve this trouble, head to the top floor of the Inn. Once there, head through the door to the west and head west once you're outside. You'll encounter Garf's housekey and the Lovely Howz of Badges. Once you get Garf's key, bring it back to him to receive 20 Coins.

Trouble #11 - Looking for a gal!

Client: Goom Goom

Reward: Couple's Cake

How To Do It: Goom Goom wants a girlfriend. Let's go find him one. Head over to Pirate's Grotto. Once there, head to the room where you got the Grotto Key (the room with lots of barrels). Once there, talk to the Goomba you see which is Goom Goom. He'll ask for a girlfriend, so switch Goombella in your group and talk to Goom Goom again. He'll give a Couple's Cake in return.

Trouble #12 - Delivery, please!

Client: Goldbob

Reward: 64 Coins

How To Do It: To do this trouble, head to Poshley Heights and talk to Goldbob. He'll give you a letter. Take the letter to the last house of the Fahr Outpost and talk to the Bob-omb inside. He'll say that General White has gone to Rogueport, so let's head over there. Once you're at Rogueport, head to the Inn and talk to the Podley running the bar. He'll say that the general went to Glitzville. Head over to Glitzville and enter the juice bar and talk to the Podley there. Now, head back to Poshley Heights and talk to Goldbob. Once you talk to Goldbob, head back to Fahr Outpost. Once there, head to the house with General White in it. Once inside, jump on the general until he wakes up. Then, give him the package and go back and talk to Goldbob. You'll receive 64 Coins as a reward.

Trouble #13 - Can't speak!

Client: Gob

Reward: 20 Coins

How To Do It: To do this one, head over to the Item Shop. Once there, buy a Honey Syrup. Then, head over to the

Pianta Parlor and buy some Cake Mix. Now, head over to Zess T.'s place and get her to mix the Honey Syrup and the Cake Mix to make a Honey Candy. Once you get the Honey Candy, head over to Fahr Outpost and talk to the Bob-omb near the snowman just west of the Item Shop and give him the Honey Candy. In return, you'll receive a reward of 20 Coins.

Trouble #14 - Find this guy!

Client: Goomther

Reward: 20 Coins

How To Do It: To do this trouble, head behind the brick wall just left of Merlon's house. Once you're behind the brick wall, talk to the Bandit. He'll run. Head to the port and talk to him again. He'll flee the crime scene again. Head over to the back alley behind the Inn and talk to him. Goomther will come and give you 20 Coins for catching the Bandit who robbed him.

Trouble #15 - Help wanted!

Client: Jolene

Reward: 30 Coins

How To Do It: To complete this trouble, head to Glitzville and talk to Jolene inside the Glitz Pit who is located in Grubba's office. Do what Jolene asks and go to the storage room. Once there, pick up all the fighters' trunks that are lying around. Once you get the trunks in the storage room, head into the attic (the place where you heard Grubba talking and where he thought someone was eavesdropping on him) and pick up all the fighters' trunks there. Once you get all the trunks, go back and talk to Jolene. Now, head back to Rogueport and talk to Goomfrey (he's the Goomba in the east side of Rogueport near Frankly's place). Give Goomfrey the trunks and head back to Glitzville and speak to Jolene to receive 30 Coins. End of trouble.

Trouble #16 - Try to find me!

Client: Koopook

Reward: Special Card

How To Do It: Head to Hooktail's Castle. Once there, head to the room that has a bridge high above in it (e-mail me or see the Walkthrough section for more details). Once you're in that room, make your way on top of the bridge. Once you're on the bridge, talk to the Koopa Troopa who is on a platform. To get to him, from the bridge, walk left off the bridge and you should be on the platform where the Koopa Troopa awaits. Once you reach the Koopa Troopa, talk to him to receive a Special Card as a reward. End of trouble.

Trouble #17 - Play with me!

Client: Lahla

Reward: 10 Piantas

How To Do It: Head to the Pianta Parlor. Once there, talk to the little girl Boo. She'll give you 10 Piantas.  
Trouble completed.

Trouble #18 - Hit me, please!

Client: Mousimilian

Reward: N/A

How To Do It: To do to this trouble which you get no reward for, head to Rogueport. Once there, talk to the purple mouse in front of the Item Shop. Then, hit him with your Hammer until he says "I remember". Note: Pay attention to what he says each time you hit him, because if he already says "I remember" and you don't pay attention, you could be pounding him endless times, thinking your game is glitched up. Thanks to the GameFAQs Message Boards for this useful bit of info.

Trouble #19 - Listen to me!

Client: Mayor Kroop

Reward: Turtley Leaf

How To Do It: To do this side quest, head to Petalburg. Once there, talk to the mayor. He'll reward you with a Turtley Leaf.

Trouble #20 - Newsletter...

Client: Mayor Dour

Reward: 30 Coins

How To Do It: To do this trouble, head to Twilight Town. Once there, speak to the mayor. He'll give you a Routing Slip. Head over to the Great Boggly Tree and give it to the Puni Elder. Then, head to Petalburg and give it to the mayor. Now, head back to Twilight Town and talk to Mayor Dour to receive a reward of 30 Coins.

Trouble #21 - Heartful cake recipe...

Client: Merlee

Reward: 30 Coins

How To Do It: To do this one, talk to Merlee who is located in Rogueport Sewers (e-mail me to know the precise location of Merlee). Merlee will ask for a recipe for a cake. Head to Petalburg. Once there, head to the east side of town (the second screen), and enter the last house you see. Once inside, talk to the Toad to receive the recipe. Once you receive the recipe, head over to the Pianta Parlor and buy a Cake Mix. Once you have the Cake Mix, head back to Rogueport Sewers and give it to Merlee. He'll reward you with 30 Coins for giving him this "heartful cake recipe".

Trouble #22 - Safe Delivery

Client: McGoomba

Reward: 20 Coins

How To Do It: To solve this trouble, head to the back alley and speak with the Goomba just right



of Zess T.'s house. He'll give you a package. Give it to Goomfrey who is a Goomba located beside Professor Frankly's place on the east side of Rogueport. Now, talk to McGoomba to receive a reward of 20 Coins. Trouble completed.

Trouble #23 - Help my daddy!

Client: Pine T. Jr.

Reward: Silver Card

How To Do It: To complete this trouble, head to the Pit of 100 Trials. Once there, talk to Pine T. Jr. and go find his dad like he asks you to which is located on the 18th floor. Once you're on the 18th floor of the Pit of 100 Trials, talk to the person you see here which is obviously Pine T. Jr.'s dad. Once you talk to his dad, go back to the very entrance of the pit. Once you're at the entrance again, talk to Pine T. Jr. to receive your Silver Card. Your reward. Trouble completed.

Trouble #24 - Emergency Shroom

Client: Puni Elder

Reward: 60 Coins

How To Do It: To complete this twenty-fourth trouble, buy a Life Shroom and give it to the Puni Elder.

Trouble #25 - Order me an item!

Client: Plenn T.

Reward: Ultra Shroom

How To Do It: To complete this next trouble, head to Rogueport. Once there, enter the Item Shop located in the Rogueport Square (or Plaza). Once inside, talk to the shopkeeper. He'll request from you 5 Courage Shells, so go buy five of them and give them to him to receive an Ultra Shroom as a reward. Good job! This one was well worth it!

Trouble #26 - Erase that grafitti!

Client: Swob

Reward: Snow Bunny

How To Do It: To do this trouble, head to the Pit of 100 Trials. Once there, make your way up to the 50th floor. Once you're at the 50th floor, head west and you should see some grafitti on the wall. Use Bobbery to blow it up, thus getting rid of it. Once you get rid of it, head to Fahr Outpost via the pipe in Rogueport Sewers. Once you're at Fahr Outpost, head into main part of it (NOT the outskirts) and talk to the Bob-omb next to the cannon statue. Trouble completed.

Trouble #27 - I must have that book.

Client: Toodles

Reward: Platinum Card

How To Do It: To complete this twenty-seventh trouble, head to Poshley Heights. Once there, head inside the pink house and talk to the girl there. She'll ask for Jolene's book. Head over to Glitzville and talk to Jolene to get the book back. Now, head back

to Fahr Outpost and re-enter the pink house, and give the book you got from Jolene to Toodles. Trouble completed.

Trouble #28 - I wanna meet Luigi!

Client: Toadia

Reward: Choco Cake

How To Do It: To do this trouble, head to Poshley Heights. Once there, speak to the person next to the water fountain. She'll say that she wants to see Luigi, so equip the L Emblem Badge and talk to her again. She'll reward you with a Choco Cake. Trouble completed.

Trouble #29 - Zess T.

Client: Seeking legendary book!

Reward: Honey Shroom

How To Do It: To get this side quest completed, head over to the Creepy Steeple. Once inside, turn tube mode and roll into the area just south of the second pillar in the first area of the entire steeple (see the Walkthrough section for more details). Once you roll into the area just south of the second pillar, you'll be in a small room. In that small room, grab the book which is a Cook Book. Take it to Zess T. to receive a Honey Shroom as a reward. Trouble completed.

Trouble #30 - Elusive Badge

Client: ??? (Ms. Mowz)

Reward: Attack FX B, Ms. Mowz

How To Do It: To do this final trouble in the Trouble Center, head to the top floor of the Rogueport Inn. Once there, head west through the door leading to the Lovely Howz of Badges (the place where you found Garf's housekey). Once there, head west and talk to Ms. Mowz who is located on the roof a building to the left. She'll tell you she wants a Badge, so go to Hooktail's Castle. Once there, head to the room where you fought and beat Hooktail. Once there, head to the middle of the room and you'll see an "!" appear above Mario's head. Use Flurrie's wind gust to reveal a chest. Open it to get an Attack FX B Badge. Once you get that, head back to Rogueport and talk to Ms. Mowz. She'll join your party and give you the Attack FX B Badge you just found for her. Not bad. A double reward. This section is also included on my Walkthrough section as an optional quest.

Note: After you defeat the Shadow Queen, you can unlock the rest of the troubles.

Re-Doing Glitzville

Location: Glitzville (after completing Chapter 3)

How To Do It: After beating Glitzville in Chapter 3, you can re-DO

the chapter again, except minus the Grubba, and minus the Chapter 3 gizmos. This time, you just fight your way up to the ranks like you did before, but the Rawk Hawk is back champion again. You can fight the Rawk Hawk unlimited times for lots of fun, Coins, AND experience. A side quest WELL worth it, I think.

There. I can't think of any more Side Quests. Please e-mail me if you know of any more. I'll gladly add them, and gladly credit you in the Version History and Credits section of this guide.

#### How To Fight Atomic Boo

Location: Creepy Steeple

How To Do It: Go to the Creepy Steeple and after opening the chest full of 200 Boos, go back to the main room and tell the lone Boo you won't be mean to him and make him convinced your telling the truth. When he is fully convinced, he will summon all his Boo buddies to the main room of the steeple. Let the Boos grab you and lift you in the air. When they do, hit them with your Super Hammer (I do mean Super Hammer) three times or so. When you do this, Atomic Boo will form. He's not particularly difficult, except at a low level. I recommend coming back for him later on in the game.

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| 19. Mini Games |  
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Here I will list all the Mini Games in this game and information on how to get to them and how to do them.

#### Mini Game #1 - Trivia Quiz

Location: Shhwonk Fortress

How To Do: Examine the pedestal with the Thwomp on it. Then, he'll give you questions. He'll give you a total of five questions. If you fail to get three right, then you'll suffer a "terrible" fate as he says, which means if you fail, you'll have to fight enemies, so here are the answers to the questions so that you won't fail.

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

Choices:

Stone Keys

Crystal Star

Princess Peach

Pickle Stone

Answer To The Question: The answer to this question is Stone Keys, so answer that.

Question #2 - What do one Mr. Softener

and one Fire Flower cost at

the shop in Petalburg? Total!

Choices:

10 Coins

12 Coins

16 Coins

20 Coins

Answer To The Question: The answer to this question is 16 Coins, so answer that.

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

Choices:

Kooskoos

Burtle

Moopa

Kroop

Answer To The Question: The answer to this question is Kroop, so answer that.

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

Choices:

Rogueport

Hooktail Castle

Mushville

Petalburg

Answer To The Question: The answer to this question is Hooktail Castle, so answer that.

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

Choices:

Boat Across the Sea

Only by Air

Go Through a Pipe

Race in a Kart

Answer To The Question: The answer to this question is Go Through a Pipe, so answer that.

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Mini Game #2 - TEC's Trivia Quiz

Location: X-Naut Fortress (Peach's Event)

How To Do: This occurs when you enter TEC's room during Peach's Event.

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

Choices:

Your wish is granted.

Thousand-Year Door opens.

A thousand coins appear.

Answer To The Question: The answer to this question TEC asks you is Thousand-Year Door opens, so answer that.

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

Choices:

To conquer the world.

To get rich.

To become a superhero.

Answer To The Question: The answer to this question TEC asks you is

To conquer the world, so answer that.

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

Choices:

100,000,000 coins.

An extremely rare badge.

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

Answer To The Question: The answer to this question TEC asks you is  
A 1,000-year-old demon's soul, so answer  
that.

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

Choices:

Charish it always.

Bring the demon back to life.

Hang out with it.

Answer To The Question: The answer to this question TEC asks you is  
Bring the demon back to life, so answer  
that.

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

Choices:

A legendary sword.

A magic spell.

Crystal Stars.

Answer To The Question: The answer to this question TEC asks you is  
Crystal Stars, so answer that.

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Mini Game #3 - Trivia Quiz 2

Location: X-Naut Fortress

How To Do: Talk to the thwomp statue and he'll give you questions. Get 'em  
wrong and you'll have to fight to X-Yux enemies which is VERY  
hard (almost impossible), so be sure to get them right!

Question #1 - Exactly what's hidden here?

Choices:

Card Key

Monkey

Elevator Key

Pretty Lucky

Answer To The Question: The answer to this question is Elevator Key, so  
answer that.

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

Choices:

Petuni  
Marilyn  
Flavio  
Koopie Koo

Answer To The Question: The answer to this question is Koopie Koo, so answer that.

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

Choices:

4 Feet  
6 Feet  
8 Feet  
Defeat

Answer To The Question: The answer to this question is 6 Feet, so answer that.

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

Choices:

Glitzville Arena  
Cortez's Ship  
Hooktail's Belly  
Poshley Sanctum

Answer To The Question: The answer to this question is Hooktail's Belly, so answer that.

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

Choices:

Prince Mush  
Prince Macho  
Prince Marsh  
Prince Matthew

Answer To The Question: The answer to this question is Prince Mush, so answer that.

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

Choices:

A necklace  
A bracelet  
A ring  
A bling

Answer To The Question: The answer to this question is A ring, so answer that.

Question #7 - What number question is this?

Choices:

Number Four

Number Five

Number Six

Number Seven

Answer To The Question: The answer to this question is Number Seven, so answer that.

---

Airplane Game

Location: Pianta Parlor

How To Do It: To start this Mini-Game off, head to Pianta Parlor.

"Try to find me!" trouble completed before you can unlock this Mini-Game. Pay her 10 Piantas to unlock the game. The Silver Card is required for this. Once you pay the 10 Piantas, you'll be able to play the Airplane Game.

Cost: 10 Piantas

Rules: Step on the airplane panel and turn airplane mode. The object is to increase your amount of Piantas by landing on certain tiles. Don't go for the Piantas that are high in the air as that will mess you up and is not necessary. Instead, move the Control Stick "Left" which will enable you, eventually, after practicing, to make it past the 400-yard mark. Note: Aim for the 2x and 3x tiles, as they will be a great asset to help you win this Mini-Game.

---

Paper Thin Game

Location: Pianta Parlor

How To Do It: To unlock this Mini-Game, complete the trouble "Help my daddy!".

Cost: 10 Piantas

Rules: Be the first one to reach the finish line. Turn Paper Thin Mode when the fans are blowing.

---

Tube Mode Game

Location: Pianta Parlor

How To Do It: To unlock this next Mini-Game, the trouble "Important thing" MUST be fully completed. Once you pay the 10 Pianta fee, enjoy your Mini-Game!

Cost: 10 Piantas

Rules: Turn into tube mode and roll to the finish line, but be careful NOT to fall into the holes. There are also Piantas lying around, but they aren't necessary and have nothing to do with the game.

-----

Boat Mode Game

Location: Pianta Parlor

How To Do It: To unlock this Mini-Game complete the trouble "I must have that book!".

Cost: 10 Piantas

Rules: The rules are to dodge the obstacles while making it to the finish line first. Good luck.

-----

The Slots

Location: Pianta Parlor

How To Do It: To unlock this FINAL Mini-Game, go to where the Gameboy, Lahla, and the High Score is. The Mini-Game is around that area. This Mini-Game is automatically unlocked. You don't need to unlock it. It's already unlocked. It takes 1 Pianta to play. Don't think you can afford it.

Cost: 1 Pianta

Rules: Flip the slots and line them up like this: Pianta, Star, and 7.

That's all the Mini-Games I know of. E-mail me if you know any more than these few.

|=====|  
| 20. FAQs |  
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Here are some questions that have frequently been asked about this game. I'll post them here.

Q: Hey, um...do you know how to get to the Pit of 100 Trials? I know it's really lame but I can't find it. I'm really bad at maze stuff. It's all a maze to me. Also do you know where Koopook is? How about Pine T. Jr.?

A: Here's how to get to the Pit of 100 Trials (Po100T): To start the Pit of 100 Trials off, head to Rogueport Sewers. Once there, head to the room with the Thousand Year Door and once you're there, from the entrance of the room, slip through the nearby bars you see (e-mail me if you don't get it). Once you slip through the bars, jump on the yellow spring. Then, get on the airplane panel and then fly onto the platform to the left. Once you're on the platform to the left, slip through the next bars via paper thin mode. Once you slip through these next bars, you'll be in a new area. In this area, head down the pipe leading to the Pit of 100 Trials. Here is where you fight the hardest boss of the game, Bonetail, though he is 100% optional, so keep that in mind. To get to Koopook, head to Hooktail's Castle in the trouble "Try and find me!". In the room with the bridge high above in the air (see the Trouble Center section of this guide for more information), you'll see a Koopa Troopa. This is Koopook. Walk off the bridge and (walk to the left), you should be on the platform where Koopook is. Finally, Pine T. Jr. is located in the Pit of 100 Trials in the trouble "Help my daddy!".



Q: How do I beat the Shadow Queen?

A: Since BP is overrated, check the Bosses section of this guide for some information.

Q: How do I get the paper thin ability?

A: In the beginning of the game when Professor Frankly accompanies you in Rogueport Sewers during your first visit, in the room with the Spinias, you will see a platform to the east that you can't get on. Head up the stairs east of that and you will see a room to the north. Enter the room and speak with the chest. It'll tell you that it needs a key to become free. Exit the room, and head outside. Once outside, head west and walk off the platform to drop down onto a platform with a Black Key on it. Take the Black Key to the chest and he'll curse you with the paper thin ability.

Q: What is the purpose in the Close Call Badge?

A: Nothing much. Basic Badge. Mario just has a slight chance of not getting hit when he's in his "Danger" state.

Q: What's this?! I've found a glitchy Badge!

A: Unfortunately, a lot of gamers on GameFAQs are having trouble with this. This can only happen when you have all the 85 Badges there are in the game and even then, this glitch isn't guaranteed to happen. I don't know how to preform the glitch, so feel free to discuss with gamers on GameFAQs, IGN, or Neoseeker message boards.

Q: How do you get Zess T to cook two or more items?

A: Complete the Trouble and get her the cookbook in that Trouble (look in the Side Quests section of this FAQ with the Trouble Center information and you will find this Trouble). After giving her the cookbook, she'll be able to make two or more items!

Thanks to ricksanlv for this information!

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| 21. Codes n' Secrets |  
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Here I will list Codes n' Secrets in this game and how to do them, and where they are located.

#### Red Bones/Dull Bones Experience Trick -----

Code n' Secret #1

Location: Hooktail's Castle

How To Do It: This one is more of a trick than a secret or a code. First of all, this can only happen when you fight the Red Bones that accompanies the Dull Bones. Okay, so this is how you do it: when you fight the Red Bones, don't kill him. Just keep killing the Dull Bones and don't damage the Red Bones, just keep attacking the Dull Bones and the Red Bones will keep building more Dull Bones, so keep killing the Dull Bones and you'll get Star Points each time you kill the Dull Bones. Get it? Just keep

killing all the Dull Bones and let the Red Bones rebuild them and you can gain quite a good bit of experience in this fight. Take note you can ONLY do this trick in Hooktail's Castle and ONLY in the battle with the Red Bones and the Dull Bones. This trick is very useful if you want a quick level up while on your way through the dungeon.

#### Bullet Bill/Bombshell Bill Experience Trick

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Code n' Secret #2

Location: Wherever Bullet Bills/Bombshell Bills are

How To Do It: To do this code n' secret, when fighting Bullet Bills or Bombshell Bills (only works if they're with their leaders, the Bill Blaster, and the B. Bill Blaster, as they can just spit out an unlimited amount of them.), let the Bill Blasters or the B. Bill Blasters, whichever one is with the Bullet Bills or Bombshell Bills, spit out a Bullet Bill or a Bombshell Bill. Kill the one the cannons spit out. Then, let them spit out another one. Then, kill it. Keep doing this as much and/or long as desired. This is the same exact thing in Hooktail's Castle with the Red Bones, except with different enemies.

#### Bow In Poshley Heights

-----

Code n' Secret #3

Location: Poshley Height

How To Do It: After completing the game, head to Poshley Heights. Once there, head to the area with the sanctum. You'll see Bow from Paper Mario 1 in front of the sanctum with her butler. This is more of a cameo than anything else, but hey, it's still a secret, right?

#### Jr. Troopa In Zip Toad's E-Mail

-----

Code n' Secret #4

Location: Zip Toad's E-Mail

How To Do It: To do this one, when Zip Toad sends you the e-mail, pay close attention to the picture of Zip Toad and you'll see an object in the sky. This is Jr. Troopa from Paper Mario 1. Another cameo.

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| 22. Copyright |  
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| 23. Contact Info |  
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To contact me, e-mail me at [verykoolguy2002\[at\]gmail\[dot\]com](mailto:verykoolguy2002[at]gmail[dot]com). Keep in mind that I will not bother to respond to hate mails, threats, or anything of that sort, just so you know (though common sense tells you that anyway, but I will remind you, just so that you are 100% sure what not to send me). I will not respond to spam, either. Only e-mails pertaining to this FAQ or any other FAQ I may have that is not marked version Final will be accepted and responded to. But please, read the FAQ before sending in a question.

It gets very annoying after a while to have to sit here and respond to e-mails about things that are already blatantly answered in this FAQ. So the bottom line is to read my FAQ first and if it doesn't contain the information you are looking for, then go ahead and e-mail me and I'll gladly respond (though I'll usually respond to question already answered in this FAQ anyway, just the way I am, but that doesn't mean I like those e-mails).

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| 24. Credits |  
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Jesus Christ: The Son of God who loves me and died for me. He died for me, so that I may have eternal life and not be condemned. Thanks. :)

Nintendo: For making such a fun game.

Nintendo Power Strategy Guide: I looked at a strategy guide from Nintendo Power and got some information on enemies and bosses I hadn't encountered in the game. Not to mention their Attack, Defense, HP, and how they attack and/or defend I also get all the information on how to get Star Pieces, Shine Sprites, Badges, etc. I also got Items from there to put in the Items section of this guide. I also got information on side quests, mini games, etc. Thanks, Nintendo Power!

My Brother: For correcting bloopers in this guide, for telling me where to

go on this game and Items to get, etc.

Super Slash: Super Slash let me use his entire Item List on my FAQ. Thanks!  
I stole his Recipes section (don't worry, we're real life brothers). Thanks again.

MysticalMoon: Thanks to his Pit of 100 Trials FAQ then I used for my guide as well.

Barbara Gibb: Thanks to him for pointing out a mistake in my guide. Thanks!

Kirby021591: Gave me a strategy for Bonetail. Thanks, a lot, this should really help the FAQ!

Cora Pearson: Thanks to Cora Pearson for one of the questions in X-Naut's Fortress that I didn't know. Thanks a BUNCH!

ricksanlv: Gave me info on the last Frequently Asked Question listed in the FAQs section.

CJayC: For posting this FAQ! Thank you, I appreciate this.

Myself: For taking the time to write this guide.

Paper Mario: The Thousand-Year Door: FAQ/Walkthrough by Mighty Oracle  
Version 2.7, Last Updated 2008-02-12 [View/Download Original File](#)  
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