

# Paper Mario: The Thousand-Year Door FAQ

by King ing

Updated on Mar 19, 2007

Paper Mario: The Thousand Year Door FAQ

Copyright 2007 King Ing

This is my first shot at making a guide, so please don't expect the best, as I won't give you help on all the items etc, but you will complete this game with my help.

Please feel free to leave any comments.

=====

CONTENTS

=====

1. THE STORY

2. CHARACTERS

3. WALKTHROUGH

3a: Prologue: A Rouge's Welcome

3b: Chapter 1: Castle and Dragon

3c: Chapter 2: The Great Boggly Tree

3d: Chapter 3: Of Glitz and Glory

3e: Chapter 4: For Pigs the Bell Tolls

3f: Chapter 5: The Key to Pirates

3g: Chapter 6: 3 Days of Excess

3h: Chapter 7: Mario shoots the Moon

3i: Chapter 8: The Thousand-Year Door

4. TROUBLE CENTER

4a: Garf's Trouble

4b: McGoomba's Trouble

4c: Arfur's Trouble

4d: Goomther's Trouble

4e: Mousimilian's Trouble

4f: Bomberto's Trouble

4g: Koopook's Trouble

4h: Mayor Kroop's Trouble

4i: Plenn. T's Trouble

4j: Puni Elder's Trouble

4k: Lahla's Trouble

4l: Pine T. Jr's Trouble

4m: Jolene's Trouble

4n: Merlee's Trouble

4o: Bub-ulber's Trouble

4p: ???????'s Trouble

4q: Mayor Dour's Trouble

4r: Zess. T's Trouble

4s: Eve's Trouble

4t: Goom Goom's Trouble

4u: Frankie's Trouble

4v: Chef Shimi's Trouble

4w: Toodles' Trouble

4x: Businessman's Trouble

4y: Goldbob?s Trouble  
4z: Gob?s Trouble  
4aa: Toadia?s Trouble  
4bb: Doe. T?s Trouble  
4cc: Bub?s Trouble  
4dd: Swob?s Trouble

5. HAPPY LUCKY LOTTERY

5a: Get a number  
5b: Winning Number  
5c: Foul Play

6. GONZALES STRIKES BACK

7. THE PIT OF 100 TRIALS

8. PIANTA PARLOR GAMES

8a: The Plane Game  
8b: The Paper Game  
8c: The Tube Game  
8d: The Paper Boat Game  
8e: Other games

-----  
1. THE STORY  
-----

One day, Princess Toadstool (AKA: Princess peach) of the mushroom kingdom had a vacation to a small (and really dirty and filthy) town named Rougeport. She met a strange person at a stand who gave her a box. Yes, a boring little stupid box. AH HA! What do boxes do? Store things! She opens the box and finds this amazing map, a treasure map! She sends a letter to Mario and he journeys to Rougeport. Here we go!

-----  
2. CHARACTERS  
-----

MARIO

-----

Everyone?s favorite plumber is back in a 2-D paper RPG adventure! Mario is the dude who has defeated the evil Bowser many, many, many times and rescued Princess Peach. Mario?s back to kick some \$\$\$ in Paper Mario 2!!

GOOMBELLA

-----

Goombella is a smart, young female Goomba who studies at the University of Goom. She hopes one day to be an archeologist assistant for Professor Frankly. She is a right brainiac, and can tell you about where you are and help you learn about people.

GOOMBELLA?S BATTLE ABILITIES:

=====Headbonk=====

Press A just before hitting the enemy to whack them with two Headbonks if performed well.

=====**Tattle**=====

Press A just as the small + symbol gets inside the big circle in order to tattle enemies. This lets you know about their HP, Attack, Defense and even their attacks. There are 124 tattles in total.

=====**Multibonk**=====

Just like Headbonk, only you can keep on attacking until you miss an action command. However, it won't last forever and the attack will slowly go down to 1 (say if the first hit done 3, the next would do 2, and the rest would do 1), but it's a good move.

=====**Rally Wink**=====

This move lets Mario go an extra turn, even if he's been already! Sweet! Tap A and B like hell to make this move work.

**KOOPS**

-----

Koops is a young, timid Koopa who wants to be braver for his girlfriend, Koopie Koo.

**KOOPS? BATTLE ABILITIES:**

=====**Shell Toss**===== **FREE MOVE**

Koops will launch into an enemy in his shell. Hold the control stick to the left and release when the red star symbol lights up.

=====**Power Shell**===== **COSTS 3 FP**

This lets Koops zoom past all ground enemies in his shell, damaging all of them. Again, hold the control stick left and release when the star symbol lights up.

=====**Shell Shield**===== **COSTS 4 FP**

When the little cursor is inside the circle, press A. Doing so will create a giant shell near Mario, which is basically a shield for him. After a few hits, the shield will be destroyed.

=====**Shell Smash**===== **COSTS 6 FP**

This move rams enemies and pierces there defense. Rapidly tilt the control stick left to use it.

**MADAME FLURRIE**

-----

A wind spirit who used to be a famous actress. Flurrie came to the woods after quitting her acting job, and plans to be back on stage once again! Punis in the Boggly Woods inspired her to re-become an actress.

**FLURRIE'S BATTLE ABILITIES:**

=====**Body Slam**===== **FREE MOVE**

Line the small + cursor into the big circle and try and keep it there. This attack does good damage, but can't be used on spiky enemies, or it'll hurt you.

=====**Gale Force**===== **COSTS 4 FP**

Hold A and let go now and then, and hold it again and so on (look at the A on the screen and mimic what it does) to blow enemies away if executed perfectly. This will not work on ANY bosses.

=====**Lip Lock**===== **COSTS 3 FP**

When the star symbol lights up, tap A. Doing so will replenish some of Flurries

health.

=====**Dodgy Fog**=====

Tilt the control stick on the on screen direction to execute this move well. It lets Mario dodge enemies attacks quite easy for a few turns.

YOSHI

-----

A Yoshi who's egg was about to be made into a unique Egg Dog by the hot dog guy in Glitzville. He is constantly calling Mario "Gonzales" as their Glitz Pit team name is "The Great Gonzales". You can name him whatever you please, from Twatty to Jackie, it's up to you.

YOSHI'S BATTLE ABILITIES:

=====**Ground Pound**===== FREE MOVE

Rapidly tap the R button until the meter is full, and Yoshi will pound the enemy a number of times. Cannot be used on spiky enemies and each hit only does 1 damage.

=====**Gulp**===== COSTS 4 FP

Hold R until the star symbol lights up, and Yoshi will Gulp in an enemy and spit it out into the enemy behind it. This move doesn't work on most bosses, only the smaller ones like Bowser.

=====**Mini Egg**===== COSTS 3 FP

Press A when the star symbols light up to make Yoshi pooh out a nice fresh egg. He will then lob these eggs at any random enemies (you don't choose), which will damage them and shrink them, decreasing their attack power.

=====**Stampede**===== COSTS 6 FP

Rapidly tap L and R to fill up the meter, and then a HUGE herd of Yoshi's will come and trample over every enemy. It only does 1 damage, but has lots of hits.

VIVIAN

-----

A member of the Shadow Sirens who is always punished and yelled at by one of her sisters, Beldam. Vivian is very kind hearted and leaves her sisters to help Mario get his name back from the duplighoist, Doopliss. After she finds out she was helping Mario, she leaves him for a short time but comes back as Mario was the only person who had ever been nice to her.

VIVIANS BATTLE ABILITIES:

=====**Shade Fist**===== FREE MOVE

When the "?" symbol turns into a button, press that button. It might be a bit sudden at first, but you'll get use to it. Has a good chance of burning the enemy.

=====**Veil**===== COSTS 1 FP

A row of buttons will appear on screen. Press them all in the order they are shown to hide in the shadows, which is useful for dodging strong attacks.

=====**Fiery Jinx**===== COSTS 6 FP

A button will appear on screen. Press it, and then another button will appear. Press that one, and repeat this until you've pressed all the buttons. Doing so will do damage to all enemies and has a 100 % chance of burning them all.

====Infatuate====COSTS 4 FP

When a heart icon appears above an enemy, press A to infatuate it. This means it is now so amazed by Vivian (it's basically like being in love) it will stop attacking. Cool.

BOBBERY

-----  
A salty sailor bob-omb, Bobbery was once married to a beautiful woman named Scarlett. They were deeply in love, and one day as Bobbery was out at sea she fell very ill and died. Bobbery thought he could of???OH WHAT THE HELL AM I DOING!!! I'M SPOILING IT FOR YOU! SORRY! I WONT EXPLAIN THE REST!!!

BOBBERYS BATTLE ABILITIES:

====Bomb==== FREE MOVE

Hold A and release when the star symbol lights up to make Bobbery explode next to the nearest enemy on the stage for some nice damage.

====Bomb Squad==== COSTS 3 FP

A circle will move up and down constantly, so press A and a Bomb will fly off in the direction the circle is. Hold A for a higher shot, and 1 turn later the bombs will explode. You can plant up to a maximum of 3 bombs.

====Hold Fast==== COSTS 4 FP

When the star symbols light up, press A. Doing so will create a special guard on Bobbery, and when an enemy attacks him he will be damaged, but the attacker takes 1 point of damage. This ability ends in a few turns, though.

====Bob-ombast==== COSTS 9 FP

Tap A rapidly until the meter is full, and doing so will cause a MASSIVE explosion which damages all enemies on the stage for about 8 or 9 damage each. Now you see why it costs so much FP, yes?

MS. MOWZ (OPTIONAL PARTNER)

-----  
This thieving mouse is actually the manager of the Lovely Howz of Badges shop in Rougeport, and that's why she sneaks into different places and snags badges there. You get her by completing the trouble sent by ??????. You don't have to get her as part of the adventure, she's optional.

MS. MOWZ'S BATTLE ABILITIES:

====Love Slap==== FREE MOVE

Rapidly tilt the control stick right and left to make this move work. Doing so will damage the enemy as well as pierce their defense.

====Kiss Thief==== COSTS 2 FP

When the meter bar passes the ?OK? sign, hit A. If this works out well, you'll steal a good item or maybe even a badge from the enemy you attacked.

====Tease==== COSTS 3 FP

Hold A to fill up the meter, whilst being aware not to overload the meter. This can make your enemies dizzy, making their attacks insecure and giving them a less chance of hitting you.

====Lovely Kiss==== COSTS 10 FP

This move is the move that costs the most FP in the game. Rapidly tap the A and B buttons and Mowz will kiss Mario, replenishing 10 of his HP. If you ask me, this move costs way too much FP.

-----  
3. WALKTHROUGH  
-----

3a. PROLOUGE: A ROUGES WELCOME

ROUGEPORT  
-----

Right, lets go. Head right and go up past the block with an 'S' on it. Hit it if you want to save the game. Soon, you'll automatically stop and see some speech pop up. A female goomba is being 'I dunno harassed' by these weird dudes. One's a fat geezer with a red cape and stupid gasses and then there are two little white dudes as well. Walk up to them all, and then the Goomba known as Goombella (possibly got from Goomba and Cinderella) and the enemies are Lord Crump (the fat geezer) and the two midgets are called X-Nauts. It's time for your first fight.

MINI-BOSS: LORD CRUMP

5 HP  
-----

Right, lets roll. This fat git is a like a stroll through a park. Just use your hammer and jump moves. When he jumps on you, the second he hits you press B and his attack will be rebounded and he will take 1 damage. Keep this up, and you'll beat him in no time.  
-----

Afterwards, Lord Crump will call for reinforcements. HOLY SHIT! X-Nauts pounce all over you to try and catch you, but you just walk out the side (lmao, what idiots) and then you must run up the nearby steps and through the exit. Lord Crump will go on about how you got away and that and then it will go on too you and Goombella again. She will give you a thank-you kiss (ooooo yeah) and will then join you on your quest. Now it's time to roll again. We must find a dude named Professor Frankly, and guy who is a right brainiac and will give us some useful information. There are two ways to go. Find the 'S' block and save and then go through the exit to the east next to it (it's the right exit). Now, as we enter the new room, this stupid little goon charges by and nicks half your coins, so now you're stuck with 50 coins. GRRRRRRRR!!!! WE DEMAND VENGANCE!!!! NOW!!!! Head back to the main plaza and you should see another entrance leading to an alleyway. Run down there and head left. Go inside the door and talk to the thieving low-life, and he'll return the 50 coins. We're back to 100, oh sick! Go back to where he nicked the money and you should see two little houses. The first is useless for now, but the second is our goal. Head inside to meet Professor Frankly. He goes on about some stuff, and then will help you go to a place called the 'Thousand-Year Door'. Exit his house (he will follow you) and then he will walk up to a fence and a part will fall off, leading to green warp pipe. Walk down there and he'll offer to teach you about battle stuff. Say 'YES?' if you're a rookie, and 'NO?' if you're pro!!! Either way, go down the pipe.

ROUGEPORT SEWERS  
-----

Hit the nearby 'S' block to save the data, and then head right and you'll bump into three dudes who think Goombella's hot. Goombella says fuck off (not

literally) and they get angry. They begin to fight you. This is our next fight!

Press the Y button to make Goombella attack first with tattle. Be sure to tattle all 3 enemies, then you must use jump and headbonk on the Paragoomba and the regular Goomba and NOT on the Spiky one. Use your hammer on that. Make sure to press B the second they hit you, to rebound it for 1 damage.

Afterwards, they will run off. Head up the next set of steps, and then jump on the moving platform. Let it carry you over to the next pipe and then go down it. You should come down to a long path with a metal fence on one side. Go down the path (be careful, you will encounter some enemies) and then run down the steps. You should see a ? block. Hit it to get a Mushroom, then walk on to find another ? Block to find a Fire Flower. Break the yellow blocks and then head down the pipe. In this room, go right until you find a ! switch. Hit it (duh!) and stairs will appear, so run up them. Go inside the entrance and you'll find a Black Box. He'll ask you to find the black key to open the box and set him free. Exit the room and head left and walk onto the pad with a paper plane mark on it. Walk to the side and fall off, and hopefully you should land on a platform and see the key. Get it, and head back to the room with the chest. Open him up and he will curse you (but it's a good thing) and you'll be able to turn into a paper plane. Head out of the room and back to the plane pad and fly down to the platform with the exit on. In this room you'll see a huge door, and yes it is the Thousand-Year Door. Jump on the small circle platform nearby and you'll get a special move called Sweat Treat. Soon you'll be back at Frankly's house and he'll explain about the first Crystal Star. It is in a place called Petal Meadows. Lets get going.

Exit Frankly's house and he'll give you the Power Smash badge. Equip it. Go into the sewers and head right where you found the three Goomba's. Instead of taking the floating platform, keep going right until you see a plane pad. Fly to the other side, and head through the exit. In this new room, you'll see a tentacle on the side. Hit it with your hammer and a giant blooper will come out, and you'll have to fight him.

MINI BOSS: BLOOPER

12 HP

-----  
You'll have to fight him as well as his two tentacles. Now worries though, they only have 3 HP. Jump on them and be rid of them. Then, he'll fall to the floor. Just hammer him like hell using Power Smash and headbonk. Soon it'll go.  
-----

Platforms on the water will appear. Use them to travel over to the pipe, and enter it.

3b. CHAPTER 1: CASTLE AND DRAGON

PETAL MEADOWS

-----  
Will be boomed out into Petal Meadows. Head onwards and you see a red dragon fly into the peak of a castle. Now, lets continue shall we? Soon you'll come to a

river. You can't cross, so we need a bridge. Find the largest amount of grass and shake it (Press A when ! Appears) and reveal a pipe. Go inside the pipe and you'll appear in the distance. Head onwards until you see a ! switch. Hit it, then the bridge will appear. Go onwards from the ! Switch to find a star piece. Go back and cross the new bridge, all the way into Petalburg.

#### PETALBURG

-----

If you're weak, rest up in the inn. Buy some items in the shop and head onwards. In this next part of Petalburg, look for the pink house. Head on in. The Mayor is there. Speak to him and he'll think you're thieves. Eventually, he'll understand you're not but he's obviously deaf. He calls you "Murphy?". Afterwards, exit this guy's house and head onwards. You'll come to a Koopa guarding a gate. Speak to him and he'll open the gate for you. A another Koopa will come and hesitate to ask something, then run off (noob). Just go to the gate and head on through.

#### PETAL MEADOWS

-----

Head through this new route until you come to a block. Hit it to get a POW block. Go through the nearby entrance. Inside this mini little castle there are two statues with little rocky thingies on it. Go up to one of the statues until ! Appears, then press A. The rocky dudes will hop off and chase after you. Battle them. When you Tattle them you'll see they have 2 defense. It's impossible to hurt them, so use the POW block you just got to bang them over. They'll take 2 damage which is all their HP, so they're dead. The gate barrier ahead will open up. Go on through and run through this new new route. Search the bushes for another POW block. Head inside the new mini castle. You'll see two statues with two spiky things on them. Do the same as last time (approach statue and press A) and they'll pop off. Fight them. You can't jump on them or hammer them, as they'll shoot out spikes to hurt you. Use the POW block, and they'll die. Now, the next gate/door will open up and you can go through. You'll come out into a new route, so head on to the next mini-castle thingy. You come near an "S" block, so save if you need to. Head onwards a few steps and you'll see a thwomp sitting on a pedestal. Press A when ! Appears and the thwomp will talk to you and challenge you. You may think it's a very hard boss battle, but lol it's a quiz. He'll ask you questions. Here are the answers:

WHAT IS HIDDEN HERE?

STONE KEYS

WHAT IS THE NAME OF THE MAYOR OF PETALBURG?

KROOP

WHAT DO FIRE FLOWER AND MR. SOFTNER COST ALTOGETHER?

16 COINS

WHERE IS THE CRYSTAL STAR HIDDEN?

HOOKTAIL CASTLE

HOW CAN ONE GET FROM PETAL MEADOWS TO ROUGEPORT?

GO THROUGH A PIPE

And that's it.



After you win the quiz, he will go off in a mood (sore loser) and will move back, revealing the pipe to Shwonk Fortress. Head on in.

#### SHWONK FORTRESS

-----

You come out in a dark room with a watery floor, so it's hard to move fast. Head right until you see a ? block. Hit it to get a new badge, Multibounce. Equip it, as it lets you bounce on each every enemy once at a time in a row. Head left or right (lets go right first) and go through the exits. You'll see black enemies called Fuzzies. Battle them if you wish, then keep on going right and into the next room. You'll find the Moon Stone (no, not the pok<sup>駕</sup>on one you idiot) You'll have to fight 4 Fuzzies to proceed. Don't worry, they're easy. Once beaten, head back to the center room where you found Multibounce, then go left. You'll come to another long corridor with Fuzzies there. Kill them if ya want to, then proceed to the left exit. Find the Sun Stone, and then battle another 4 Fuzzies. After that easy fight, go back to the centre room and you'll see a fuzzy, but it's gold. He will fight you after accusing you of trespassing.

#### MINI BOSS: GOLD FUZZY

10 HP

-----

This dude is pimps, just use Power Smash and Headbonk to lower his HP in seconds. Luckily, he doesn't suck your HP, he just damages you. After he takes a few hits, he will call a massive fleet of Fuzzies known as the Fuzzy Horde. It has 20 HP, so don't bother with it. Just use Jump and Headbonk on the Gold dude. When the horde attacks, Fuzzies will jump on you for 1 damage each. Use the guard ability to stop this damage, and the battle will be over in no time.

-----

Afterwards, all the Fuzzies will leg it. Just go back up the near pipe back to wear the Thwomp was. Head back to Petalburg. Head all the way left out of Petalburg into Petal Meadows.

#### PETAL MEADOWS

-----

You'll be stopped by that Mr. Hesitate (that Koopa) again. He'll just spit out what he wants, and it's to join you and fight Hooktail. Accept and he'll be a new recruit for your team, called Koops. Soon his girlfriend Koopie Koo will come along and convince Koops to stay. He will disagree to all her talk, and she will get pissed off and attack you both with a shell attack (OI, WATCH IT BITCH!!!!) and then scam. Just walk away from that nutcase and back to the place near the pipe to Rougeport. You'll see two small statues with the moon and sun shapes on them. Put the moon and sun stones in the right statues and then two ! Switches will appear. Go up to the left one, and face left whilst standing next to it. Hold X and keep Koops' shell in position, then run over to the other switch on the right. Release X then hit the switch you're near with your hammer and they'll both be hit at the same time and then the taller statue in the centre will crumble into a pipe. Go inside it, and then into the distant castle.

#### HOOKTAIL CASTLE

-----  
Once you enter this HUUUUGGGGGEEEEEE castle, jump on the spring and onto the long platform above. Head left and hit the replenish block (be sure to have enough to pay, it's 6 coins) and then head right out of here. You'll now be introduced to this castle, and will come out on a plane pad. Hit Y and fly over to the big red door (seeming it's BIG and RED, you can't miss it.) Head through it. Now we're inside the castle, so prepare for a puzzling but amazing journey. Fight the Koopa Troopas and Paratroopas if you wish, then find the red block with Power Bounce in it. Equip it, as it is good. NO, BLOODY GOOD!!!! Hit A as you jump on the enemy and you'll continuously jump on that foe until you miss an action command, so it's one hell of a good badge, eh? Anyways, head to the end of this room and get the hell outta here. In this next room, Koops will spot a Koopa skeleton with blue shoes. He thinks it's his father, but then he finds a note which says about Hooktail hating crickets (we'll find the badge for that later) and also that he loves his son Kolorado, not Koops. Koops realizes this dead dude ain't his dad. After this, head to the end door of this room. It is blocked by a dead Koopa, but its bones are red. Get close, then press A when ! Appears to trigger this event. He will get up. (AHHHHHHH!!!! RISE OF THE DEAD!!!! HELP ME!!!! THIS CANNOT GET WORSE!!!!). A mass of dead Koopas will come down and flood the room (IT GOT WORSE!!!! OH FUCK!!!!). Hammer the hell out of them and get to the door, and prepare for the battle vs. the dead red dude.

MINI BOSS: RED BONES  
5 HP

-----  
This dude is joined by four other Dry Bones. They have 1 HP and two defense, so hammer is best. It would be useful if you had a Fire Flower or something, as that will kill the Dry guys first then leave the Red dude on 2 HP. Power Smash this red guy and shell attack him to finally kill him (but wait, he's already dead!!!) and win the fight.

-----  
The guys will scam and you can proceed into the next room. In this room, some of the Dry Bones will move. Fight them if you want to, then head out of this room. This room is puzzling. First head to the end and you'll see the door is locked. To get the key, look for a purple box near the door. Hit it to make a small purple platform fall down near a grey block. Jump on the purple box, then onto the grey block, then jump across the gap to the next grey block, then hit the yellow block with your hammer. Then, go back to where you found the purple box and hit the yellow one instead. Go back to where you hit the block, and go to where the yellow box that you moved was, then use Koops to hit the red ! Switch, then the stairs will change so walk up the new ones and use Koops to grab the key, then use Koops to hit the ! Switch again to swap the stairs back, then head to the door, then unlock it, then go through it. Phooofffff, that's a mouthful. In this next room, save the game with the ?S? block, then head through the door at the end of this room. You'll come into a room with a Paragoomba and a Dull Bones. Find the red ! Switch and face away from it, then hold X to hold Koops in place. You'll see three prison-like cells at above where the switch is. The first on the left has Hooktails weakness, which we can't get just yet. The next has a Dull Bones, and the last has an entrance to another room. Walk up to that one and then release Koops, then walk through into the cell then through the entrance. Inside you'll find another black chest, so let him BEG you to get the key, then head to the end of this room through the door. In this wacky room, part of the floor has holes in it. Just walk to the centre and open the chest, then nab the black key. The holes in the floor will become spikes, then the ceiling will fill with spikes and slowly drop down towards you. Get the hell outta this room NOW!!!!!!!!!! You have bags of time so it's pimps. Go back to Mr.

Chest and open him, and he'll curse you again. This time, you can hold R to turn as thin as a sheet of paper and squeeze between bars. Get out of this room back to where the cells are. Use your new ability to squeeze through the bars and out of the cell you're in and then get into the one with the red badge. It's the Attack FX R badge!!! Equip now just incase you forget later and use your hammer. You'll hear a noise like a CRICKET!!! HOOKTAILS WEAKNESS!!!! OH BABY!!!! Just get the hell outta here back to the room with the ?S? block, then save. Now, go all the way back to the room where you battled Red Bones. You'll see a row of bars at the top, each one looking like this:

```
+++++
+++++
+++++
+++++
+++++
+++++
+++++
+++++
```

So as you can see, they are in a cross pattern, which makes your paper ability useless. Look for the bunch of bars which are just lines, slip through them, then head right and nab the key. Go back to the room with the ?S? block and save once again. By now, you have surely noticed the big fat green block by now. Hop on it and you'll see the switch to make it move is out of your reach whilst you're on the block, so get on the green block, face the box to make it move, then hit Koops to it and you'll move up to a platform., leading to some steps. Head up the steps and find the door, then unlock the door with the key you just found. Proceed. In this room, hit the replenish box to heal anything you may of lost through previous battles. Hit the blue ! Switch to make the missing bridge appear. Head on and you'll see that the next bridge is gone, too. Use Koops to hit the ! Switch at the other end to make the bridge appear. Head across, then you'll see ANOTHER bridge missing. This time, head through the window with no glass, then head right till you see another window without glass, then jump through it back into the room, and you would have got passed the gap. Head through the next door. In this room, battle the Dry Bones if ya wanna, then go up to the small green box. Face away from it, hold X to hold Koops in place, then go onto the big green block, release Koops then travel up to the upper part of this room. Battle the enemies up here as they'll get in the way. Head left and go into the door to find a mouse. A thieving mouse. AHHH!!! THEIF!!!! OPERATOR, GIMME THE NUMBER FOR 911!!!! (lol, Homer Simpson). She says stuff and kisses you (OOOOOOOOO YES!!!!) and then runs. Theirs is a lot of kissing in this game, so get use to it lol. Open every chest to get a Mushroom, Honey Syrup, A key and hit the block for the Shine Sprite. Get out of here, then back on the long upper platform head right and unlock the door. In this room, kill the enemies and then go and whack the small yellow box to make the bigger one fall down. Face away from the small one, hold X for Koops, run onto the bigger yellow box and release X. Travel up to a very thin walkway, so be careful. Walk slowly and carefully left until you see some bars. Use your paper thin ability and get on the plane pad. Fly over to the small platform with the door on, then head through. In this next room, go down the steps. Find the small yellow box, and whack it to move the fat yellow one. Use Koops to snatch the key from the other side and then run up all the steps, unlock the door at the top, then go through.

-----  
CHAPTER ONE BOSS  
-----

Now follow this long route and battle the enemies on the way until you reach the ?S? and replenish blocks. Hit them both (replenish, then save would be sensible,

eh?) the head inside the HHHUUUUUGGGGEEEEEE red door. MAKE SURE YOUR ATTACK FX R BADGE IS EQUIPPED!! CHECK NOW!!! IS IT? GOOD!!!! PROCEED!!!! You'll enter the room, hear a voice, then see a MMMMMMAAAAAASSSSSSIIIIIIIVVVVVVEEEEEEE red dragon rise up and roar loudly. After a long boring chat, you'll fall into battle with Hooktail, the chapter 1 boss.

BOSS: HOOKTAIL

20 HP

-----  
Ok-ee-doke-eee, lets jet! Hooktail can do 5 damage usually, but if you're Attack FX R badge is equipped her attack will go down. So use Power Smash and she'll be shocked by the sound of a cricket. Her attack will now be at 3, so it makes it easier. Use Koops' Shell attack to hit Hooktail, then use another Power Smash, with cricket noises, to lower Hooktails attack to 1!!! Now, if you guard right her attacks will do nothing! HA-HA!!!! After you do 20 damage to her, she offer you 1000 coins. Say NO, or she'll attack you. She'll then offer you a badge, say NO, or she'll attack you. Then she'll offer you the opportunity to smell her feet (\*pukes\*) for free, say NO, or she'll attack you. She'll then back up, then eat half the audience and regain 10 HP, and her attack will rise back up to 5. Now, use more cricket noise Power Smashes to weaken her, and be sure to replenish FP and HP with Mushrooms and Honey Syrups. When Hooktail is defeated?ummmm?what to say??uh??good job? Yeah, good job dude.  
-----

Afterwards, watch this nice cutscene. Yay, Koops' father wasn't dead, he was just stuck in Hooktails belly. He gives you the Crystal Star, you learn the special move Earth Tremor, and now we're done.

-----  
END OF CHAPTER!!!  
-----

SPECIAL END-OF-CHAPTER FEATURES

After each chapter has ended, you can play as Peach and Bowser for a while. This is a cool feature.

PEACH

-----  
Now, Peach's first act is up. Watch the scene, then head into the left door and use the shower. After that, exit this room and the right door will open. Head through it, then through the long corridor to the next door, and in that. Peach will meet TEC XX (codenamed: TEC), the X-Naut supercomputer. Watch the scene and then you'll get to control Bowser.

BOWSER

-----  
Woo-Hoo! We can control Bowser now! Yeah, but for like 5 seconds. Bowser will enter a castle. Just walk to the end of the room, watch the scene as Kammy Koopa comes in and BANG we're down with Bowser.

MARIO

-----  
Back at Petalburg, there will be a long scene of chatting and Koops will decide to travel with you everywhere now. So, off we go.

PETALBURG

-----  
Go back to Petal Meadows. (If the Attack FX R badge is pissing you off now, you can un-equip it)

PETAL MEADOWS

-----  
Head back to the pipe which leads to Rougeport, and enter it. Also, read the mail you get from Peach.

ROUGEPORT SEWERS

-----  
Go to the room where the Thousand-Year Door is located. Jump on the pedestal to put the newly acquired Crystal Star there. You'll automatically go back to Frankly House.

ROUGEPORT

-----  
After a LLL000ONNNNGGGGGG chat with Frankly, head outside. Go to the house next door if ya wanna upgrade partners. It costs 3 Shine Sprites (sorry I didn't give the locations, it's my first try yeah? Be fair on me. Use another guide for locations on Sprites.). Luigi is nearby, but he won't join you. He is on his own quest to rescue Princess Eclair of the Waffle Kingdom (lol, that's cool). Now, buy some stuff at the shop and then go to the room with the BIG yellow block which you fly onto using the plane pad. It's the room before the room with the Thousand-Year Door in. You'll see a small grey thing run into a hole. Follow it by squeezing through the nearby bars. In this room, find the grey dude and he'll think you're bullies, and then ask if you are or not. I said yes (lol), but Koops quickly babbled out the truth. Soon his guy known as a 'Puni' will go through a hole, hit a switch, which will reveal an entrance at the top of the steps. Go inside the entrance, then head all the way left and get the Damage Dodge badge. Head all the way right and find the Puni (he's called Punio) and head through the grey pipe, to the Boggly Woods.

3c. CHAPTER 2: THE GREAT BOGGLY TREE

BOGGLY WOODS

-----  
You'll come out in a nice white and peaceful forest. Hit the nearby 'S' block and set off right. You'll see the Shadow Sirens chatting. Fight the enemies here if you wish (from now on, I'll just say fight the enemies, ok?) and then proceed onwards. Go on until you see a pipe. Punio will suggest we go through it, so let's do so and head for the big white and black tree.

## THE GREAT TREE

-----  
Here, Punio will go up the front of the tree and go WTF!?!?!?!? (no, not really) at the door which is installed at the entrance. There is a light on top of the door, and it is red. So it's obviously blocked and we can't enter. DAMN THAT!!! But then, Punio remembers that there is a secret entrance. When he moves, follow him then speak to him. He can't find the secret entrance, as it is covered up. He says we need Madame Flurrie to help us out, so exit this place back to the woods.

## BOGGLY WOODS

-----  
When you come out of the tree, watch the scene with Flurrie. She has lost something good. Anyways, after that exit from the distance using the pipe. When you come out Search the grass to find an Inn Coupon, this lets you enter any Inn for free. Proceed onwards. In this next area, run all the right (fight the enemies) until you reach a black wall. Try and find the hole and go inside it, the run up, the go left to find a ! switch. Hit it to make the support with the plane pad on taller. Walk just a bit more left after the switch to get a Star Piece. Now, get out of this part and enter the pipe. When you reach the plane pad, hit Y and tilt the control stick very fast, so you can stay airborne longer. Reach the platform and hit the block to get Quake Hammer. Equip it if ya want, then head onwards. In this next area, fight the Dark Puff then head right until Punio spots Flurries house. Hit the replenish box if you need to, then squeeze through the narrow gap in the wall nearby using paper mode. Run left and jump into the pipe. In the distance, run into Flurries house.

## FLURRIES HOUSE

-----  
There's an ?S? block in here, so save. Walk the steps and up to the big door. Flurrie will agree to help Punio, but she really wants her necklace back. So we have to find it or she'll never come out. Exit Flurries House.

## BOGGLY WOODS

-----  
Watch the scene with the Shadow Sirens, the head all the way back to where you first saw them. Now they'll know you're Mario, and will fight you. Also, remember they have the necklace? Lets jet, dudes.

## BOSS: BELDAM, MARILYN AND VIVIAN

Beldam: 10 HP            Vivian: 10 HP            Marilyn: 15 HP

-----  
You may think, OH MY GOSH! 3 BOSSES IN ONE BATTLE?!?!? But don't worry, this battle is SOOOOO easy. I recommend taking out Marilyn first, as she has the highest attack. But your hammer can't reach Marilyn, so if you equipped Quake Hammer you can damage all 3 of the sirens in one hit. Try and get the Superguard timing right, especially against Marilyn. She can boost her attack to 6, which kills. Beldam is the weakest, as well as Vivian, so getting rid of them is easy peezy lemon squeezy. Kick their foul shadowy asses!!!!

-----  
After the fight, they all run away and the necklace will fly out from them. Nab it and run back to Flurries House.

## FLURRIES HOUSE

-----  
Save, then walk to the door. Flurrie will take the necklace, a disco ball will come down and she will come out of the room. She will smooch you (OH BABY!!!) and then join your party. Head back to the Great Tree.

## THE GREAT TREE

-----  
Go up to where Punio said the secret entrance was (at the top of that root). Face right, then hold X to make Flurrie blow the sheet covering the entrance away. It's tiny, and only Punis can fit through it. Let Punio get in, and then you'll the door light turn red to green. Now you enter, so go up to the door and head on in. Inside this cool place, some X-Nauts will attack. I'm going to class this as a mini boss as you can't flee.

MINI BOSS: X-NAUT DUO

4 HP EACH

-----  
This battle is easy. They might drink potions to raise attack and defense. They only have 4 HP each, so you can take them out in no time.  
-----

They'll flee to report to Lord Crump (that fat geezer you fought at the beginning of this game) and then more and more Punis will come out from behind the black thingies. They'll be afraid of you at first, and you'll have to prove your innocent. Save and replenish if you need to, then head up the only pipe here. In the next room, head through the other pipe. In this room, battle the X-Naut and then head through the next pipe to the upper part. Run to the next pipe and go up it. Now there will be a scene with an X-Naut getting hit by a shadow of a mouse (yup, it's Ms. Mowz) and will be knocked out. When you come out of the pipe, Punio will spot the elder in a cage. Then the other Punis in another. Head into the hole on left. Another time with Ms. Mowz and she will kiss you AGAIN and then run off. The X-Naut that was knocked out will wake up and accuse you of hitting him, so here's another mini boss (you can't run)

MINI BOSS: X-NAUT

4 HP

-----  
Hit him with Power Smash and the battle's over.  
-----

He'll drop this red key. Open the chest to get an Ultra Shroom (DO NOT use it yet, it recovers 50 HP so save it for a hard boss fight, ok?) and then head back to the Elders red cage. Open it then Punio will talk to the Elder. She will get ticked off with Punio and go HHUUGGGEEEE, then talk about some stuff with is several hours long (not in real time, it just says "SEVERAL HOURS LATER") and then she'll finish. Punio will run up to the blue cage and promise his sister, Petuni, that he will get her and the others out. Head back to the room where you fought the two X-Nauts (with the save and replenish blocks) and talk to the elder. This chat will go on and on. The Elder will get mad at Puniper (the fat, chubby Puni who doesn't like you) for disagreeing to help you, then will tell you about a star-shaped jewel at the bottom of the tree. It's the Crystal Star. The 10 Punis (including Punio, so that makes 11) will join your party. The Elder

will give you the Puni Orb which makes the Punis gather near the statue you put it on. The Elder will then tell you that if your Punis go missing, go see her and she'll call them back for you. Now head back up the only pipe here. This time, put the Puni Orb on the small black statue and watch the Punis gather onto the pedestal. When they are all on, a new pipe will appear. Take the orb and go down the new pipe. In this room, go up to the controls by the door and switch the doors light to green, so you access this room easier. Now, put the orb on the small statue, make the Punis gather onto the pedestal and then use Flurrie to blow them off. They'll come up in bubbles, so blow them to the other side. Take the orb once they are all on the other side, then fall down the gap and get the Shine Sprite. Head back up the pipe and cross over the gap and get to the Punis. Head down the nearby pipe once you reach the other side. In the next room, defeat the Pale Piranhas and then head up the pipe to the left. In the upper part, make Flurrie blow away the black thing to reveal a plane pad. Fly over to another pad, then down to a box with a Shine Sprite on it. Re-group with any lost Punis till you have 11, then back up the left pipe. Defeat the Pider (if it scares the Punis, jump down and get them back.) then head through the next pipe. In this room, ignore that fly with spazzy eyes for now and go through the pipe (not the one you came out from, the other one). Hit the ?S? block and use Flurrie to blow away the blue wall. Go inside the newly discovered entrance to find a shop (what the hell was a shop doing covered up?). Hit the replenish block if you need to, then buy some items. Head out and back through the pipe to the upper level. Now go into the room where the spazzy fly went. Now in this room 10 of those spazzy flies will come out and they are called ?Jabbies?. The Punis and the Jabbies will battle. Help the Punis out by using Flurrie to blow away the Jabbies. Once all 10 are gone, the Punis will enter there HQ-like thing and blow it up. Head through the new entrance. Inside, jump down and open the chest to find a blue key. Now, head all the way back to where the cages were. Watch the scene with Petuni and the others and then use the route you took to get here to go back (read how you got here to get back). Inside the room with the cages, open the blue one and there will be a scene with Petuni and Punio, then 90 more Punis will join you, making you have a vast group of 101 Punis!!!!!! Now, head AAAAAALLLLLLLLL the way back to where you found the shop. Hit the ?S? block, then go back to the upper level. This time, head across the thin path to the left and use Koops to defeat the Piders. Find the red block, then use Koops' shell move to reveal a block underneath it. Jump on the new block, then hit the red one, then get the badge. Go down and get any Punis which were scared from the Piders ONLY after you defeat all the Piders, otherwise they will get scared again. Head across the thin path to the left exit, and enter. Make sure you have all your Punis, as we're in for another Jabbie battle. This time, 100 Jabbies will attack. AAAIIIIIEEEEEYYYYHHHHH!!! OH well, they're outnumbered by 1 Puni (lol). Help out with Flurrie, and once all 100 Jabbies are knocked out the Punis will yet again blow the hive. Head through the new entrance. In this room, kill the Piranha and then go down the pipe. In the next room, kill the other Piranha and then go through the exit. Put the orb on the statue, and a cage will fall down. Lord Crump built a fake one to trap you inside that cage. YOU FAT MOTHER-FU\*\*\*\*!!!!!! Oh well, use paper mode to slip out (bet he didn't see that comin) and then head down the pipe to the right that just appeared. In this room, hit the black ! Switch and remember the order of the symbols on the statues above (Sun, Moon, Puni then Star). Now go back to the room where you fought the 10 Jabbies with your 11 Punis, then head into the room where you found the blue key. There should be 4 ! Switches now. Hit the first one until a sun appears on the statue above, hit the second one until you see a moon, the third until you see a Puni, then the last till you see a star. The slot-statue thingy will disappear and leave you with a new entrance. Go in. Open the big chest to get the Super Boots! Toadette will explain how to use them (jump, then press A while airborne to do a spin jump/ground pound). Exit this room and break the part on the floor with an X on it (X marks the spot!) and you'll fall down into a room with loads of black statues. You should have landed on one, so hop over to the Shine Sprite. The back to where you landed and then hop left until



you see a badge with a ?C? on it. Use Koops to get it. It?s the Charge badge. Equip if ya wanna, then head up the pipe. Back in the room where you got the blue key, head back to the cage where the Punis are trapped. Put the orb on the statue and make the Punis gather round it. Break the part on the floor marked X with a Gyro Jump, and then head back up to the cage. Use Flurrie to blow the Punis down the hole and onto the ledge below. Take the orb, make sure all the Punis are with you, then head down the pipe next to you on the ledge. In this room, head right a beat the X-Naut and the Yux, then head down the next pipe. In this room, go down the pipe, walk across the panels and up the next pipe to the blue switch. Sit on it to make the ! Switch go under water. Hit Koops away, then get off the switch and let the ! One appear, the release Koops to hit the switch and drain the water to the bottom level. Go down and get the Shine Sprite by walking on the lily pads. Now, use the pads to get the other side and go down the pipe.

CHECK UP!!

DO YOU HAVE ALL 101 OF YOUR PUNIS? IF NOT, GET THEM! YOU NEED THEM ALL NOW!

In this room, put the orb on the statue and make the Punis gather onto the pedestal. YOU NEED ALL OF THEM, SO BE SURE YOU HAVE THEM ALL!!! Once all the Punis get on the platform, it will lower to the bottom of the tree. Hit the ?S? block and the replenish block, then go right. Put the orb onto the next statue, Punis will crowd onto the pedestal and the Crystal Star will come out of some water. Lord Crump will nab it, then set off a time detonator. You have 300 seconds to get the hell out of here!!

-----  
CHAPTER TWO BOSS  
-----

Run up and exit through the pipe Lord Crump went into (forget the Punis for now, you don?t need them) and then you?ll have to battle two X-Nauts. Take them out and then run through the door. Go through each room and go back to the first room of the tree (where the exit is) and watch the funny part with Lord Crump and The Elder arguing. Lord Crump will spot, turn off the time and get inside a ball. Yes, a ball. But this ball turns into a big, pink (LMAO PINK!!!) robot. Now it?s time to fight the second boss, Magnus Von Grapple.

BOSS: MAGNUS VON GRAPPLE  
30 HP

-----  
This guy ain?t too difficult, just use Power Smashes on his feet and use Flurries Body Slam. He will stomp on you and also shoot out his X-Fists. Use Flurries Gale Force to blow them away, and use Earth Tremor when Magnus is weak. Eventually he?ll be done for.  
-----

Watch the chapter ending and you?ll get the Crystal Star. You?ll learn the new special move, Cock Out??I MEAN CLOCK OUT!!!!

-----  
END OF CHAPTER!!!  
-----

END-OF-CHAPTER FEATURES:

## PEACH

-----  
This time, when the doors to TEC's room open, go there. In TEC's room, he will ask to dance with you. He will produce a hologram of Peach for her to dance with. Just push the buttons that appear on the screen. TEC will think that was fun, and analyze the data from it (?!). And that's Peach's part.

## BOWSER

-----  
Watch this scene and you'll be able to play a short, Super Mario bros. style level. Just guide Bowser to the flag. Get 2 chunks of meat to turn invincible. That's it for Bowser.

## MARIO

## THE GREAT TREE

-----  
Watch the cutscene, then head back to Boggly Woods.

## BOGGLY WOODS

-----  
Go back to the pipe leading to Rougeport sewers.

## ROUGEPORT SEWERS

-----  
Head to the room where the Thousand-Year Door is and jump on the pedestal. The next place will be revealed, and you'll automatically go back to Frankly's house.

## ROUGEPORT

-----  
Frankly will explain that the next Crystal Star is in a floating town called Glitzville. You need to ride the Cheep Blimp to get there, and the way to get a ticket is to speak to Don Pianta. Head out of Frankly's House and fight the guy guarding the second part of Rougeports east side, called Gus. He has 20 HP, and since you beat a robot with 30, he shouldn't be too hard. After that, head to the west side. A female toad called Zess.T will be there, and she is searching for her Contact Lens. Move to break them (no matter where you go, you always do) and she'll get VERY angry. She'll block the west side until you buy her some new ones. Head to the shop and speak to the man. He will tell you they have none, but they'll place an order right away. For now, do some troubles etc and then eventually they will come. Buy them (they're 15 coins) and speak with Zess.T. Give her the Contact Lens and she will let you go through. Head into the west side and go all the way left until you see another shop. Go on in and buy a Dried Shroom, then a Dizzy Dial in that order. The lady boo will ask what color is your mustache. Say "Yellow?". The she will say that that was the wrong question, and will ask the proper one. What is your favorite color? Ignore your favorite and just pick Yellow. Now you enter the door at the other end of the shop. She will unlock it and you can proceed through the door. Head up the steps to the next door and enter it. In this room, head right until the cutscene occurs. Don Pianta is there. After he hears that you want a Blimp Ticket, he

will ask you to do him a favor first. You must find his daughter and one of his workmen who are in love and bring them back to him. Go to the pier and find a blue and a yellow pianta standing there. Speak with them and they'll refuse to go back. Go back to Don Pianta and tell him, and he'll just finish speaking when the two piantas come in. They will speak to Don Pianta and then he will tell them to go away and they will. After hat utter soap opera, he will give you the Blimp Ticket. Now head out of his place, out of the shop. Go up north in the west side. In this area, there is a train. Ignore that for now, just speak to the conductor and show him the ticket. Go through the pipe and hop onto the blimp.

### 3d. CHAPTER 3: OF GLITZ AND GLORY

#### GLITZVILLE

-----

This is one of my favorite chapters in the game, it's so exciting and mysterious. Anyways, head up north towards the doors and go inside the Glitz Pit. Inside this place, head through the big red doors. The Glitz Pit is a fighting arena where fighters gather to well?fight. Watch the match on the ring. You'll see the champion, Rawk Hawk, is beating the living snot out of a Koopa in armor. After that fight, he will hold up the Champs Belt. You'll see that it has the Crystal Star on it! Soon you'll automatically exit the ring. You must work your way up the ranks and win that belt. Speak to one of the blue guys in sunglasses at the left or right side to become a fighter. Head down the corridor and look for a brown, posh-like door next to a locked one. Enter that door. Grubba is there. Talk to him and sign the contract he gives you to become a fighter. Your fighting name is ?The Great Gonzales?. After the scene, Ms. Jolene (a female toad) will escort you to your locker room.

It's a bit skuzzy and skanky in this dump, but once you start becoming better and better you'll proceed to much nicer and cleaner rooms. So for now, this dump site will have to do. After Ms. Jolene explains to you what to do, go up to the GBA style computer on the wall and select ?Reserve a Match?. Grubba will explain who you're up against, and it's the Goomba Bros. They're easy, so don't worry. Also look out for what Grubba tells you to do. It's random, so I can't tell you. He gives a certain instruction, like Appeal at least once or don't jump. Follow these rules to win. When the blue dude comes, speak to him and he'll take you to the fighting ring. Now let us fight the Goomba Bros.!!!

#### GLITZ PIT BATTLE: THE GOOMBA BROS.

RANK 19

-----

These guys should be easy, as you have fought Goomba's before. There are 5 of them with 2 HP each, so it's pimps, really. At the start one will cheat and strike you first, just press B to rebound it.

-----

You'll get paid money for winning. Watch the scene then reserve another match.

#### GLITZ PIT BATTLE: THE KP KOOPAS

RANK 18

-----  
These guys are basically just yellow Koopa Troopas. Jump on them to get reveal their vulnerable under-bellies and then Power Smash them. As for the KP Paratroopa, jump on him twice to make him lose his wings and then fall on the floor. These guys aren't that hard and soon this fight will be over in no time.  
-----

From, now on, I'll just go straight from one fight to the next, ok?

GLITZ PIT BATTLE: THE POKEY TRIPLETS

RANK 17

-----  
Pokeys are deadly. They will throw parts of their body at you and cannot be jumped on. Use Power Smash and Shell Toss, and if you need to Earth Tremor to kill them in minutes.  
-----

GLITZ PIT BATTLE: THE DEAD BONES

RANK 16

-----  
Omigosh! Not these losers from Hooktail Castle again. This fight is easy as pie, as they only have 1 HP. Use your hammer and Shell attacks with Koops to beat them in seconds?no??milliseconds!!!  
-----

GLITZ PIT BATTLE: SPIKE STORM

RANK 15

-----  
This fight is hard, as the enemies are tough. The Spinies have 4 defense, so they are VERY hard to kill. I suggest Earth Tremor. The Lakitu is easy, although he will throw out new Spinies. For minor league, this ain't a walk in the park, trust me.  
-----

GLITZ PIT BATTLE: THE HAND-IT OVERS

RANK 14

-----  
The enemies are easy to beat, but they will nick coins and items. The red ones only steal coins but the green ones do both. Once they steal something, they will run away with the item on their next turn. It's an easy fight, but they're sneaky little gits.  
-----

GLITZ PIT BATTLE: THE MIND BOGGLERS

RANK 13

-----  
These dudes are easy. It's 3 of the enemies you met in Boggly Woods. A Piranha, a Pider and a Dark Puff. Power Smash the Piranha and Spin Jump the others to win quickly.  
-----

GLITZ PIT BATTLE: THE PUNK ROCKS

RANK 12

-----  
These punks are quite difficult. Use Earth Tremor, as they will charge their attack up by 6 points, which can make do 8s to you. Earth Tremor will finish

them off quickly.

-----  
GLITZ PIT BATTLE: THE BOB-OMB SQUAD

RANK 11

-----  
These dudes are pimps. Hit one of the bombs with your hammer and it will turn angry and its fuse will light up. If it touches you when it's lighted up, it will die but do 5 to you. If it is lighted up, don't jump on it. Power Shell is a good choice here.

-----  
GLITZ PIT BATTLE: THE ARMORED HARRIERS

RANK 10

-----  
These guys are impossible to beat at this moment. Just run away for now.

-----  
Exit the Glitz Pit and go back out into Glitzville. You'll see the pig dude at the Hog Dog stand is chasing a bouncing egg. Just run around after the egg and eventually it jump on top of the Hog Dog van. Head right near the Fresh Juice bar and find the big ! Switch. Climb up the crates and get on top of the switch. Ground Pound on it and watch as the steps appear. Walk up the steps, the open the chest to get a badge. Jump on the spring to get up to the plane pad. Fly over to the Hot Dog vans roof and speak to the egg. It will want to follow you, so agree and walk back to the Glitz Pit. Fight the harriers again, run, then go back to the locker room. Your egg will be gone, and you'll see it hatched into a Yoshi! Look at other guides to see how the Yoshi's colors differ, then you get to the name the little guy! I called mine "Sonic" (yes, I'm a big fan of Sonic the Hedgehog). Now, face the Armored Harriers one more time with your Yoshi out.

GLITZ PIT BATTLE REMATCH: THE ARMORED HARRIERS

RANK 10

-----  
Now use your Yoshi's Gulp ability to gobble up one of the harriers, the spit it out to hit the other one. Do this twice to finish them off.

-----  
Now you've made it to the Major-league, and you get a much nicer room. Grubba will give you 30 coins for getting the major league so quickly. Soon you'll get an e-mail from someone called X in ThIs StYlE. Go to the computer to reserve your first major match.

GLITZ PIT BATTLE: THE TINY SPINIES

RANK 9

-----  
Use Earth Tremor and Gulp, as these dudes have high defense.

GLITZ PIT BATTLE: THE POKER FACES

RANK 8

You can't jump on these dudes, so use Earth Tremor and hammer moves etc to finish the job.

---

After this fight, another e-mail from X will pop up. He tells you to go to the watering hole out side the Glitz Pit (a.k.a: the Fresh Juice bar), so go there. X isn't here though. Speak to the bartender to receive the awesome new Super Hammer (known as the ?HAMMAWHACK 2005?) which does better damage and a new ability is now available! Toadette will teach you it, you need press and hold B and then rotate the control stick continuously till your body twists up, then release B to swing the hammer round and round. Thanks, X! Speaking of X, he sends you another e-mail which tells you to go into the minor league locker room and break the large yellow block. Go to the minor league room then, and use your Super Hammer ability to smash the block to smithereens. Go inside and hop onto the shelf, then hop on your Yoshi and use his air-running ability to run to the other shelf, the grab the sheet of paper there. It's about the Crystal Stars, but when you leave this part Ms. Jolene confiscates it. Selfish Cow. Now just go back and reserve another match.

GLITZ PIT BATTLE: THE SHELL SHOCKERS  
RANK 7

---

These dudes are just slightly more difficult the original Koopa Troopas. Whilst on their bellies, they still spin round whack you and your partner for 5 damage. Power Smash them and maybe use Earth Tremor.

---

Be sure not to end up to weak after this fight, as the Armored Harriers will demand a rematch with you. Gulp them twice like last time and beat the suckers??AGAIN!!! If you do lose, it won't affect your ranking so don't worry. Back in the locker room, we'll get an e-mail from???not X? No. It doesn't say a name, but this person sure is pi\$ed off with ya. Just ignore this bastard for now and reserve another match.

GLITZ PIT BATTLE: THE FUZZ  
RANK 6

---

Beat the normal fuzzy, then deal with the two new ones. The white one will suck FP instead of HP, and the green one can multiply it self, but must divide its HP to do so. This ain't very hard.

---

Back in the locker room, a cake will be delivered on the table. Eat it up, as it will restore all your stats (including Star Power!) ready for your next fight. Save your game, then reserve a match.

GLITZ PIT BATTLE: CRAW-DADDY  
RANK 5

---

This is quite a hard battle. This dude has high HP, and has quite high attack. Use Earth Tremor and Power Smash and Gulp to beat him. Try and rebound his attacks, as you'll need plenty of HP for what's up next?

-----

After this fight, a pissed off Bowser will stomp into the arena and jump onto the ring. You have to fight him, so make sure you have good HP and FP, or maybe items to help you heal.

BOSS: BOWSER  
30 HP

-----

Bowser isn't too hard, he can only do 3s and 2s to you. Use Power Smash and Ground Pound with Yoshi. If you gain enough Star Power, use Earth Tremor to deal some more damage. He can breathe fire at you, damaging you and your partner and also he can bite you, which has a 50% chance of poisoning you. Poison makes you take 1 point of damage on each of your turns, so it's quite nasty. After a while, Bowser will jump on you. Press B to rebound it, but if you don't you will take damage and lose an ability for a while (I.e.: hammer or jump etc), so he's quite a tough-cookie. Good luck, you might need it.

-----

Back in the locker room, just reserve another match.

GLITZ PIT BATTLE: THE MAGIKOOPA MASTERS  
RANK 4

-----

These guys aren't very hard. They are all the same, just dressed in different suits. However be sure to tattle all 3, as they have their own tattle each. They all have 7 HP each, and will cast nasty spells to heal each other or damage you, or maybe even shrink you to lower your attack power. The green one is one a broom, so jump on it to get it on the floor. Use Earth Tremor if you need to, and whip these losers asses.

-----

Back in the locker room, you'll get another e-mail from X. It says to go to the telephone booth in Glitzville. So head out of the Glitz Pot and to the bottom-left corner of Glitzville to the telephone booth. Grab the key that is there, and then you'll get another e-mail. It says to go to the storage room. Remember that locked room near Grubbas office? It's that, so go there. Once you reach there, you'll see Ms. Jolene talking to a security guard about noises in the room. She'll spot you, talk, then go. Hmmmm???something is weird, wherever X tells us to go Ms. Jolene is there??hmmmm???very weird, but anyways open up the storage room and head on in. Inside, there is another scene with Ms. Mowz, she'll kiss you (AGAIN!! NOW I'M GETTING ANNOYED!!!) and then scam. Now we'll receive ANOTHER e-mail from good'ol X, which tells us to find the switch that reveals the stairs to the attic. Use Flurrie to blow away the boxes with stars on them at both ends, which will reveal yellow break-able boxes. Smash the ones on the right first and find the Charge P badge, then smash the ones to the left and find the switch. Hit it, then watch as the stairs appear. Run up them into the attic, then head left to find a pile of crates. Climb up them, then use Yoshi to cross the gap, the break the block with your Super Hammer ability. Use your Yoshi to get the badge, then go down the hole in the floor. Head all the way right until you see a small hole in the floor. Walk on top of it and press A, to see the scene with Grubba and Jolene chatting. When your Yoshi speaks, Grubba will jump and think someone's up there. Select one of the cover options (belch is the funniest) to make Grubba think no one's up there. Now slip through the vent using the paper mode down the bottom of the Storage Room. Just go back

to your locker room and reserve another match.

GLITZ PIT BATTLE: HAMMA, BAMMA AND FLARE

RANK 3

-----  
These guys are quite hard, as the hammer bro will through hammers at you, Bamma will lob a boomerang which will do 2 to both you and your partner, then come back and do 2 again. Flare will spurt out fireballs at you, which could burn you. Use Earth Tremor or maybe Clock Out to immobilize them for a while, so you can damage them easier. Use Gulp and Power Smash, and make sure you have some items to heal with. Soon the battle will be over.  
-----

Back in the locker room, another weird e-mail will pop up. Oh look, it's our secret hater. He's really pissed now, but that won't stop us!!!! Reserve a match, then Ms. Jolene will enter the room with some more cake for you. Ignore it. Why you ask? You'll see after the match???

GLITZ PIT BATTLE: CHOMP COUNTRY

RANK 2

-----  
This isn't too hard. I recommend Mario stays in front and appeals to get Star Power back, whilst Yoshi Gulps the chomps. If they attack, try and rebound it with B. It will do 5 if it damages you, and that's quite nasty. Two Gulps will end the match.  
-----

Back in the changing room, you'll see that shady Koopa guy on the floor going on about hating cake. His speech is all jiggly, so it's obvious that cake was bad. Told ya, it was poison! If you ate it, your partner would be all weak and wouldn't be able to fight, so you would have been alone when you fought Chomp Country. I rock. Reserve next match now.

GLITZ PIT BATTLE: THE KOOPINATOR

RANK 1

-----  
This dude is one tough customer. He has 25 HP and a nasty 6 attack. Use Earth Tremor and Power smash, and Gulp with Yoshi. You should have some healing items if you wanna take this guy down. He can spin through both, dealing 5 damage each. He can also ram you for 5, which is possible to rebound with B, so try it.  
-----

After that fight, you'll get yet ANOTHER e-mail from X. It tells you to remove the Gonzales posters from the lobby. Get Flurrie and blow the ones up the steps to find a Storage Key. Head back into the storage room. Inside the storage room, go upstairs and head right. Open the locked door and go in. Hop on the crates, the use Yoshi to float to the other crates. Break the large yellow block, and you'll see Bandy Andy and King K wiped out on the floor! Omigosh! Head back to the door and you'll see Ms. Jolene there. She will run off. Hmmm???maybe???just maybe???oh don't worry, it would spoil the mystery for you, just ignore me. Head back to the locker room and reserve the final match, against Rawk Hawk!

YEAAHHHH!!!! However, when the blue security dude comes for ya, he takes you to an old, skuzzy minor league room and locks you in! YOU TWAT!! Oh well, just get Flurrie to remove the poster at the bottom left corner of the room. Go through



to the major league room, then go right into the small room with the TV, then go to the toilet and have a pooh?? I MEAN FLUSH YOURSELF DOWN IT!!!! Sorry, I'm just nuts. The security guards will be puzzled with the sound of the sewage traveling underground. You'll come out in your normal major-league room. Head to the red entrance to the arena to face off against Rawk Hawk.

BOSS: RAWK HAWK

CHAMPION OF GLITZ PIT, 40 HP

-----  
Rawk ain't too difficult, just use Power Smash and Ground Pound with Yoshi on him, as he has a big, fat 0 defense. He can hit both you and your partner for 4 damage each. He'll also attack one of you for 6 damage. When he gets to round about 5 HP, he will leap up onto a bar above and shake it. Things will fall from the wall and hurt you, so press A to reduce the damage they do. Rawk Hawk will stay on the bar, so use Flurries Body Slam to smack him off, then finish him off.

-----  
After that fight, you'll be the new Glitz Pit champ! You will be escorted to your posh, luxury champion room and then you'll get another e-mail from good ol' X. It says to find the ghost in the champs room. G----G----GHOST?!?!?!? OMIGOSH!!!! AHHHHH!!! I HATE GHOSTS!!!! ELP MEEEEEE!!!!!! Anyways, hop onto the top of the pile of colored boxes to the right of the door and use Yoshi to fly over to the top of the door, then over to the shelf. Use your Super Hammer ability to smash the steel barrier blocking the vent, and go inside the vent. Run on and you'll hear more voices, then go up more and you'll hear Grubba talking about getting rid of you, and that he hides his secret paper. After he finishes, break the next barrier and go up to Grubba's desk. Find the paper and you'll see Grubba come in and spot you. He will run off, so go after him quick.

-----  
CHAPTER THREE BOSS

-----  
Follow that cheating git to the Glitz Pit to find him using a machine to suck the powers out of other fighters to make him incredibly strong. Now it's time for the chapter three boss, Macho Grubba.

BOSS: MACHO GRUBBA

60 HP

-----  
You may be thinking "Jesus Christ! 60 HP?!?!?" That's a bit harsh, eh??, but I must say for his amazing HP Macho Grubba isn't hard. He takes a while to knock out he has high HP, but his attacks are crap. He will first increase his chances to attack, then up his attack, then strike. His attacks can be easily rebounded with B, so make sure you do that. Power Smash and Ground Pound the living shit outta him. He may be able to attack twice if he increases attack chances, so be aware of that. Ummmmmm? well my other tip is: KICK HIS ROYAL CARCASS, DUDE!!!!!! I didn't need to heal once against Grubba, and I lost about 4 HP!

-----  
After you defeat Grubba, Jolene will come and explain about her brother, Mush (ewwww, that's wrong) used to be the Glitz Pit champ, but Grubba took him away.

All along she was X, guiding you to your destiny??I MEAN THE CRYSTAL STAR! Man, what is WRONG with me today? She finds Prince Mush and then you get the Crystal Star! And you'll learn the special move, Power Lift!!!

-----  
END OF CHAPTER!!!  
-----

END-OF-CHAPTER FEATURES:

PEACH  
-----

You will now get a cool, mini-quest with Peach. TEC will ask you to speak to Lord Grodus by disguising as an X-Naut. Exit TEC's room, then head up the elevator that automatically opens. When the soldier walks past, head out, the right into the room with the green lamp above it. Find the X-Naut uniform in a locker, then go in the changing room to change into it. After that, she will come out looking like an X-Naut. Exit this room, then head all the way right till you reach the door. Go in a speak with Grodus (he's the guy with the big head and staff) and he'll se something suspicious about you. After a long chat, Peach will go back to the locker room. Grodus is planning on conquering the world, using the treasure behind the Thousand-Year Door. Change back into your dress, the exit the room. Peach will automatically be back at TEC's room, and after their LLLLLOOONNNNGGGG chat Peach's event will be over.

BOWSER  
-----

Once Bowser is inside the Great Tree, just move a shake the grass until you find the Puni Elder.

MARIO  
-----

GLITZVILLE  
-----

After some Bye-byes, head out of the Glitz Pit and hop onto the Cheep Blimp back to Rougeport.

ROUGEPORT  
-----

Head to the room where the Thousand-Year Door is, then you'll go back to Frankly's place. He will tell you that the next crystal star is in a place called ?Twilight Town?. He says there is a pipe beneath Rougeport that leads there, so lets go. Head out of his house (by the way, if you missed any boss tattles check Frankly's bin to find them) and head to the west side. Look for the grate, and slip through using paper mode.

ROUGEPORT SEWERS  
-----

Head left and use Yoshi to fly over, and then go through the green door. See that brownish, black pipe? It's the way to Twilight Town. Head on in. Ok, chapt??HUH?!?!?! The pipe rejected us!!!! GRRRRRR!!!!!! Head back to Frankly's and ask him what's happening.

#### ROUGEPORT

-----

Frankly will explain that someone in Rougeport, called Darkly, lived in Twilight Town and will know what to do. We must find Darkly. Get outta Frankly's house. Next to the house where you can your partners powered up, you'll see a wall. Walk into it and you'll see you can get through, as it is a secret alleyway. Go round the back of the power-up house and speak with the weird dark dude. He will tell you need your name on you, so he will right them on your butts (how do we know he isn't feeling it?) and then you can go. Head back to the pipe, then go in.

#### 3e. CHAPTER 4: FOR PIGS THE BELL TOLLS

#### TWILIGHT TOWN

-----

Ok then, here we at Twilight Town. As you come out, someone will walk up to you. Talk with him, then you'll hear a bell ring. He will turn into a pig (WTF?!?!?). Soon the mayor will come over. Follow him to his house and speak with him. He will explain that Twilight Town has been cursed and whenever the bell tolls, someone will turn into a pig or get 'piggified' as he says. Head out of this dudes house and head AAALLLL the way right until you reach a person guarding a gate. He will not let you through until you get the Mayors permission, so head back to the Mayor, but then the bell will toll again. The mayor is now a pig, so head back to the gatekeeper and tell him. He still wont let you through, so head into the shop (it's the house with 'sniff, sniff' coming out of it) and speak to the lady. BLAH, BLAH, BLAH, then head out and hear the bell. The gatekeeper's now a pig, so open the gate to the forest.

#### TWILIGHT TRAIL

-----

Head inside the old shed to find a black key, then go onwards. You'll find Hyper Goomba's (and the other ones, spiky and para). Fight them, and hit the blocks for coins. Proceed to the next part. Omigosh, a tree blocks our way. However you can use Koops' shell to nab the shop key at the other end. Now head back to the shop with the crying lady.

#### TWILIGHT TOWN

-----

Open the storage room, then open all the chests to get Jammin Jelly, Defend Plus badge, Boos sheet and a Life Shroom! Oh baby! Finally, open the black chest to be 'cursed'. Now you can roll up into a ham roll? I MEAN A PAPER ROLL!!!!!! This lets you crawl under tight spaces. Head back to where the fallen tree was.

#### TWILIGHT TRAIL

-----  
Use your new paper roll ability to get under the tree, then you'll see another tree. Blow it away with Flurrie, and proceed through the pipe into the distance. In the distance, walk into the forest. Now, defeat the Crayzee Dayzee and then squeeze through the gaps in the grass. Hit the blocks for coins, and find the earthquake item. Now head left to the next part. In this part, hit the red block for a cool badge known as "Hammer Throw" which lets throw hammers at ANY enemy! Equip now! Fight another Crayzee Dayzee, then head onwards till you are stopped at a tree. Use Flurrie to blow away the bottom part, and reveal a hole. Go inside to the distance, then head into the next part of the forest. In this part, blow away near the circle shadow to reveal a circle marked X. Ground Pound on it, and go through the hole into the distance. In the distance, push the rock and you'll see the closer one move too, revealing a hole. Get out of the distance, then go through the new hole. You'll fly out another one. Fight the Hyper Cleft, then go onwards to Creepy Steeple.

#### ----- CREEPY STEEPLE -----

Cool, this place rocks. Save and replenish, then look for the small gap in the wall. Roll through it and then open the gate from the inside, then head inside the Steeple of Creepiness. Inside, look north and you'll see a gap in the wall (why is it so perfectly shaped for you?) which you can roll through. Roll through it. Find the shine sprite, the Ice Smash badge, the cookbook by Matre Delish, then the star piece. Man this chapter is just a goodie bag, eh? Head out of this room. Head to one of the doors at either end, but you'll see that stupid boo won't let you in because he is lonely. And that's my problem, how? Oh well, guess we have to help the stupid?? I MEAN POOR GUY!!! Look for the statue with a big star on it, then push to reveal a hole. Should we jump? Oh what the fuck, JUMP LIKE HELL, WOO HOO!!!! You'll come into a dark room filled with moths and creepy beetles, which smells like poisoned soup and there are smelly socks everywhere. No wait, that's my brother's room. Oops, sorry. I mean a dark room. Look north and you'll see part of the wall and a small opening (like a sheet of paper, yeah?). Blow it away, then run through the dark, dark corridor and find the chest. Open it to get the Flower Saver badge! Head back to the room with the spring. Head through the door to the left. In this room, find the box. Open it and Boo's will pop out everywhere! AHHHHH!!!! MUMMY!!!!!! Uhhh??? I mean, I'm not scared (mummy??), now way!!! When the Boo asks how many popped out, answer 200 to get an Ultra Shroom. Got that? 200! Not 50, not 100, but 200!!! Now head back to the main room. Find the boo and he'll ask if you're going to be mean to him. I wish I could, but if I do I can't complete the game, so answer "no?". Head through to the bottom door. Kill the Swoopers, then go right and hit the red ! Switch. AHHH!!! A RUMBLE!!! EARTHQUAKE!!!! RUN FOR YOUR?? Oh it isn't an earthquake. Sorry about that, folks. My mistake. Go through the near door. Head up the set of stairs, then go through the door. Back in the main room, walk along this upper path until you reach a large gap. Use Koops' shell to grab the key on the other side, then head through the north bottom door. Kill the Swoopers again, then head right and hit the red ! Switch twice, then head through the door. Go up the moved set of stairs, then through the door. Back in the main room, head along this upper path until you reach a gap. Jump over, then hit the "S" block to save. Open the locked door, and go through it. Hit the replenish block in this room, then go up the twisty stairs. Once you reach the spring, hop on it and bounce up into a higher up room. We meet our culprit, and ghost in a sheet wearing a party hat. However he isn't cursing the town evilly, he is just playing pranks. Some prank. We have to fight him now.

BOSS: ???????  
40 HP  
-----

Ok, this weird-o has no name at first. Oh no, he's just hiding it. Yeah, that's

right. Ok, this guy is a weak as a kitten. In fact, weaker. He may have quite high HP, but his attacks are useless. Use B to rebound his only attack (flies at you) and soon he'll be done for. When he gets to low HP, he'll copy your form and turn into a black Mario, and he gets to use all your moves (not badges or specials, just normal hammer and jump). His jump timing is crap, he only does one jump out of two in one hit. Power Smash the living hell out of him and use Ground Pound with Yoshi. Soon this fish will be knocked outta the stage!

-----

Afterwards, the end of chapter screen will come up. You may think "bit short chapter wasn't it?". It isn't over. ??????? Stole your name and body, so you are now just a black version of Mario. That's why the fake Mario looks so weird. We must now get back the Crystal Star and Mario's name and body.

Head back to Twilight Town. On the way, ??????? Will come and give you a chance to get your body back if you can guess his name. It's impossible though, as there is no lower case "p", making it impossible to guess his name. Just write anything, and you'll battle with him. Just run, as none of you can hurt each other.

#### TWILIGHT TOWN

-----

That stinking fake is getting all the glory for saving Twilight Town, and your partners are working with him! Omigosh! Head west to find Vivian looking for a Superbombbomb. She is upset, so shake the clumps of grass until it pops out, then give it to her. She will join you to help you get your name and body back (she doesn't yet know you're Mario). Vivian has an awesome ability to hide in the shadows, which can reveal secret things or confuse enemies. Lets practice, shall we? Find a tree full of birds and when ??? appears, press X and the birds will talk. Do this to every tree until you find one that says that the fake Mario's real name is hidden in Creepy Steeple. Head back there.

#### CREEPY STEEPL

-----

This time, jump inside the well. You'll see a Buzzy Beetle, so fight it then proceed to the next part. OMIGOSH! How many Buzzy Beetles are there in here?!?! Sneak by them when they all ram at you, then find the door-like barrier up ahead. Push it up a bit, then will it slides down hide with Vivian so it rolls over you. Then come out of the shadows, and proceed onwards to the door. In this next room, save then roll up into a tube. Travel through the long passage until you reach the X part of the floor. Ground Pound your way through and you'll fall in a room near where you released the Boos from the box. Roll up into a tube, then head through the hole to the left. You'll fall into a room with a parrot, and a few boxes and chests. Open the two chests to get the Power Plus badge and the Mr. Softener. Open the box to the left of the room under the light to find the letter P, to help get your name back. Go up to the parrot, and when ??? appears, press X to hide with Vivian. The parrot will babble out his name, which is Doopliss. Stupid Bird. Run back to where you encounter the fraud.

#### TWILIGHT TRAIL

-----

When you get to guess his name type in "Doopliss" in that exact way! Not in capitals!!! Not DOOPLISS but Doopliss, ok? He will run back to Creepy Steeple,

so go there.

-----  
CHAPTER FOUR BOSS  
-----

-----  
CREEPY STEEPLE  
-----

Head to where you first faced Doopliss when he was called ??????, and prepare for another battle against him.

BOSS: DOOPLISS  
40 HP  
-----

For the first few turns, Vivian will go as she finds out your Mario, and refuses to help you anymore. So now you're up against Doopliss and Goombella, so this won't be too easy. Forget Goombella, just focus on Doopliss. Power Smash the living hell out of him, and try and rebound his jumps with B. His hammer attacks can be rebounded, by it takes really good timing. Goombella's headbonk can be rebounded too, and quite easily. After a while Vivian will come back, as you were the only person who was nice to her. Now the battle isn't as hard, so Power Smash the living snot out of Doopliss and use Shade Fist with Vivian. This battle will be over in a flash!  
-----

After that, Doopliss will turn back to his real form and flee. You'll get your body back, and Vivian will join forever from now on. The Crystal Star is yours, and you get the new special move Art Attack (no, not the program!) and the chapter is over!!!

-----  
END OF CHAPTER!!!  
-----

END-OF-CHAPTER FEATURES

PEACH  
-----

TEC, for some odd reason, wants to play a quiz. Here are the answers, dude:

Question 1 answer: Thousand Year-Door opens

Question 2 answer: To conquer the world

Question 3 answer: A 1000 year old demons soul

Question 4 answer: Bring the demon back to life.

Question 5 answer: Crystal Stars

After that, Peach will send a message to Mario and that's it.

BOWSER

-----  
With Bowser you can play another Super Mario Bros. style level. This time you swim, so avoid the Bloopers, and get to the spring at the end. Hop out and grab the flag. Remember that 2 chunks of meat will make Bowser invincible (meat is in the yellow blocks).

MARIO

-----  
TWILIGHT TOWN

-----  
Watch the scene, then go to Rougeport Sewers.

ROUGEPORT SEWERS

-----  
Head to the Thousand-Year Doors room by jumping off where you are, head into the pipe to the right near the 'S' block out into Rougeport, then go to the east side and hop in the pipe there. You should know the rest of the way. Jump on the pedestal, next place revealed, then you'll fly back to Frankly's place.

ROUGEPORT

-----  
Frankly will explain that the next Crystal Star is located at Keelhaul Key. After his babbling, head to the Main Plaza. Head into the inn BUT stay at the bar, don't go upstairs to the actual inn. Go right and speak with the red make singing. After his babbling, follow him (he's called Flavio) to the harbor. There is a nice, b-e-a-utiful boat there, , and you get to be Captain! Yay! Anyway, we need a navigator. Someone says that a guy named Admiral Bobbery can do the job, and so we have to find him. Go to the east die and ask Frankly. He explains that Admiral Bobbery lives right next door to him, so head to the house right of Frankly's, and open the door. What? It's locked. Darn, he must be having a pint at the pub. Oh well, only one way to find out! Near the small bridge use Yoshi to fly to the other side where the bandit is. Climb onto the crates, then get on the roof of the house. Use Yoshi to fly to the next roof, the roll up into a tube and go through the gap in the chimney. You'll fall into Bobbery's house, and see him standing there. Guess he wasn't having a pint after all, but why did he lock his house? Speak with him and he will state that he wont go out to sea again and will throw you out of his house (not literally). Damn him. Head to the inn BUT stay at the bar, and speak with the bartender. Listen to the sad story of Bobbery (sniff, sniff) which will make you cry. When he asks 'do you still want Bobbery to go with you?' you may want to choose 'no, he's suffered enough' but don't. Pick Yes and he will give you a letter that Bobbery's wife wrote him on her deathbed. Go back to Bobbery's place (this time the door's open) and give him the letter. After a sad scene, Bobbery will set off for the harbor. Follow him, hop on the S.S. Flavion (it's the big boat,

remember?) and set sail for Keelhaul Key!

### 3f. CHAPTER 5: THE KEY TO PIRATES

After a few days of peaceful, lovely sailing on the sea, a dark night will come and the boat will suddenly stop. Hey, what's the deal? Are we out of fuel? Wait, these ships don't even run on fuel! Pa-Patch (bob-omb with the patch on his eye) will go up into the Crows Nest and examine what's around. He will see a fiery, blue spirit and before you know it??POW!!! The ship is infested with these goons. ZOINKS! G---G----GH---GHO----GHOSTS!!!!!! And to make things worse, the boat will sink down into the sea. Everyone abandons the ship, and are all washed up at Keelhaul Key. However, sadly we have lost 3 crew members, including Bobbery! Oh sh\*\*!

#### KEELHAUL KEY

-----

After this mini-scene, head right to the camp-site. Watch Pa-patch and Flavio have a huge argument, then 3 of those blue dudes who sunk the ship arrive. Want vengeance? You got it, lets fight!!!

#### MINI BOSS: EMBER TRIO

8 HP EACH

-----

Hammer them, as jumping on them will burn your foot off (well it should, but it doesn't it just hurts your foot). Yoshi's ground pound will cook his @\$\$, so don't use that either. Use Gulp and Power Smash, until the trio of spooky wookies are toast!

-----

After that easy battle, everyone is too cowardly to explore the island. Oh my god just because I'm the captain doesn't mean I do everything, you??????Uhhh????you little babies! Yeah, that'll do. Oh well, since they're a bunch of cowardly cads, you have no choice. Buy some healing items in the item shop and rest up in the inn for 10 coins (if we built this camp, why do we have to pay to sleep?!?!?) then hit the ?S? block to save, then proceed to the right out of this area, and to the next. In this area, kill the Green Fuzzies and hit the red block to get the Head Rattle badge. Proceed right to the next area. Ok, this place is just a death area, honestly. Take out the Putrid Piranhas as they will get in the way (they are pretty tough, so be careful) and then hammer the block for a coin. Jump on this block, then jump up to reveal a hidden one in the air. Now head all the way right, go round onto the higher part, then jump the first two gaps. Use Yoshi for the last gap, fly over to the yellow block, then over to the next bit. Walk up the small set of steps, hit the block for a Thunder Rage item. Keep it for later, then proceed right to the next area. In this room, you'll see that the missing members are still alive. Bobbery will tell the other two to run while he takes care of the ghosts, and so they do. The toad runs off and then Four-Eyes (pretty obvious who he really is, eh?) will flee too. Head right again back to the area where Bobbery was. Cross the bridge all the way till your nearly at the end, then STOP! Stand right above the platform with the bottle-like badge on it and use paper mode to slip through the gaps in the bridge, and nab the Ice Power badge. Equip it, as it lets you jump on fire enemies without getting hurt! Oh, baby! Now, proceed right to the next



area (how many times have I said that?) and walk onwards till you see the spirits twirling around the tree. Walk up to them and fight!

MINI BOSS: EMBER TRIO

8 HP EACH

-----  
Now that you can jump on them, use Power Bounce and Spin Jump for awesome results. Use Gulp with Yoshi and you'll beat these losers in minutes.  
-----

After another easy fight, hit the palm tree to make Bobbery fall down. Sadly, Bobbery is going to die (?), and wants to have a last request. He wants to drink the Chuckoca Cola, in memory of his wife Scarlette. Head back to the bridge area, cross the bridge to the end and STOP! To the south are a set of stairs leading down to platforms in the sea. Use Yoshi to cross the platforms to the pipe and go down it. In the distance, hammer the tree to acquire a Coconut. Now, head back to the Camp Site. Back here, speak with Flavio and he will agree to give you the Chuckoca Cola if you replace it with a food supply. Speak with him again and give him the coconut, and he'll agree to it and hand over the cola. Head back to where Bobbery is, and give him the Chuckoca Cola. He will say his farewells to you, and die. Hey wait, he's moving! Hammer him to wake him up. Lol, he was sleeping not dying! Now, Bobbery will join your party. Now that he's on the team, head all the way right until you see a skull shaped rock, with near two statues with mustaches. It says that you could place something in the rock. Hmmm??head back to the Camp Site. Talk to Flavio, and he'll come a long to see the rock. He will join you for a short period of time, so head back to where the Skull Rock was. Now, inspect the rock again and then talk to Flavio. Tell him you need the Skull Gem, and he will give it too you. Put it in the Skull Rock, and now follow these steps:

1. Ground Pound the red mustached statues head 3 times
2. Hammer the blue mustached statue 4 times
3. When the platform lowers down, throw Bobbery on to it, let him walk into the hole and??BOOM!!!

Now we have access to the Pirates Grotto, so in we go!

PIRATES GROTTTO

-----  
Inside this death path, hit the ?S? block and proceed onwards. In the next room, you'll hear an ?00000000000000000000? sound. Forget the retard who's doing that and continue. Jump down from each ledge till you reach the bottom, the proceed. Kill the Lava Bubbles, and then jump on the half-sunken ship to cross over the gap. Now, every few seconds the spikes will rise up really quickly. Get out Vivian and walk onwards, and just before the spikes pop up hide in the shadows (try and remember how long it is between the spikes popping up, so you know when they will.). After that, proceed onwards. Run across the bridge, and hide as the Bullet Bills come (if they hit you, they do 4 damage) and make your way to the Bill Blasters. Fight them, then proceed onwards (I'm just gonna keep saying that from now, so get use to it punk). Walk across this bridge until it sinks into the water, then jump onto the ledge. Walk right and use Yoshi to fly over the

large gap. Ignore the winch for now, and proceed onwards. In this next room, fight the Bulky Bob-omb (the HUUUGGGEEEE pink guy), then go right and through the entrance. In this room, an Ember is in front of a locked door. Fight him off, then climb up the nearby steps. Hit the ?S? block and continue climbing. Just before the top, face the Shine Sprite and use Koops to reveal a hidden block. Jump on that, and smash the block to get the Shine Sprite. Now, head up near the waterfall and cross the gap of water. Throw Bobbery onto the ledge and let him explode near the ! Switch. Now you'll hear another ?0000000?. Just ignore it, and head through the newly opened door. In this room, smash the Bulky Bob-omb and run all the way to the left side, into the entrance. In this small room, head near the floating crate and hop on it. When you're next to the red ! Switch, face away and hold Koops in position. Run to the elevator and release Koops. Nab the key and get the hell outta here back to the room with the locked door. Run down the steps, save, and then open the big locked door, and then go in. In this room, a group of 3 Parabuzzies will strike. Avoid them and head through the south entrance. Now in this room, head left to find another wall filled with spikes. Learn the time between them popping out (what I mean is like first they pop out, then go back in. Count how many seconds they're in for before they pop out again) and use Vivian to hide when they do. Eventually, you reach the end. Now you need to jump on the barrels floating in the water to reach the other side. Be careful not to fall in the water like a clumsy prick, and then hop onto the ledge at the other end. Cross the gap in the bridge and then blast the wooden barrier blocking the entrance. Head on in. In this corridor, use Vivian to avoid the incoming Bullet Bills. Fight the Bullet Blasters (there are 4 in all, but you fight 2 in one battle) and then head left to reach the entrance to the next area. In this area, kill the fat-ass Bulky Bob-omb and then walk left to the sunken ship. Head inside the cracked opening in it. Oh my gosh! It's a black chest! Damn, I thought it was something good. Speak with the fourth one we've found, and wait for the Ember to appear. Fight him to get the key, and then open the chest. Now we can turn into a paper boat. Cool. Head out of this sunken dust bin and head right. Find the boat pad, and press Y to transform into a boat made of paper. I think the paper would just absorb the water, thus making it sink but oh well. Sail back to the right entrance. Now, head all the way back to where the locked door was and head up the steps. Jump over the gap in the water, and then into the next room. Back in here, find the boat pad and transform. Head south and down the large waterfall. Head aaaaalllllll the way left until you reach another boat pad. Turn back into Mario, then jump onto the half-sunken ship and nab the Gate Handle. Now, jump off at the tip (it's pointing up) of the ship and back round to the spike lane. Use Vivian to avoid them, and proceed through the entrance. In this room, jump over to the winch and put the handle on it. Now the nearby gate to the south will open up, but we need to be a boat to get in. Ok, let us go yes? Head back to the room that had the locked door, up the steps, over the gap, through the entrance to the left. In here again, go up to the boat pad, transform into a giant cruise liner??? I MEAN A PAPER BOAT!!!! Man, I'm really S for B today (in my family, a comment runs through known as S for B meaning ?Shit for Brains?.). Now, leap off the waterfall in paper boat mode still, and head through the newly opened gate. Now in this area, sail past the floating barrels through to the entrance. In this room, try and sail past the masses and masses of evil waves, which hit you back to the first part of the room. Head right whilst avoiding them and then through the entrance. In this room, you'll see a bunch of Toads stranded on a boat. When you come in, they think you're some sort of rescue boat, and then see you're just made of paper. Head right and find the boat pad, and then go through the pipe next to it. Now in the distance, head left and jump up the ledges to the pipe (the one at the far left) and you'll come out near a plane pad. Turn into a plane, then fly over to one of the islands with pipes on them. Head down the pipe, and in the distance hit the blue switch. Repeat this, but land on the other island with a pipe on this time. After that, a path of barrels will help the poor Toads get off that old boat. You'll also see two familiar faces: Frankly and Francesca! Now whilst in the distance, head right

towards the tilting ship. When the tip comes down to you, jump on. Now head to the rear, and when the rear faces up, jump into the pipe. Now, when you come out of the pipe hop on the barrels to the right and meet up with the Toads and Piantas. After a long chat, head into the entrance to the right.

-----  
CHAPTER 5 BOSS  
-----

In this spooky room, head right and hit the ?S? block to save, then jump on the black ship and hit the replenish block. Now, enter the spooky ship.

THE BLACK SKULL  
-----

You may be wondering why I called this area the black skull, yes? Well, you hear it?s name later on and it?s clearly stated as ?The Black Skull? so that?s why. In this part, listen to the moan and the threat, and proceed to the door. Now in this room, meet the chapter five boss, Cortez.

BOSS: CORTEZ  
20 HP  
-----

Let me guess, you?re thinking: ?20 HP?!?!? This is gonna be easy!? are you not? Well if you are, then don?t! Cortez has a maximum of 20 HP, but he will come back twice once beaten, so technically it?s like facing a boss with 60 HP, only he has three different tough forms. The first form is quite a tough cookie. Smack the bone pile with Power Smash and use Bomb with Bobbery. You can also jump on his head, and if you do use Spin Jump and Power Bounce, whilst Bobbery whacks the bone pile. Cortez can do 4 damage with one hit, and 3s and 2s in four hits in one go. Once his first form is gone, the curtains will pull and you?ll meet his second form. He now has no weapons to hit you with, but will charge up his attack by 4, making his next attack do a grand total of 8 to you. Ouch. Again, Power Smash the bone pile and bomb it with Bobbery, then once he?s weaker Power Bounce and Spin Jump his head until he?s toast. Now for the final form, Cortez is now just a floating head with all his weapons floating by him. Get out Flurrie and use Gale Force to blow them away (of course, Cortez won?t be blown away) to make it tons easier. Now use Power Bounce and Spin Jump on him (there is no bone pile, so hammer is useless for now) and use Body Slam with Flurrie. After Cortez is weak, he?ll suck in the audience and regain HP according to how much you have in the audience. Now it wouldn?t be such a bad idea to have no one in the audience, but unless you get 3 Poison Shrooms on the slot then it?s impossible to get rid of them. If you have a big audience, he will fully heal. Keep Power Bouncing on him and using Body Slam. Be sure to heal when ya need to. In his last form, Cortez will bite you for 4 damage. Use constant jumps on this form to kick his ass, dude!!!  
-----

After that, Cortez will understand that you?re not after his treasure and that you need the Crystal Star. He will give it to you, and you?ll learn a new special move known as the mighty Sweat Feast (it?s a much better move than Sweat Treat, but costs more SP) and then we?re done.

-----  
END OF CHAPTER!!!  
-----

Now, get out of this ship back to the room where the Toads are. Heal and save first, though.

PIRATES GROTTTO  
-----

Back in here, you'll see a crack in the wall. Walk up to it and use Bobbery to blow it to smithereens. Everyone will escape, and so should you. Head out back to Keelhaul Key.

KEELHAUL KEY  
-----

You'll come out in the very first part of Keelhaul Key, so head toward the camp site. Just before it, Flavio and Pa-Patch will come out. Soon you'll hear cannons firing, and it's Lord Crump. Now, Flavio will come up with a plan to use Cortez's ship to beat Lord Crump. Flavio will follow you. You might want to go back and rest in the inn, buy some items etc, then head through the crack in the wall you came out of.

PIRATES GROTTTO  
-----

Back here, head into Cortez's ship.

THE BLACK SKULL  
-----

Head into the room where Cortez is. Flavio will explain about them needing the ship. Cortez will explain back that his ship cannot move without the legendary Skull Gem, which Flavio has. He will lend it to Cortez. After that, head outside to see everyone on the ship with you. Cortez will come and the ship will set sail!!!

KEELHAUL KEY  
-----

Now, The Black Skull will burst out of a rock and clash with the X-Naut ship. The Embers and X-Nauts will attack each other, and then you must go over a kick Lord Crump's fat @\$\$!!!

BOSS: LORD CRUMP

30 HP  
-----

Now, Lord Crump will be shielded by a barricade of X-Nauts, so using a hammer on him is impossible right now. You could use the Hammer Throw move, but using Spring Jump and Power Bounce is a lot more powerful. Use Bobbery to kill the X-Naut barricade. Once the X-Nauts go, Lord Crump will call some more next turn. Now, switch to Goombella (hopefully you've powered her up) and use Multibonk on Lord Crump and you should use Power Bounce, and maybe Spring Jump at times. After a while, Lord Crump will send in a load of X-Nauts hanging on a steel girder, and they will shake it (like Rawk Hawk did) to drop things on you. Hit A with good timing to reduce the damage they do, then use constant Power Smashes

on Lord Crump and Multibonks, until his 30 HP reaches 0! What the? That fat geezer will go away and fully heal himself!! What a bloomin? cheater!! Oh well, looks like we'll have to fight him again. Make sure you have an Ultra Shroom, as you may be on pretty low HP by now. Lord Crump now has a huge group of X-Nauts will 10 HP. Just focus on Lord Crump with Spin Jump, Power Bounce and Multibonk. He will roll on the X-Nauts and do 5 to you and you partner, and then jump on you for 3 damage. Make sure you have lots of healing items, as this is one tough fight. Use Art Attack and Earth Tremor when you can.

-----

#### END-OF-CHAPTER FEATURES

##### PEACH

-----

Now, Peach will have to sneak into Lord Grodus? room to nab a data disk for TEC to analyze. Now, head out of TEC?s room and into the nearest elevator. Once in the upper part, head out of the elevator and go left until you reach the room with a green lamp above it. Go in. Now, TEC will explain that you have to use a variety of potions to make a new potion, which will make you transparent (invisible), so here we go. Grab all the potions o the table and walk up to the machine with the squares on it. These squares are slots for potion, so walk up to them and put the potion there. HOWEVER, you must place them in the right order to make the new potion work. Here is the order they must be put in, starting from the far left:

RED            BLUE            ORANGE            GREEN

Now, head to the bottom left part of this room and hit the button with the light near it. Now, you must push each button as the beaker appears in that slot to pour a dose of the potion into the beaker. When the beaker is full, it will move to another slot and TEC will explain that he will heat the potion for 30 seconds. Now, as soon as he starts heating it up, start counting to 30. Once you have, push the button. If the potion comes out a dull, grey color you have done it wrong, so repeat the same process like last time. If it?s a light green, it?s right. Drink it if it?s green to become invisible, but her dress must be taken off, although you can?t see her naked. Tough luck. Now, exit this room and go all the way right into Grodus? room (you should know the way, as you went there whilst disguised as an X-Naut). In Grodus? room, head right to the door behind the big control panel thingy, and go in. Now, in the top right corner of this room on a shelf grab the Data Disk and then put it into the computer. After that, put it back and head back to the potion room. Drink the green potion to become visible again, the head out of here. You'll go back to TEC?s room automatically, use the communicator and then Peach will go back to her room. Peach?s thing is over.

##### BOWSER

-----

Just talk to Lord Crump, watch the funny scene and Bowser?s thing is over.

##### MARIO

-----  
KEELHAUL KEY  
-----

Now Cortez will sail you back to Rougeport.

ROUGEPORT  
-----

Go to Rougeport Sewers.

ROUGEPORT SEWERS  
-----

Go to the place where the Thousand-Year Door is, jump on the pedestal, look at map, then you'll go back to Frankly's house.

ROUGEPORT  
-----

Now, Frankly will explain that our next Crystal doohiggy is in a place called Poshley Heights. Sounds posh. He will also explain that to get there we need to ride the Flying Scotsman??I MEAN THE EXCESS EXPRESS!!!! Also, there will be NNNOOOO enemies to fight, so it'll be a sinch. But to ride on the train, we need a ticket. We need to visit Don Pianta once again, so go to his place. Omigosh! He is ill! He wants to see his daughter and Frankie and again, so his henchman will offer you a ticket if you fetch them. Head to he harbor and speak to Cortez, and ride over to Keelhaul Key.

KEELHAUL KEY  
-----

Head to the campsite. At the campsite, head right and into the jungle. Keep on going right in the jungle until you find Frankie and Francesca. They have lost their wedding ring, and you must find it. God sake, head to the place where the Skull Rock was, near the palm tree you whacked Bobbery out of. The wedding ring is that blue item on the floor, so get it, go back to the lovebirds and hand it over. They will rush to the boat. Head back, hop on the ship and set sail for Rougeport.

ROUGEPORT  
-----

Now, run back to Don Piantas place. Frankie and Francesca are there, and Don Pianta feels better. Now he will give you the Train Ticket (Yay!) and then leave Frankie and Francesca in charge. Now, run down to where the blimp to Glitzville is. Hit the ?S? block, then hop up the steps to the left and speak to the black toad. You'll show him the ticket, and be able to board the Excess Express!  
Woo-Hoo!!!

3g. CHAPTER 6: 3 DAYS OF EXCESS

EXCESS EXPRESS

-----

TRAIN VOYAGE, DAY 1:

You'll find a note in your cabin (remember, you're in number 5) warning you a sticky, yummy threat. Who ever put his down must be a total retard. Oh well, get out of your room and go right through the door. In the dining car, run all the way right to the next door. In this car, head all the way right past the cabins and speak with the train conductor. He will warn you if anything about this 'threat' comes up. Now head back to the dining car. You'll see people chatting about something. Go up to them and jump in this 'chat room'. Omigosh! Someone stole a pot of gold??? I MEAN A POT OF STEW!!!! And of course they think it's me so I have to find the real guy to make sure they're wrong. Miserable twats. Oh well, look at the floor for clues. You'll see trails of stew leading to the left door. Go in. Follow the stew trail some more and it will lead to cabin number 3. Here's our culprit! But he states he hasn't nicked any stew (by the looks of his weight, and that he's carrying a knife and fork it's obvious he has). Search his drawers to find an empty pot. AH-HA! He did nick the stew! He gives in, and you are proved innocent. Pennington will ask you to meet him in room number 6, so head right through the dining car and into the next carriage. In this car, go into the very first room you see, number 6. Speak to Pennington about this so called 'threat' about the sticky yummy stuff. He will hire you as his assistant, so now you're in for a real Scooby-Doo style, mystery solving train voyage. Now, back to the threat. He will think that the Bob-omb family are rather suspicious. Head out of room 6, then go right and go inside room 8. There you will see the mother and father bickering over what to get their son for his upcoming birthday. Speak to the kid, and he'll ask you to find out what he really wants. An autograph from someone. HMMMM?????????head out of room 8 and speak to the conductor. He will explain how that kid wants to be a train engineer when he is older, so that's what he wants! Head AAAAAAAAAALLLLLLLLLLLLLL the way right through every cabin aaaaalllllllll the way to the actual train. Go up and speak to the engineer and ask for his autograph. Go back to the kid and give it to him. He gives you a Shine Sprite. Thanks, mate! Now, go and speak to Pennington and he'll explain that conductor is looking for you, so go speak with him. The conductor says he has lost a blanket. Well, ok, let's go find it then! Head back to the car with cabins 5, 4 and 3 in. Head into number 4 and you'll enter a room, but no one's here. Nope. No one. Nothing. AH-HA! Use Vivian to hide, and a ghost Toad will appear!! ZOINKS!!! Ok, I must get over my fear. Speak to the spooky dude and he'll return the missing blanket, if you do something for him first. He wants you to go to the luggage car and grab his diary and give it to him. Now, head back and speak to the conductor and he will let you into the luggage car, so go in. In here, slip between the two crates in the centre of the room and nab the diary (DO NOT READ IT!!! OTHERWISE, GAME OVER!!!). Now, head back to cabin 4 and give the ghost the diary, and he will return the blanket for you. Head back and speak to the conductor and give him the blanket. He will give you a token of his gratitude, a mushroom. Wow. Anyways, go back to cabin 5 (you're cabin) and rest for the night in your, cozy, big bed.

TRAIN VOYAGE, DAY 2

Rise and Shining! Get up and head right through the door. In this room, head into cabin 2 and speak with the female Toad. She will explain that she has lost her gold ring and will ask you to find it, so say yes. Now go back to the dining car and speak to the female Toad waitress. She will explain that she has lost her shell earrings and will ask you to find them, so say yes. Now, go to Pennington's room. Pennington is having a chat with a business dude, so get

involved in the chat. The business dude will explain that he has lost his briefcase, which contains a prototype of his new invention. His invention, known as the Nitro Honey Syrup, has been stolen by someone on the train. Mixed with some shells and a bit of gold could result in a MASSIVE sticky explosion. That explains our sticky, yummy threat doesn't it? Also, remember just a few moments ago we found out that the waitress and that female Toad had lost the shell earrings and the gold ring? The culprit must have those to create the explosion! Now it's all coming together!! Right, now we must find our culprit. But who could he be? Think of somewhere we haven't been yet???AH-HA! How about cabin 1? Yes, head there. Inside no one is here (this is the room of that famous guy ?Zip Toad?), but there's a paper on the floor. Hmmm???take it to Pennington. He will examine it then will ask you to find Zip Toad, as the culprit must be him. Now, go back to cabin 5 (you're cabin) and you'll find yet another clue on the floor. Now, use Vivian to hide in the shadows. Zip Toad will come out from behind the chairs, so come out of the shadows and chase him round the room. Catch him and then we have solved the case! Now, Zip Toad will hand over the shell earrings, the gold ring and the briefcase. Give the brief case to our business friend. Now the train is making a quick stop at Riverside Station. Before you get off, go and give the waitress her earrings, and then the female Toad her Gold Ring. The Toad gives you 30 coins, and the waitress gives you a star piece. Now you can get off. Hey, aren't you wondering why Zip Toad was the culprit? What dose she have against us? AHHA BUT, you'll see a scene where Zip Toad gets off the train and transforms into Doopliss!! WOOAH!!! Doopliss will run off, though.

#### RIVERSIDE STATION

-----

Now, head right and walk down the steps, and speak to the conductor next to the green draw bridge. There's a small predicament, the bridge is up and it's impossible to cross. Now, obviously, we have to go inside the station and hit the switch. The conductor will give you the station key. Head north, up the steps. Hit the ?S? and replenish blocks, then open the big green door.

#### INSIDE THE STATION

-----

Now we're inside the platform building at the station, so lets find that switch yeah? Right, there's an elevator up ahead, but we don't have the key to open it so leave it for now. Dang! Oh well, head through the door to the right. In this room, look at the white criss-cross patterned gates. You'll one is slightly lifted up, so roll under the gap and head right to the ! Switch, and whack it. Stairs will appear, so head up them to the door. Go through the door. In this next place, kill the Ruff Puffs and then head left to the steps, and walk up them. Now you'll see a bunch of flipping platforms. Every few seconds the platform rotates up or down, so examine the timing and time your jumps perfectly to reach the other end. Now at the other side, roll into a tube and roll under all the cogs and other machinery stuff till you reach a green cog. Hop onto it, then jump onto the next part of the machinery and hop up the steps on it. Once at the top, jump over to the next platform. You'll see a green key at the other end, so use Koops to nab it. Now, head back to the room where the ! Switch was, and head to the bottom of the steps. Open the door to the right and go in. Now, we are outside again. Kill the Poison Pokeys if you want to, but I didn't since they are tough cookies. Now head all the way right, go down the steps and then head left, killing or avoiding the enemies as you go. Once you reach a wall infested with papers, use Flurrie to blow them away into Canada. Now enter the new door. WOOAH! Some flying spiked tops will ram at you, and I STRONGLY suggest you don't fight them. They can't be jumped on (the spike) or hammered (they're airborne) so victory is impossible unless you do a series of rebounds (bit risky) or use a special move, like Earth Tremor. Whether you fight them or not,



roll through the tiny passage way in the bottom left corner of the room. You'll fall into a puzzling maze, so be ready for a challenge. Roll right and leap over the gap onto the ledge with a hole in it, then go through that hole. Fall down, then head left to get the P-Up, D-Down badge. Go back right a jump over the gap you jumped over to reach the badge. Fall down that gap and hold left on the cursor. Make sure that in the split you fall down the left part, not right. After that, follow the next part of the maze and you'll land in a Dumpster. Ewww??GROSS!!! Get out and through the nearby door. In this room, there is nothing to do. Head left and through the door. In this next area, kill the 3 Goomba's and then focus on the wacky blue switches. One has the number 1 on it, another has the number 3 on it, and the other one has 10 on it. Hit each block that many times (you'll know when you've done it enough because the block will go red) until all three have been hit correctly. A set of steps will appear, so climb all the way up and enter the door. You'll fall into a room with a big treasure box. Open it now!!!! Woo-Hoo! The Ultra Boots!!! Now our jump ability is even more powerful and we can use a new jump ability. Now, stand on the small bits of hydro (posh word for water lol) and hold A, then rotate the control stick continuously to fold up your body to its max, then release A to fly up onto the pipe above. Head right and go through the grating using paper mode to fall into that room we said was un-important just a minute ago. Now it's useful, so lets begin. Just to the right of the door, climb on the boxes and use Yoshi to fly over to the other set of boxes. Now, use the Spring Jump ability to blast into the air and grab hold of the pipe, then move inside the caged up area, and then fall off the pipe. You'll see a key on a platform you cannot reach, so get underneath the platform and use the Spring Jump once again to bash the platform (Oooooohhhh, I bet that hurt) and make the key fly off. Grab the key, and return to the room with the elevator (the first room in this building). Now we can activate the elevator, so do so. Head inside and you'll be taken to a floor infested with black things that look like Fuzzies. They are surrounding something, so hammer the hell out of them until they run. AH-HA! There's our switch! Turn it to reveal???another switch? Oh well, hit the new switch and watch the scene with the draw bridge. Now, head back into the elevator back to the normal floor, then get outta here.

#### RIVERSIDE STATION

-----  
Climb aboard the train and lets roll.

#### EXCESS EXPRESS

-----  
\*Yawn\*??guess it's time we hit the sack. Hop into bed for a well-earned nights rest.

#### TRAIN VOYAGE, DAY 3

Ahhhhh???the final day of our lovely train journey. Get up and go pay the driver a visit. Speak with him, and watch as those black, fuzzy like things hop onto the windscreen. Then, millions will come and cover the whole train!! ZOINKS!!!! Quickly hit the ?S? block, then run all the way to the dining car. Go into the shop and wake up the sleeping Toad. Buy some Maple Syrups and Super Shrooms and just shop till ya drop and stock up on useful items, even if it brings your coins to 0. Now, head to he luggage car.

-----

## CHAPTER SIX BOSS

-----

The black guys will have some people covered, so hammer them off the waitress and the conductor and then use Spring Jump to grab the pipe, and head out the small exit to the left. Oh cool! We're on top of the train, while it's moving! Just like in the movies! Too cool! Now head right, smashing the black dudes away as you go, until a huge speech bubble comes up saying ?SMORG!?. You'll see some pink and black blobby things from one big one with tentacles. Now, lets throw down with the chapter 6 boss, Smorg.

BOSS: SMORG

50 HP

-----

Ouch! This guy is really tough, so make sure you have loads of healing items for both FP and HP. When you begin, Smorg will have 3 tentacles called ?Smorg Miasmas?, which you must attack in order to attack him. They have 4 HP each, and will do 5s to you. Ouch, that's 15 damage in all! He is one fu\*\*\*\*\* tough git, honestly. You could use Multibounce, but if you do you could end up taking 45 damage, as they wont die for like 3 hits. I would use Art Attack or Earth Tremor, so they can be taken out in no time. Earth Tremor is best, as it can beat them with the small cost of 2 SP. After all three miasmas are gone, the real Smorg will appear. Hammer the living hell out of him and use Bomb with Bobbery. After a while, the miasmas will come back. Use Earth tremor once again to get rid of those pests, then damage Smorg again like last time. After you reduce his health below half, he will bring out one big miasma with a claw-shaped head. This evil thing will do a whopping 10 damage to and your partner. Omigosh, that's nasty! Kill it with Spring Jump (it has 6 HP) and then kill the vulnerable Smorg.

-----

After that battle, our journey will end as will arrive at our posh destination, Poshley Heights.

POSHLEY HEIGHTS

-----

Save, then follow the pink path aaaaalllllll the way to the area where the Poshley Sanctum is. What the? It's locked? Awwwww crap!! Hey wait, here comes Pennington! He will open the sanctum for you, as he is the manager. Woo-Hoo! Lets go in!!

POSHLEY SANCTUM

-----

OH NO! Beldam, Marilyn and Doopliss beat us here and nabbed the Crystal Star! This day just keeps getting crapper! Oh well, we failed chapter six. UHHHH?NO!!!! Listen to Pennington and he will explain that that Crystal Star was a fake! HA-HA, those goons got ripped! Now we must find it. Go to the end of this huge room, and then find the star mark. Stand on that, and then power up for a Spring Jump and leap up onto the pipe. Keep finding the star marks, and use Spring Jump until you reach the plane pad. Now, turn into a paper airplane and fly to the other side of the sanctum. Once your over to the other side, whack the ! Switch to make the curtains pull back and reveal a pipe. Jump off the edge and go down that pipe, then whilst inside the picture run into the

opened door.

## MYSTERY SANCTUM

-----  
I named this place myself, it doesn't actually have a name. Ok, you should see the Crystal Star at the end of the hall. Run down there, and fight the Dark Boos if you want. There are quite a lot though, so don't bother. Nab the star and you'll learn the new move Showstopper.

-----  
END OF CHAPTER!!!  
-----

## END-OF-CHAPTER FEATURES

### PEACH

-----  
Just exit Peaches room and walk right down the corridor to TEC's room. Watch the cutscene, and that's it.

### BOWSER

-----  
This is the last Super Mario Bros. style level you'll get to play with Bowser. It's an underground one with flames everywhere. Just collect the 2 chunks of meat, and become invincible. Hit the spring at the end like the underwater level, and then just grab the flag.

### MARIO

### ROUGEPORT

-----  
The train will pull back into Rougeport. Head to the sewers.

### ROUGEPORT SEWERS

-----  
Head to the room where the Thousand-Year Door is, jump on the pedestal, look at map, then you'll automatically go back to Frankly's.

### ROUGEPORT

-----  
Frankly will explain that the next crystal star is on the moon. Frankly will then start researching about how to get there, so while he does head to the main plaza. Just next to the entrance of the east side is a wooden pillar like thing with a big chest on it. Use Spring Jump to whack it off and get the Ultra Hammer! This is your last upgrade!!! Now, go back to Frankly and he will have thought up an idea to get to the moon. We need to get blasted out of a cannon from somewhere known as Fahr Outpost. By now, you should have collected enough Shine Sprites to power up most of your partners. If not, check the Shine Sprite

section ( ) to find the locations. Now, it's time to head to Fahr Outpost. Head to the west side of Rougeport, then use paper mode to fit down the grating.

#### ROUGEPORT SEWERS

-----  
Use Yoshi to fly over the gap to the left, then instead of going through the green door to Twilight Town, smash the grey block blocking the entrance on the far left. Now, you should see a blue pipe, so go down it!

### 3h. CHAPTER 7: MARIO SHOOT THE MOON

#### FAHR OUTPOST ACCESS

-----  
Just run right, battling the enemies on the way, until you reach our destination.

#### FAHR OUTPOST

-----  
Now we're in Fahr Outpost. Maybe Bob-ombtopia would be a suitable name (my mate made that up), as this place is PACKED with Bob-ombs. Now, head all the way right through this area to the next part. In this area, we have an inn, shop and some houses. Rest up if you need to, buy some items, and then get out Bobbery and speak to the green bob-omb with the mustache near the statue with a cannon on it (it isn't the cannon we want, though). Speak to him (Bobbery MUST be out) and he'll explain that you need two peoples permission to activate the cannon. We must someone called Goldbob, and General White. Lets jet, dudes. Head back to the pipe leading to Rougeport.

#### ROUGEPORT SEWERS

-----  
Now, we could go back the Excess Express, but I have an idea that's a hell of a lot easier. Now, use Yoshi to fly over the gap to the right, then head right over the platforms, then through the entrance. In this room, just keep running right and use Bobbery to blow up part of the collapsed pillar you come to. Then, run through the entrance, This room should seem familiar, so hit the ?S? block and go through the nearest pipe. In this room, squeeze through the gate to the floor, and then head through the entrance to the left. In here break the big block then get on the platform moving up and down. Run to the right once you reach the upper bit, and jump onto the big ! Switch, then ground pound on it to reveal a pipe. Ignore that for now, and do the same for the left. Ignore that pipe also. Now, head through the entrance to the left. In this room, break the big grey block and then do the same things as in the last room (hit the ! Switches to reveal pipes) and head into the pipe on the left to get to Poshley Heights.

#### POSHLEY HEIGHTS

-----  
Now, run up to where the Excess Express station is and look for Goldbob and his family nearby. Speak to Goldbob, offer all your coins and he'll give you his permission note. Now, he will give you back your coins and now we must find General White. Now, you'll have to do a hell of a lot of searching. First, head to Petalburg (you should know the way).

## PETALBURG

-----  
Speak to Mayor Kroop and he'll explain that General White bolted for Keelhaul Key. Head to Rougeport and go to the room in the sewers where the pipe to Poshley Heights was. Instead, head into the other one to Keelhaul Key.

## KEELHAUL KEY

-----  
Head to the camp site and speak to Pa-Patch. He will explain that General White went to an arena. Ok, back to Rougeport and hop on the blimp to Glitzville.

## GLITZVILLE

-----  
Speak to the bar tender in the Fresh Juice bar to find out that General White went off to some Big Tree. Lets head to the Great Tree. Head back to Rougeport, go to the sewers and go to first room of pipes (the room before the pipes that lead to Poshley Heights and Keelhaul Key) and head into the one on the left. That leads to the Great Tree. If you don't know what I mean, just take the route to Boggly Woods and head to the tree.

## THE GREAT TREE

-----  
Go inside and speak to the very first Puni you see. He says that General White went somewhere dark (Oh my god, why does he keep moving?), so go to Twilight Town.

## TWILIGHT TOWN

-----  
In here, go and speak to the guy near the inn and he'll say that General White looked tired, but he doesn't know where he went. Head back to Fahr Outpost.

## FAHR OUTPOST

-----  
Right, now go to the second part of this area and go inside the house next to the item shop. General White is sleeping happily on his bed, so keep attempting to wake him up (walk up to him and when ! Appears, press A and keep trying until he wakes up) and eventually he will. Now, go speak to the green dude with the mustache and the cannon will be set up, ready to fire. BOOM! We'll be blasted AAAALLLLL the way to the moon. WOO-HOO!!!

## THE MOON

-----  
I don't understand how Mario can breathe, but oh well. Keep going right, and eventually you'll find some Moon Clefts. Whoa, these dudes are bloody tough. I would avoid them if you can, but attack if you wanna. If you do, Yoshi's Gulp is best as it doesn't involve their high defense, so they're quite easy that way. After a while some grey Yux's will appear. They are Z-Yux's, and are easy to kill. Wipe the floor with them. After a while you'll see a big building in the background. Now, head North and near the right is a rock, so blow it up with Bobbery. Now, head down it and you'll appear in the distance, so head into the big fortress.

???????????

-----  
We don't know where we are at this moment, so just run up the conveyor belt leading upwards and head through the door. In this room, some X-Nauts in brown and red will attack. They are Elite X-Nauts, and are more powerful than normal ones. They're not the hardest, so don't be afraid.

MINI BOSS: ELITE X-NAUT DUO

10 HP EACH

-----  
Use Power Smash and Gulp, and soon these goons will be toast. They will jump on you, and drink potions which will raise attack and defense etc., so watch out.  
-----

After that your partner will explain that this must be the X-Naut Fortress.

X-NAUT FORTRESS

-----  
Now, hit the ?S? block and the replenish block, and head into the door on the right. In this room, we must use the elevator to get down to the sublevels, which is where the Crystal Star is resting. Damn, we need a key. Oh well, head all the way right and enter the door on the right wall (not right as in ?correct?, I mean the direction). Now in this room, look at the tiles that glow. Remember where those tiles are, and they should form a path. If you memorize that path correctly, it should take you to the ground with the key on. However, this path changes every time you re-enter the room, so I can't give you an image or tell you the path, so you're on your own, pal. Once you've nabbed the key, the floor will lose its electric effect, so hit the yellow block and grab the Super Shroom. Now, get out of this room and back to the elevator. Use the elevator key to ride down to the Sublevel 2. I'll split each sublevel into a different section to make it easier.

SUBLEVEL 2

-----  
Now, in here head all the way left till you reach a door on the left wall at the end of the corridor. Enter. In here, we have another one of those electric rooms. However this time the path doesn't appear, so look at the picture on the wall and use the guide. Remember to hit the yellow block for a Sleepy Sheep. Once you make it to the end, nab the card key. Now every tile is safe, so run back to the door back to the corridor. Back here, run all the way right to the end right door. Go in. Now we're in Lord Grodus' room, and there is a Z-Yux in the middle of the room. It's pretty tough, so don't bother fighting it. It killed me! Now, run to the end of the room and go through the door pass the control panel. Now in here, grab the card key on Lord Grodus' desk and run out. Get out of his room back to the corridor. Now, walk slowly right until you see a door. Go in. In here, read the sheets of paper stuck to the table. It is very important, so remember it. Don't worry, if you forget I'll tell you when we get to the bit when we need them. Now, the code is 014029 and then the switch activation steps are left, right, middle. Now, get out of here back to the corridor. Now, look for the door next to the elevator (the elevator that has a red light) and go in. In here, you'll find an X-Naut PhD. Kill him, then go to the right of the room and look for the gap in the ceiling. Spring Jump into it, now slide down the nearest grating. Now, use Yoshi to glide across the near gap and nab the cog and the other end. Now, get out of here back to our good ol' corridor. Now, go to the green light elevator and travel up to Sublevel 1

## SUBLEVEL 1

-----  
Ok, now to make good use of that cock???I MEAN THAT COG!!! Sorry. Anyways, run left to the door at the end of the corridor and enter it. Now, put the cog into the machine and press the buttons in the order that the note told us:

LEFT, RIGHT, MIDDLE

Now use the crane to get the stuff on the un-reachable ledge. You'll get some coins, a star piece and the Feeling Fine Badge. Also, you can get the Feeling Fine P badge too! WOO-HOO! Now, head back to the corridor. Head to the right door at the end of the corridor. You cannot proceed until you enter the passcode. Remember that code on the note? Hope you remembered it, because I'm not telling you it. No, don't give me those puppy dog eyes. Oh OK, here you go:

014029

There, you happy? Anyways, proceed through the newly unlocked door. In this room, there's a mechanic version of that Thwomp we found back in Shwonk Forrtress. Now it's time to play his quiz, so here are your answers, dude:

Question one answer: Elevator Key

Question two answer: Koopie Koo

Question three answer: Six Feet

Question four answer: Hooktail's belly

Question five answer: Prince Mush

After that, he will get in a hissy-fit because he lost, and then elevator key will pop out of him. Nab it, and head back to the corridor. Head up the elevator back down to Sublevel 2.

## SUBLEVEL 2

-----  
Back here, go to the elevator with the red light (not the one you just came out of) and use it. Travel down to Sublevel 3.

## SUBLEVEL 3

-----  
Now, proceed to the left door at the end of the corridor. Go in. Now, this room is another electric floor room. Look at the glowing pink tiles that move every few seconds. When they are right next to the ledge you're on, walk on them. They will slowly move, so keep on them till you reach the end of the room. Open up the chest and nab the card key, then the room will become non-zapping. Get out and back to the corridor. Now, head AAAALLLLLL the way right and into the door at the end. In here, put the 3 card keys you have into each of the consoles to unlock the door. Go on in for a puzzling part.

## PUZZLING PART

-----  
I just decided to name this place, as it is so fu\*\*\*\*\* confusing. Now, head right and wipe out the X-Naut PhD and then throw Bobbery over the red gate and make him blow up next to the blue switch. Now, the conveyor belt will begin moving, so use paper mode to fit through the bars and onto it. You'll move automatically until you reach the barrier. There is no way to get past it, so use Vivian to hide in the shadows and then pop back up once you've gone past it. Now, hop on the elevator and up to the moving platform. Use it to travel to the pipe, and go down it. Now you'll appear in the distance, so hop onto the platform to your left, then let it move over to the next platform, then jump on that one and let it move up, then hop on the platform to the left and travel to the ledge with the Ultra Shroom. Now, head back onto the platform and travel back to the previous ledge. Now, hop on the platform to your right and wait for it to get near the red cog and then onto the next one and hop onto the platform when it comes down to you, then let it move you up. Jump on the ledge when it reaches the top, hop onto the ledge and jump inside the pipe. Now, use the platforms to get over to the switch, and then hit it. Some stairs will appear, so run up them and you'll see that you need a card key to proceed through the door. Damn. Oh well, fall off the ledge opposite the console to land on an airplane pad. Use it to fly over to the ledge with the card key on. Nab it, and jump off.

## ----- CHAPTER SEVEN BOSS -----

Now, kill the Z-Yux before using the ?S? and replenish blocks. Now, use the pipe nearby to travel all the way back to the elevator at the beginning of this puzzling room. You know the way, so head back to the door with the console and place the card key in the console. Now, head through the door for one hell of a tough fight. In here, we face off against Lord Crump in a remake of Magnus, which is Magnus 2.0

BOSS: MAGNUS 2.0

70 HP

-----  
Now, Power Smash his feet like hell and use Bomb or Bob-ombast (if you powered him up enough) to lower his HP quickly. He now has many new abilities, such as a more powerful stomping attack. He can also use the top part of the robot as a spinning disc which will do 5 to you and your partner. After a few turns, Magnus 2.0 will fire off his fists once again, however this time they have nasty drills at the end and do some nasty damage. Use Flurrie's Gale Force to blow them sky high. Now, make SURE your HP isn't below 25. If it is, and Magnus' is below half, your toast. He will suck in the audience and fire it right at you. This blast will hurt like hell, so hit A to reduce some damage. Be sure to use the Ultra Shroom found earlier. Now, hammer the hell out of this little git and soon he'll be dead meat.

-----  
Now, Magnus 2.0 will be blown to smithereens and Crappy Crump will be blown at into the depths of space. BUSTED!!! Anyways, the Crystal Star will fly out of Magnus 2.0, and now we'll learn the last and best special move in the game, Supernova. Now, we're done.



-----  
END OF CHAPTER!!!  
-----

END-OF-FEATURES

BOWSER  
-----

Run up to and enter Poshley Sanctum, then watch the scene of a stress Bowser.

MARIO  
-----

X-NAUT FORRTRESS  
-----

Ok now????HOW THE FUCK DO WE GET OUT OF HERE?!?!?! We must find a way, so run back to the elevator and journey down to Sublevel 4.

SUBLEVEL 4  
-----

Now, run right into???TEC?s room!!!! In here, TEC can barely speak to you. He will explain that Peach has been taken through the Thousand-Year Door, and will let us out of here by activating the teleported on Sublevel 2. Head there.

SUBLEVEL 2  
-----

Now, find the room with the teleported and hop on in.

ROUGEPORT SEWERS  
-----

Now, exit this room and you?ll see Frankly get all excited about opening the Thousand-Year Door. I suggest resting up in the inn up in Rougeport and buying some items first, then go to the room with the Thousand-Year Door. Now, hop onto the pedestal and the last Crystal Star will put into place. Now, the Thousand-Year Door will slowly and dramatically open. Spooky but cool. There is flipping strong monsters in there, so I suggest being over level 20. If you are, RUN ON IN!!!!

3i. CHAPTER 8: THE THOUSAND-YEAR DOOR

PALACE OF SHADOW  
-----

Because this level is sooooo long, I?ll split the writing into paragraphs so it isn?t one big hunk of hard-to-read text. Make sure you have plenty of healing items, as the road ahead is bloody rough. I suggest maybe going back to the other places first to get some useful items. Now if you?re up to it, head all the way right and go through the door. In here, run down the steps and fight the Swoopulas along the way. Head through the door at the bottom. In this room, run right and then down the stairs, then left and then down some more stairs. Then, run right and use Vivian to avoid the nasty Bombshell Bills. At the end you?ll

meet up with a pair of Bombshell Bill Blasters at the end blocking the door. Great. Now, since these guys have high defense and 10 HP, run from battle or you'll regret it, seriously. After running, go through the door.

Now, in this room spikes will rise up very quickly as you get near them, so running like a complete psycho dumb@\$\$, fishy, no brained, stupid, crazy maniac is a bad idea. Walk like a snail, and when the spikes pop up in your face, take a different route and try and navigate through the room. If the spikes chip off some of your HP while you're trying, no worries. Be sure not to lose TOO much, though. Enter the door at the end of the room. In here, whack the ?S? block and then proceed right. Look at the scorching fireballs spinning and spinning. Ouch, you wouldn't want to touch them. Run through and jump over the flames of they get near you, then get to the circle where the Phantom Ember is. Fight him, then run right down the steps and you'll see rows of flames traveling towards you. Roll up into tube mode, then roll under the upper flames and jump over the lower ones. After that flame-jumping frenzy, proceed through the door at the end of the room.

In here, run to the far right of the room to find a blue Koopa skeleton taking a nap by the door. Wake up the lazy git, and then the room will flood with???Dull Bones? Nope. Dry Bones. This is like the part with the Red Bones back in Hooktail Castle. Ahhh??Good times. Anyways, this time the blue dude will be running about in the huge group of Dry Bones. Stalk the geezer and catch up with him, and prepare for a tough fight.

MINI BOSS: DARK BONES

20 HP

-----  
This guy, like the one in Hooktail Castle, has 4 allies with him. Four tough Dry Bones surround the dark git, and they have 8 HP and 2 Defense each. That's a lot of power to take down, so I suggest using something like Earth Tremor or Art Attack (Art Attack is better) to cream them. This should leave the Dark geezer on low HP, so use Power Smashes and Bomb attacks to chip off his HP quickly, and soon this goon will be toast. Be warned that the Dry bones can create others of them if there is less than 4 enemies on the stage, and if they die they may sometimes still be there as bodies. If this happens, they will come back in a few turns, so try and kill darky quickly, ok?  
-----

After that, the key will pop out of that geezer, so grab it and use it to open the door ahead. Go in. In here, smash the block to get an Ultra Shroom. Oh baby! Anyways, head right, down stairs, left, then down stairs, then right once more. Run from the Bombshell Bill Blasters at the end of the room, then just leg it through the door. In this BIG rrom, head north and hit all 3 blocks to get the awesome items out of them. Save the Jammin? Jelly for a later battle, and proceed through the door to the right. In this room, look for either the upper or lower door at the far right. If it has a torch next to it which is lightened up, go through it. You'll have to do this about several times, so be focused on the torch. Soon you'll be in the next room. In here, just keep going right across the bridges. Hit the ?S? and replenish blocks along the way, and avoid the bad-ass Chain Chomps. Now, head through the door on the far right.

Now, you'll have to walk a series of corridors with enemies in them. Don't fight

the enemies if you think you'll lose too much HP, and once you reach the door with an 'S' block near it, save and proceed into through the door.

Ahhhhh, nothing much in here. Just a huge, black dragon who looks exactly like Hooktail. WHAT THE HELL?!?!?! ZOINKS!!! This Hooktails older brother, Gloomtail. He finds out you're the one who destroyed Hooktail (his so called 'precious' younger sister), and will be pi\$\$ed to the bone. It's battle time, folks!!

BOSS: GLOOMTAIL

80 HP

-----  
Now Gloomtail is one of my favourite bosses in the netire game (just beaten by Doopliss) because he rocks in strength, looks (as in 'looking cool' not handsome, you dork) and he just kicks @\$\$\$. Anyways, enough of my favoritism, lets get to work on beating the big boy. Gloomtail has a wide range of bad ass attacks, so be careful when facing him. He can breathe a huge cloud of poison breath at you for 8 damage, and a poison status problem for you. Ouch. He can also do a nasty stomp, which will hurt, but not as much as the poison breath. Now, hammer like hell at his foot with Power Smash and use Bomb with Bobbery. Use Bob-ombast sometimes, but even though it deals killer damage it costs a lot of FP. After Gloomtail gets to around 35 HP, he will charge up for an amazing attack. It is his Megabreath move, dealing about 16 to you. Ouch. Use Vivian's veil to avoid this horrible move, as it will weaken you like hell. Hopefully you were sensible enough to gather some healing items before coming here, so use them once your HP drops to a low amount. Now, keep pounding him with Power Smash and Bomb (maybe Bob-ombast) to kill this menacing dragon.  
-----

After Gloomtail collapses, he will spurt out a chest containing a Star Key. Nab the key, and head back to the room with the Chain Chomps. Now you should see at the end right and end left parts of the room there are two blue warp pipes with Chain Chomp head statues on them. Throw Bobbery and get him next to them, and make him blow the statue to bits. Now, go down the pipe and you'll appear in the distance, so run and hit the ! Switch to make a boat panel appear. Do this for both warp pipes at both ends to make the two panels appear. Run down to the boat pad and use it travel up into the tower to the north.

SHADOW TOWER

-----  
Again, I named the place myself. Now, in here we must travel to the top floor. So go up the twisty stairs to the top floor. Ignore the doors for now, and once you're at the top place the Star Key into the star-shaped slot and then 8 statues with key slots in them will appear. We must collect all the keys and chuck them in the slots, so ff we go. Go down one floor and here you'll find four doors. Enter the one at the bottom right first.

In here, use Vivian to hide in the shadows and let the blue switch appear. Go up and whack it, then open the new chest and nab the Palace Key (from now on I'll call it a 'PK?', got that?). Get out of here and up to the top right room.

In this room, walk right to the wall and throw Bobbery and make him blow the wall to bits. Head through the new entrance, open the chest and grab the PK. Now, out of here and into the top left room.

In here, smash the grey block on the ground and get out. We'll come back later. Go to the bottom left room.

In here, there are four enemies which must be defeated in the order of their strength. First, kill the Dull Bones, then the Red Bones, then Dry Bones and finally the Dark Bones. After that huge tussle, grab the PK that appears. Now head downstairs, and into the top right room.

Ok, now this is freaky. Run through the wall on the right and hit the switch, open chest and use your nab-tastic skills to nab the PK. Now, out of here and into the bottom right room.

In here, just keep going right until you are automatically stopped by something. Get out Flurrie and use her to blow away the invisible wall thingy. Open chest, and get the PK. Now, up to the top left room.

In here, you'll see that this room is just like the upstairs top left room. Smash the grey block on the floor, then head upstairs and into the top left room up there. In there, jump up to the new grey blocks and smash them. Now, hit the blue switch to make a chest appear. Nab the PK in it, then head downstairs and into the bottom left room.

In here, you'll see two red ! Blocks. Hit the far one 3 times, and then hit the closer one 2 times. Now, open the chest and grab the final PK.

Now, head up to the top floor and place all of the PK's into the statues. Now, a new path on the way to Gloomtail will appear, so we need to go there. Head out of here, back to the boat pads.

#### PALACE OF SHADOW

Now, use the boat pads to go back to the other part of land. Now, avoid the Chomps and hit the ?S? and replenish blocks if needed, and just keep going right. We are stopped by the Shadow Sirens again, only this time Vivian is replaced by Doopliss. Prepare for one tough fight.

#### BOSS: MARILYN, BELDAM AND DOOPLISS

Marilyn: 40 HP      Beldam: 30 HP      Doopliss: 40 HP

Ooof, three tough bosses. Well, on the exception of Beldam and maybe Doopliss. Marilyn is flipping tough, and will weaken you very quickly. Use Spring Jump and Power Bounce on her, and use Fiery Jinx with Vivian. Fiery Jinx uses up 6 FP though, so using it constantly isn't the best idea. Be sure to have some healing items, like Ultra Shrooms and all that. Doopliss' attacks are weak and easy to rebound, however he will soon copy either you or your partner, so be aware. Beldam has rubbish attacks though, so she isn't much of a problem. Be sure to smack Marilyn out of the match first, as she will cause nasty damage and by nasty I mean very very very very nasty. Once she's gone, focus on Doopliss. Use Power Smash and Spring Jump, and be sure to recover your FP now and then. When Doopliss is low on HP, get out Bobbery and use Bob-ombast. Don't use it too much, or you'll lose all your FP in seconds. Use it when they are getting weak, and until then use Bomb. Once Doopliss is gone, attack Beldam (obviously). She isn't very hard to beat, just use Power Smash/bounce and Spring Jump, and bomb with Bobbery to wipe her out in very little time.

-----

After that, you can pass these losers and into the door ahead, so do so. In here, you'll see that now instead of long hallway, the hall has been lowered into a load of steps. Run down the steps and kill the Dark Wizzerds, and then keep on going right. At the end, there is no way to go. Blow off the wall covering up the secret entrance, and go on in. Walk left, and use Yoshi to fly over to the other ledge. Go in the entrance. In here, look for the red switch and face away from it. Hold Koops' shell in place, and then head left up the steps, release Koops to make a platform appear. Jump onto it and then over to the other side. Now, run down the steps and hit the block for a Repel Cape. Now, go towards the screen (your TV screen, basically south) and through the entrance. Now, go up the near steps and through the door. In here, go up some more steps and then whack the green block. Now, go back to the previous room and go stand on the big yellow box. Use Yoshi to fly over the gap and onto the ledge. On here, whack the red block to make the big red box come up. Face away from the red block and hold Koops' shell in place. Get on the big red box and release Koops. As the red box lowers, quickly hop on the ledge about half way down. On this ledge, roll up into a tube and head right into the passage. Jump over the gap, and then keep going right and into the door. In here, stand on the goldish line and use Spring Jump to grab a hold of the pipe. Head right and then drop off once you can't go further. Then stand on the other gold line, Spring Jump and grab hold of the other pipe. Go right again, drop off at the end and go into the north entrance.

In here, run right and up the steps. Once you reach the gap which is impossible to cross, and with a red switch below it. Throw Bobbery off the edge and make him blow up next to the switch to make the platform appear. Jump across to the other side. Go up the steps and hit the ?S? block, then go right up to the wheel thing. Hop onto the bottom platform on it, and use Koops to grab the PK on the ledge. Now, jump down and dodge the Chomp, then go up the stairs to the left, save and enter the locked door. In here, go left and you'll see some steps which you cannot fit through. Roll up into a tube, and go through the small gap and hop up the steps. Once you're at the top, you'll find 7 red blocks. Here is a small image on what order to hit them:

X \* X \* \* X \*

\* = BLOCKS YOU MUST HIT

X = BLOCKS YOU MUSN'T HIT

Once you've hit all the correct blocks, head back into the previous room. In here, quickly check the amount of Star Points you have. Be sure to have at least over 70. If you don't, make sure you have PLENTY of healing items. Anyways, save and then go right. Now you'll see that the wheel thingy is now turning, so hop on one of its platforms to travel over to the other side. Hop off on the other side, and go through the door to the right. In here, blow away the large box with Flurrie (you should know that by now, I hope) to reveal a grey box. Use your Ultra Hammer ability to smash it away, and now you'll see an X pad. Smash through it with a Ground Pound. Now, head south through the exit. In here, head right and walk VERY carefully on the slim pathway, and once you're over it go through the right door. In here, head left and down the steps. Try and avoid the Chain Chomp, and then hit the red switch. Use Yoshi to run back right and up the steps to get on the newly revealed ledge before it goes back into the wall. Once you're at the other side, open the nearby chest and nab the PK. Now, head back to the previous room. In here, jump off to the bottom part of this bit and run

left. Avoid the Chomp, and hop onto the spring on the far left. Use the plane pad and fly over to the right tilting the control stick very quickly to stay airborne longer. Land on the ledge at the FAR right of the room, and use the PK to bust open the door. Go on in. In here, run right and stand by the big door. Hit the save and replenish blocks, and open the huge door. In this room, jump up the steps and listen to chatty Grodus. Now we have to battle him. Darn this.

BOSS: GRODUS

50 HP

-----  
Grodus is a nasty fellow, he can create little things called "Grodus X's" to raise his defense. If Grodus has 4 G-X's around him, he is invulnerable to any attack. These little geezers can also do 4 damage to you, and with Grodus doing roughly 7, if there are four G-X's that will be a total of 23 damage to you. Ouch. We must eliminate these goons immediately!! Use Flurrie to blow them away, or Vivian's Fiery Jinx. Once all of the G-X's are gone, Grodus is easy pickings. Smash him with Power Smash and use constant Shade Fists or Fiery Jinxes with Vivian, but be sure not to waste too much FP with Fiery Jinx. Grodus can use all kinds of nasty attacks, so keep your guard up. After a while he may turn dodgy, which will make most of your attacks miss him for a short time. Damn him. Once he is low on HP, and has 3 or less G-X's around him, use Supernova (if you have a control with the TURBO system on it, use TURBO to get a full-powered blast out of Supernova) to deal 15 damage to everyone, but that's only if you get a full blast. Grodus isn't too hard, but be sure you have at least 70 star points so after you beat him, you will level up ready for the next fight, If you didn't have at least 70 Star Points, you're in trouble.

-----

Ok, now Bowser and Kammy will come in and you'll now have to fight them. If you didn't level up last round, use all the items you've got to heal to full health, and try and get STYLISH moves to increase your SP much quicker, ready for another Supernova.

BOSS: BOWSER AND KAMMY KOOPA

Bowser: 70 HP

Kammy Koopa: 50 HP

-----  
This is one hell of a tough battle. Be sure to heal a lot if you didn't level up last round, as these two are very tough. The nasty part of this battle is that you fight two hard enemies. Take out Kammy first because she can cast some horrific spells, which will give you a MAJOR disadvantage in the battle. Use Spring Jump and Power Bounce on her, and use Vivian's Fiery Jinx to give them both a burn. Kammy can cast spells which will either damage you, boost her attack or when she is below 25 HP, she can heal herself or Bowser. Keep on pounding her, and when she gets below 15 HP blast them both with a Supernova. BANG!!! If you don't have enough SP, you'll have to stick with Power Bounces and Spring Jumps. Once Kammy is gone, focus all your attacks on the lonely Bowser. Power Smash, Power Bounce and even Spring Jump him and use all the moves you have and also use Bomb and Bob-ombast with Bobbery. Bowser has the same moves as he had back in the Glitz Pit; however they are now much more powerful. His 3s and 2s have turned amazingly into 6s and 7s. He can jump on you which will make you lose an ability, bite you which will poison you for 9 turns and also he can breathe his smelly, fiery breath at both you and your partner, so he is one tough bastard. You're going to need plenty of skill, strategy and a bit of luck to defeat these goons.

-----

After that huge tussle, you'll see that a chair has been removed, and that it

was blocking a secret passage. Grodus is running away with Peach, so go inside this new route. In this room, open the chest to get an Ultra Shroom and then go down the steps. At the bottom, open the chest to get some Jammin? Jelly and hit the replenish block, then go in through the door.

#### SHADOW QUEEN'S LAIR

---

Watch the REEEEEAAAAALLLLLLYYYYYYY long scene. The Shadow Queen has possessed Peach, so say no to being her slave (or it's Game Over, honestly) and you will fight her.

#### FINAL BOSS: SHADOW QUEEN: DARK PEACH

150 HP

---

Wow! The final boss! Such a midget! Oh well, just use Power Bounce, Spring Jump and Power Smash on her to chip off bits of her HP quickly. Use Fiery Jinx or Bob-ombast with Vivian and Bobbery. She can pull you down into the shadows, which will do a couple of hits to you, causing about 2 or 3 damage each. She can also boost her attack power, and lastly she will zap you with a quick strike of lightning. This will do a nasty 7, so be careful. Once you have enough SP, give it all you got with a Supernova. When you knock off about 75 of her HP, she will turn into her true form. This form is invincible, so just keep attacking it and let her attack you. Her hands can do 7 and so can she, so in all that's 21 damage. Hang in there for 3 more turns, using items or Sweat Treat/Feast to heal you quickly. After those 3 turns, she will suck in the audience and fully heal herself, and then another scene will pop up.

---

Ok, now watch yet another LLLLLLLLLLLOOOOOOOOOOOONNNNNNNNNNNNGGGGGGGGGGGG scene, and watch as everyone is rooting for you. Peach will just barely break free of the Shadow Queens possession spell, and lend you the rest of her power, which fully heals you in everything. Yep, HP, FP and SP. Now we must fight the Shadow Queens TRUE form.

#### FINAL BOSS: SHADOW QUEEN: TRUE FORM

150 HP

---

Zoinks! She's one big mother fu\*\*\*\* isn't she? She now has hands, which can suck out your HP. Use Vivian's Fiery Jinx to get rid of them, but be warned as they will come back next turn. Power Smash isn't good now, so use Spring Jump and Power Bounce to smack her HP down like mad. Keep using Shade Fist and Fiery Jinx with Vivian, and soon after you kill a bunch of her hands they will come back as Dead Hands. The Dead Hands can pull you into the darkness, dealing a bunch of hits for 2 or 3 damage each. They also ram past you and smack both you and your partner. She can boost her attack by a bit, but when you see her charge up by 7, hide with Veil as she is about to use a mega-powerful move which causes 14 damage. Ouch. Make sure you have plenty of healing items and a bit of luck on the slots. If you get 3 Shine Sprites in a row, you'll be fully healed in SP, FP and HP. Keep smacking the hands away with Fiery Jinx, and you focus on her with Spring Jump and all sorts of powerful jumping moves. Be sure to gather up SP and smash her with a Supernova. Keep this up and you'll beat this evil geezer soon enough.

---

CONGRATULATIONS! You have completed Paper Mario: The Thousand-Year Door. I hope

my guide came in handy, and well done to you dude!! Watch the wicked ending, and that's it. The game is done. Nothing else to do. WRONG! Start up again to come back to Rougeport, and check out the bonus features below:

=====  
4. THE TROUBLE CENTER  
=====

Here you help solve people's troubles. This place is located next to Bobbery's house on the east side of Rougeport. Here's how to do every trouble:

=====  
4a: Garf's Trouble: ?Need a Key!?  
Reward: 20 coins

This idiot seems to have dropped his house key somewhere in Rougeport, so head out of the Trouble Center and go right over the bridge. Speak to the guy who looks like Gus (the guy you fought who was blocking the entrance to the east side's second part) and speak with him. He will explain that he may of dropped his key near the badge shop. Go to the Main Plaza and into the inn, go upstairs into the actual inn, and then go south then left and through the door. Up here, nab the key and jump off the edge. Head back to Garf, unlock his door and you'll get your reward. Cool!

=====  
4b: McGoomba's Trouble: ?Safe Delivery...?  
Reward: 20 coins

Ok, now let's go see McDonalds.....I MEAN MCGOOMBA!!!! Ahhh, just go back to the Main Plaza and through the north alleyway. When the camera has flipped around, go right and meet up with a Goomba in a green hat. He will give you a package, and you must deliver it to Goomfrey the Goomba. Head back to the east side. Speak with the Goomba in the green hat, give him the package, and head back to McGoomba. Speak with him to get your reward.

=====  
4c: Arfur's Trouble: ?Price Adjustment?  
Reward: 20 coins

Arfur is the dude just in front of the trouble center. Speak to him to find out that he is planning to open a shop and needs to know the prices of Fire Flowers, Sleepy Sheep's and Tasty Tonics. Tell him these prices:

FIRE FLOWER=10 COINS  
SLEEPY SHEPP=8 COINS  
TASTY TONIC=3 COINS

After that, he'll give you your reward.

=====  
4d: Goomther's Trouble: ?Find this Guy!?  
Reward: 20 coins

It appears that someone called Goomther has been mugged, so let us help him yes? Head to the Main Plaza and speak with the Goomba in the green hat (I think there's two, so try and find the one we need) and he will ask you to find someone called Larson. Larson is a bandit, and they are the dudes in blue with masks on. Head back to the east side. Walk up to the brick wall next to the power up house and go into the back alley where Darkly is. Speak to the bandit and he'll make a break for it, so AFTER HIM!!! Head to the harbor. As you enter up on the ledge, go left and fall off the edge and speak to Larson again. He leg it again, so AFTER HIM AGAIN!!! Go back to the Main Plaza, and go up into the north alleyway. When the camera flips, go left and we'll find Larson. This time



he'll give in and then Goomther will come to reward you!

=====  
4e: Mousimilian's Trouble: ?Hit me, please!?

Reward: Profit Tip

It seems someone called Mousimilian has forgotten something important, so let's help out. Head to the Main Plaza and look for the purple mouse outside the shop. Speak to him and keep on whacking him with your hammer until he remembers (he'll say: ?I remembered!? if he does). He was gonna buy a Sleepy Sheep in Rougeport and sell it in Petalburg to make a 2 coin profit. That tip is your reward.

=====  
4f: Bomberto's Trouble: ?I'm Hungry!?

Reward: 11 coins

Sounds like some dude is famished. TO THE RESCUE!! Head to the harbor and go near the dock (where the boat dropped you off at the start of the game) and speak with the small blue bob-omb. Give him anything edible, from a Mushroom to a Hot Dog and he'll give you your reward.

=====  
4g: Koopook's Trouble: ?Try and find me!?

Reward: Special Card

Koopook is hiding somewhere in Hooktail Castle, so head there. When you're at Hooktail Castle, go through the rooms until you reach the one where you see a big green box that takes you up to a higher path, with two doors at either side of the path (the door on the left is where you first met Ms. Mowz, remember?). Travel up on the green box and keep looking left. You should spot a Koopa on a ledge. Wait until the green box is at the top, and then go right towards the door. Walk right up to the door and then go north and fall off the edge. If you did it right, you should land on the ledge Koopook's on. Squeeze through the bars and speak to him. He will give you your reward.

=====  
4h: Mayor Kroop's Trouble: ?Listen to me!?

Reward: Turtley Leaf

Go to Petalburg, into Mayor Kroop's house and speak to him. Rush through his speech to get your prize. No wonder no one listens to him, the gossiper.

=====  
4i: Plenn. T's Trouble: ?Order me an item!?

Reward: Ultra Shroom

Go visit the Toad Brothers Bazaar (the shop in Rougeport, in case you haven't noticed) and the shop keeper will want 5 courage shells. Head to Petalburg, into the shop and buy the five c shells and then go back to the Toad Bros. Bazaar and give him the c shells to get your reward.

=====  
4j: Puni Elder's Trouble: ?Emergency Shroom!?

Reward: 60 coins

We need a Life Shroom for the Puni Elder, so lets go. Head to the West Side of Rougeport and buy one in the shop there, then go to the Great Tree and give it to the elder and get the prize.

=====  
4k: Lahla's Trouble: ?Play with me!?

Reward: 10 Piantas

Go to the west side of Rougeport and head into the Pianta Parlor. In here, go all the way left and talk to the blue boo at the desk. She will give you the prize, 10 Piantas to use in the parlor to play games. That is it.

4l: Pine T. Jr's Trouble: ?Help my daddy!?

Reward: Silver Card

Poor Pine T. Jr has lost his father, as he traveled down the Pit of 100 Trials and never came out. Head to the room where the Thousand-Year Door is. As you come in, go north and squeeze through the bars and jump on the spring and up to the plane pad. Use it to fly left over to the ledge and then go through the entrance there. In here, speak to the little Toad. Now go down the pipe and into the Pit of 100 Trials (go down for guide, it's number 5). Proceed to the 20th floor and meet up with Pine T. Jr's father, and then use the pipe to go back up to the entrance. Back here, Pine T. Jr will be happy to have his daddy back and will give you the reward.

=====  
4m: Jolene's Trouble: ?Help wanted!?

Reward: 30 coins

Ok, head to Glitzville and into the Glitz Pit, then into Grubba's Office which is now obviously Jolene's Office, and speak to Jolene. She needs someone to be the guy who collects garbage. Yuck. Oh well, head to the storage room. In here, grab the Battle Trunks on the bottom floor and the upper floor, then go back to Rougeport. Head to the east side of Rougeport and speak to Goomfrey the Goomba and give he'll gladly take the revolting, filthy, dirty Battle Trunks (what a scuzzbag) for you. Head back to Jolene's office after giving him every last Battle Trunk and speak to her to get your reward. Eeewww, my hands smell of fighter sweat.

=====  
4n: Merlee's Trouble: ?Heartful Cake Recipe??

Reward: 30 coins

Go to the east side of Rougeport and go through the pipe leading to the sewers. In here, go right until you reach the plane pad. Squeeze through the bars leading to the nearby pipe. Go through the pipe. You'll appear in the distance, so run left and into Merlee's house. In here house, speak to her and she'll ask you to find her the recipe for a Heartful Cake by speaking to a guy named Toce. T in Petalburg, so head there. In Petalburg, go all the way right until you reach the gate and go inside the house closest to it. Speak to the guy there and he'll say that the recipe is some Ruin Powder and a Cake Mix. Head back to Merlee. Speak to her and she'll ask you to fetch her a Cake Mix, so head to Rougeports west side and into the Pianta Parlor. Go up to Kitty and buy a Cake Mix for 6 Piantas and then head back to Merlee. Give her the Cake Mix and she'll give you a nice prize.

=====  
4o: Bub-ulber's Trouble: ?The food I want?

Reward: Dried Bouquet

Ok, first go to Glitzville and buy 2 Hot Dogs from the Hot Dog stand, then head back to Rougeport. Back here, buy a Cake Mix from the Pianta Parlor and then go to Zess. T's place (you know the girl who lost her contact lens and you bought her new ones? Remember the house she hopped in? Go there) which is just next to the entrance to the west side. In here, make her cook the Cake Mix and she'll give you a Mousse Cake. Now, head to Petalburg. Look for the pink flower thing somewhere here and speak with him. Give him both the Hot Dogs you bought and then the Mousse Cake. He will reward you after that.

=====  
4p: ????????s Trouble: ?Elusive Badge!?

Reward: Attack FX B badge

Hmmm??strange, they didn't give a name. Oh well, head to the inn and up to the top floor, through the door which takes you up to the path way where the badge shop is (where we found Garf's key in trouble 4a) and keep going left until you

get on top of Zess. T's place, and the person who set the trouble is??MS. MOWZ??!?!?!?! Well, ok then. Head to Hooktails Castle. In Hooktails Castle, head all the way up to Hooktails Lair (obviously where you fought Hooktail). Hooktail is gone (did he fly off or is he de-composable?), so just head for the center of the lair until you are stopped by an invisible barrier, so get out Flurrie and use her to blow it away. Open the newly revealed chest to get the Attack FX B badge. Go back to Rougeport and go see Mw. Mowz. She will explain that she hid the badge on purpose because she knew you'd help her find it. What a cheeky bastard. She will now give you the Attack FX B badge and join your team. Cool.

=====  
4q: Mayor Dour's Trouble: ?Newsletter??  
Reward: 30 coins

In this task, we must visit 3 old hags in 3 places. First, go to Twilight Town and into Mayor Dour's house. Speak with the geezer and he'll ask you to deliver a newsletter to the Puni Elder. Go to the Great Tree and speak with her. After that, take it to Mayor Kroop of Petalburg. After you show him, take the letter back to Mayor Dour and get your prize.

=====  
4r: Zess. T. Troubles: ?Seeking legendary book!?  
Reward: Honey Shroom

If you followed my guide EXACTLY in chapter 4, you should have the legendary cookbook by Maitre Delish. If you don't go back through this guide to part 3e and read on to learn where to get it in Creepy Steeple. Give the book Zess. T, and she can now cook 2 items at one time, which will mix them together to make even more lovely foods.

=====  
4s: Eve's Trouble: ?Tell that person??  
Reward: Meteor Meal

Visit someone called Eve in Twilight Town, second part, first house you see. She will ask you to go see Podley for her, so go back to Rougeport and go into the inn, BUT DON'T GO UPSTAIRS!! Stay in the bar, and speak with the bartender. He will ask you to give a letter to Eve, so head back there and give the letter to her and that's it.

=====  
4t: Goom Goom's Trouble: ?Looking for a gal!?  
Reward: Couple's Cake

Goom Goom is found in the Pirates Grotto, in the store room where the floating box is, and where you faced away from it to hit the switch than ran to the elevator and grabbed the key, remember? Head there. In the bottom left corner of the room is a Goomba. Get out Goombella and speak to him. He'll run off and drop the Couples Cake, so just nab it. Done.

=====  
4u: Frankie's Trouble: ?Important thing!?  
Reward: Gold Card

Head to the east side of Rougeport and into the flower garden. Frankie is there, so speak to him. He has lost his wedding ring, and it's in Rougeport somewhere. Head to the west side, and near the trouble center is the bridge which leads to the other side, so move down from it and use Yoshi to fly over the gap and then grab the ring. Head back to Frankie, give him the ring and get your reward.

=====  
4v: Chef Shimi's Trouble: ?Get these ingredients!?  
Reward: 40 coins

OK, first go to Creepy Steeple and then go through the upper door in the main

room. In this path, kill or avoid the Swoopers and look for the thin gap in the fence. Squeeze through it using paper mode and then go right until you find a big tree. Whack it with your hammer to make a Golden Leaf fall out, so nab it and head back to the Great Tree. In here, head right and speak with Petuni. Choose ?Which person does Mario like the most?? as the question and she will then give you a Mystic Egg. Now, head to Keelhaul Key via the shortcut pipe in Rougeport sewers. When you come out of the pipe, you should be deep in the jungle of Keelhaul Key, so smash the palm trees until a Keel Mango falls out of one. Grab it and then head back to Rougeport and board the Excess Express. Go to the dining car and speak with Chef Shimi (he?s the cheep cheep)and give him the items, and receive your prize.

=====  
4w: Toodles? Trouble: ? I must have that book?  
Reward: Platinum Card

Go to Poshley Heights via the Excess Express or shortcut pipe in Rougeport Sewers and go inside the pink house near the station. Speak with Toodles and she will explain that Jolene has borrowed a book from her and hasn?t returned it. Head to Glitzville and into the Glitz Pit, then go to Jolene?s office. Speak to Jolene and she will hand over the wrestling magazine, so head back to Poshley Heights and give it to Toodles.

=====  
4x: Businessman?s Trouble: ?Security Code??  
Reward: Hot Sauce

Head to Glitzville and speak to the rat like guy standing outside of the Glitz Pit near the ?S? block. He will explain that he has forgotten his briefcase code and that he needs you to get it back. He is a chair lover, and counted the chairs in Mayor Kroop?s house, Flurries House, Don Piantas place and lastly Toodles. Go count the chairs in those places now, because I wont tell you the code. No, no more puppy dog eyes I explained that in chapter 7. Oh man, fine then:

THE CODE IS:  
2625

Give him the code and retrieve the Hot Sauce.

=====  
4y: Goldbob?s Trouble: ?Delivery, please!?  
Reward: 64 coins

Go to Poshley Heights and speak to Goldbob (he and his family are near the train station) and he will ask you to deliver a special package to General White. Now we must search like hell for him, AGAIN!!!

First go to Fahr Outpost and it?s told that General White left for Rougeport. Go to Rougeport and speak to Podley, the bartender in the inn, who will explain that General White has ran off to Glitzville. Go there, and speak to the bartender in the Fresh Juice shop. Now we must go back to Goldbob in Poshley Heights, who will explain that General White has fled for Fahr Outpost. I swear he is just taking the piss now. Head there and go into his house to find that he is resting. Grrrrrrrr, jump on him like nuts until he wakes up, give him the package and then report back to Goldbob to receive your reward.

=====  
4z: Gob?s Trouble: ?I can?t speak!?  
Reward: 20 coins

First, head to the Pianta Parlor and buy some Cake Mix. Next, go to the Toad Bros. Bazaar and buy some Honey Syrup. Now, go to Zess. T and ask her to mix them both (in order to use 2 ingredients, you must of done trouble 4r) to create

some Honey Candy. Now, head to Fahr Outpost and go to the second area. Here, speak to the first bob-omb you see (if you can't figure it out, speak to all the bob-ombs until you see one that isn't speaking properly) and give him the Honey Candy. Get the prize.

=====  
4aa: Toadia's Trouble: ?I wanna meet Luigi!?  
Reward: Choco Cake

If you don't have the L emblem yet, read chapter 6 in Poshley Sanctum (part 4g) to learn how. Go to Poshley Heights and into the area where the sanctum is. Go to the nearby fountain and speak with the green female toad. Skip through her speech, and watch as Luigi comes and she thinks he's the Luigi imposter, when you are. When Luigi goes, you get the cake. Done

=====  
4bb: Doe. T's Trouble: ?Roust these cads!?  
Reward: 20 coins

Keep going right from the Great Tree in Boggly Woods until you meet up with Doe. T. Speak to him and then kill all the enemies in the area you and him are in to receive your prize.

=====  
4cc: Bub's Trouble: ?Help me make up?  
Reward: 3 COINS?!?!?!?

Go to Poshley Heights and go to the sanctum. Meet up with Bub just outside it, and speak with him. He wants to make up with his mum, so firstly go buy a Fright Mask from the Toad Bros. Bazaar back in Rougeport. Go back afterwards and speak to Bub. Now he will give you a letter on the present, so go to the station and give it to his mum. Go back to Bub to get your very crap reward.

=====  
4dd: Swob's Trouble: ?Erase the graffiti!?  
Reward: Snow Bunny

Go to Fahr Outpost and into the second area. Talk to the dude near the statue of a cannon and he will explain that there's some graffiti in the Pit of 100 Trials. This is one of the hardest troubles, so be sure to buy a lot of healing items before going. Now, go to the Pit of 100 Trials and go down to the 50th floor. Yes, the 50th. Nasty, isn't it? When you're at the 50th floor, look for the walk with the graffiti on it and throw Bobbery in front of it and make him detonate it. Go back to Fahr Outpost and speak to Swob to receive your prize.

=====  
You have now officially completed the Trouble Center, Well Done!

=====  
5. HAPPY LUCKY LOTTERY  
=====

This is a game where you have a number and if it is a match on the days winning number you can win really cool prizes.

=====  
5a: Get a Number  
=====

In order to get a number for the Happy Lucky Lottery, you must visit Rougeports west side and look for the brown bulky bob-omb next to the billboard. Speak to the brown bob-omb, called Lucky, and he will offer you a lottery number for 10 cons. If you want a new number, you must pay 100 coins for it. Use this number to win cool prizes

=====  
5b: Winning Number  
=====

Every midnight according to your Nintendo Gamecube Clock the number on the lottery billboard will change. You can win a prize anyhow, if you have no matching numbers then you get a Mushroom for trying anyway. I have never one this game myself, so I don't know any other prizes. If 1, 2 or 3 of your numbers match you can get a prize, but you will get a really good prize if all your numbers match. Jackpot!

=====  
5c: Foul Play  
=====

I bet you're thinking that you can keep on changing the clock to the next day to make the number change quicker, yes? I strongly advise you don't, because if you do Lucky will be upset and will cancel the lottery. The only way to make the game re-start is to buy a new number for 500 coins. Yes, 500. You up it? Then leave your clock alone!!

=====  
6. GONZALES STIKES BACK  
=====

Go back to Glitzville and visit Jolene to come back to the Glitz Pit. Jolene has lost all the result papers for you, which means you have to start back in the minors. Be sure to tattle enemies you may of missed in chapter 3.

=====  
7. THE PIT OF 100 TRIALS  
=====

If you have completed most troubles you must have been down the Pit of 100 Trials by now. This place got it's name, of course, because it has 100 floors of nasty foes. A massive dragon named Bonetail lives at the bottom, with 200 HP and some nasty attack effects. Guide coming soon???

=====  
8. PIANTA PARLOR GAMES  
=====

If you have followed my trouble guide you must of noticed that you seem to get cards as rewards (silver, gold, platinum and special). These cards let you play games based on your abilities. Just speak to kitty and make sure you have the card for that game. It costs 10 piantas to play these games. When the pipe appears, hop in it to be transported to the game. Here's the guides for the games:

8a. THE PLANE GAME  
-----

This game is a game in which you use your plane mode to play. The Special Card is required to play. You must use the plane pad and fly as far as you can.

Wherever you land determines your score. You are rewarded Piantas for when you win, depending on your score.

#### 8b. THE PAPER GAME

-----

This game is a game in which you use your paper mode to play. The Silver Card is required to play. You must turn into paper mode once the fans are on, other wise you'll be blown off course. The objective is too reach the goal. Turn back into normal Mario when the fans are off to go faster.

#### 8c. THE TUBE GAME

-----

This is a game in which you use your tube mode to play. The Gold Card is required to play. You must reach the end of the course by jumping over gaps, traveling across thin ledges in tube mode. Reach the goal at the end of the course. There may be some Piantas sitting on the course, so be sure to try and grab them.

#### 8d. THE PAPER BOAT GAME

-----

This is game in which you use your paper boat mode to play. The Platinum Card is required to play. You must sail through the water course whilst avoiding the bumpy barrels and raging whirlpools.

#### 8e. OTHER GAMES

-----

You can also play the slots in the Pianta Parlor. The Pianta machine will be happy to give you some Piantas in exchange for coins. Be sure to visit Kitty to buy some nifty items for Piantas.

### =====

#### 9. MINI GUIDES

=====

Here is the last part of my guide. Two guides known as the Shine Sprite location guide and a Tattle log guide.

#### -----

##### 9a. TATTLE LOG GUIDE

-----

All 124 Tattles for ya. Read on and check to make sure your guide isn?t missing an enemy!

##### 1. GOOMBA

MAX HP: 2---ATTACK: 1---DEFENSE: 0---LOCATION: VARIOUS

##### 2. PARAGOOMBA

MAX HP: 2---ATTACK: 1---DEFENSE: 0---LOCATION: VARIOUS

##### 3. SPIKY GOOMBA

MAX HP: 2---ATTACK: 2---DEFENSE: 0---LOCATION: VARIOUS

##### 4. HYPER GOOMBA

MAX HP: 8---ATTACK: 2---DEFENSE: 0---LOCATION: TWILIGHT TRAIL

##### 5. HYPER PARAGOOMBA

MAX HP: 8---ATTACK: 2---DEFENSE: 0---LOCATION: TWILIGHT TRAIL

6. HYPER SPIKY GOOMBA

MAX HP: 8---ATTACK: 3---DEFENSE: 0---LOCATION: TWILIGHT TRAIL

7. GLOOMBA

MAX HP: 7---ATTACK: 3---DEFENSE: 0---LOCATION: PIT OF 100 TRIALS

8. PARAGLOOMBA

MAX HP: 7---ATTACK: 3---DEFENSE: 0---LOCATION: PIT OF 100 TRIALS

9. SPIKY GLOOMBA

MAX HP: 7---ATTACK: 4---DEFENSE: 0---LOCATION: PIT OF 100 TRIALS

10. KOOPA TROOPA

MAX HP: 4---ATTACK: 2---DEFENSE: 1---LOCATION: PETAL MEADOWS

11. PARATROOPA

MAX HP: 4---ATTACK: 2---DEFENSE: 1---LOCATION: HOOKTAIL CASTLE

12. KP KOOPA

MAX HP: 4---ATTACK: 2---DEFENSE: 1---LOCATION: GLITZVILLE

13. KP PARATROOPA

MAX HP: 4---ATTACK: 2---DEFENSE: 1---LOCATION: GLITZVILLE

14. SHADY KOOPA

MAX HP: 8---ATTACK: 3---DEFENSE: 1---LOCATION: GLITZVILLE

15. SHADY PARATROOPA

MAX HP: 8---ATTACK: 3---DEFENSE: 1---LOCATION: GLITZVILLE

16. DARK KOOPA

MAX HP: 8---ATTACK: 4---DEFENSE: 2---LOCATION: PIT OF 100 TRIALS

17. DARK PARATROOPA

MAX HP: 8---ATTACK: 4---DEFENSE: 2---LOCATION: PIT OF 100 TRIALS

18. KOOPATROL

MAX HP: 6---ATTACK: 4---DEFENSE: 2---LOCATION: ROUGEPORT SEWERS

19. DARK KOOPATROL

MAX HP: 25---ATTACK: 5---DEFENSE: 2---LOCATION: GLITZVILLE

20. DULL BONES

MAX HP: 1---ATTACK: 2---DEFENSE: 1---LOCATION: HOOKTAIL CASTLE

21. RED BONES

MAX HP: 5---ATTACK: 3---DEFENSE: 1---LOCATION: HOOKTAIL CASTLE

22. DRY BONES

MAX HP: 8---ATTACK: 5---DEFENSE: 2---LOCATION: PALACE OF SHADOW

23. DARK BONES

MAX HP: 20---ATTACK: 5---DEFENSE: 2---LOCATION: PALACE OF SHADOW

24. HAMMER BRO.

MAX HP: 7---ATTACK: 4---DEFENSE: 1---LOCATION: GLITZVILLE

25. BOOMERNAG BRO.

MAX HP: 7---ATTACK: 2---DEFENSE: 1---LOCATION: GLITZVILLE



26. FIRE BRO.

MAX HP: 7---ATTACK: 3---DEFENSE: 1---LOCATION: GLITZVILLE

27. LAKITU

MAX HP: 5---ATTACK: 2---DEFENSE: 0---LOCATION: GLITZVILLE

28. DARK LAKITU

MAX HP: 13---ATTACK: 5---DEFENSE: 0---LOCATION: PIT OF 100 TRIALS

29. SPINY

MAX HP: 3---ATTACK: 3---DEFENSE: 3---LOCATION: GLITZVILLE

30. SKY BLUE SPINIES

MAX HP: 6---ATTACK: 6---DEFENSE: 4---LOCATION: PIT OF 100 TRIALS

31. BUZZY BEETLE

MAX HP: 5---ATTACK: 3---DEFENSE: 4---LOCATION: CREEPY STEEPLE

32. SPIKE TOP

MAX HP: 5---ATTACK: 3---DEFENSE: 4---LOCATION: CREEPY STEEPLE

33. PARABUZZY

MAX HP: 5---ATTACK: 3---DEFENSE: 4---LOCATION: PIRATES GROTTA

34. SPIKY PARABUZZY

MAX HP: 5---ATTACK: 3---DEFENSE: 4---LOCATION: RIVERSIDE STATION

35. RED SPIKY BUZZY

MAX HP: 5---ATTACK: 3---DEFENSE: 5---LOCATION: GLITZVILLE

36. MAGIKOOPA

MAX HP: 7---ATTACK: 4---DEFENSE: 0---LOCATION: ROUGEPORT SEWERS

37. RED MAGIKOOPA

MAX HP: 7---ATTACK: 4---DEFENSE: 0---LOCATION: GLITZVILLE

38. WHITE MAGIKOOPA

MAX HP: 7---ATTACK: 4---DEFENSE: 0---LOCATION: GLITZVILLE

39. GREEN MAGIKOOPA

MAX HP: 7---ATTACK: 4---DEFENSE: 0---LOCATION: GLITZVILLE

40. KAMMY KOOPA

MAX HP: 50---ATTACK: 5---DEFENSE: 0---LOCATION: PALACE OF SHADOW

41. BOWSER

MAX HP: 70---ATTACK: 7---DEFENSE: 1---LOCATION: VARIOUS

NOTE: Bowser also appears in Glitzville, and then he has 30 HP, 3 attack and 1 defense.

42. GUS

MAX HP: 20---ATTACK: 3---DEFENSE: 0---LOCATION: ROUGEPORT

43. DARK CRAW

MAX HP: 20---ATTACK: 6---DEFENSE: 0---LOCATION: GLITZVILLE

44. BANDIT

MAX HP: 5---ATTACK: 2---DEFENSE: 0---LOCATION: GLITZVILLE

45. BIG BANDIT

MAX HP: 8---ATTACK: 3---DEFENSE: 0---LOCATION: GLITZVILLE

46. BADGE BANDIT

MAX HP: 12---ATTACK: 5---DEFENSE: 0---LOCATION: PIT OF 100 TRIALS

47. SPINIA

MAX HP: 3---ATTACK: 1---DEFENSE: 0---LOCATION: ROUGEPORT SEWERS

48. SPANIA

MAX HP: 3---ATTACK: 1---DEFENSE: 0---LOCATION: ROUGEPORT SEWERS

49. SPUNIA

MAX HP: 12---ATTACK: 7---DEFENSE: 2---LOCATION: PIT OF 100 TRIALS

50. FUZZY

MAX HP: 3---ATTACK: 1---DEFENSE: 0---LOCATION: SHWONK FORTRESS

51. GOLD FUZZY

MAX HP: 10---ATTACK: 1---DEFENSE: 0---LOCATION: SHWONK FORTRESS

52. GREEN FUZZY

MAX HP: 5---ATTACK: 3---DEFENSE: 0---LOCATION: KEELHAUL KEY

53. FLOWER FUZZY

MAX HP: 6---ATTACK: 3---DEFENSE: 0---LOCATION: KEELHAUL KEY

54. POKEY

MAX HP: 4---ATTACK: 3---DEFENSE: 0---LOCATION: GLITZVILLE

55. POISON POKEY

MAX HP: 8---ATTACK: 4---DEFENSE: 0---LOCATION: RIVERSIDE STATION

56. PALE PIRANHA

MAX HP: 4---ATTACK: 2---DEFENSE: 0---LOCATION: BOGGLY WOODS

57. PUTRID PIRANHA

MAX HP: 8---ATTACK: 3---DEFENSE: 0---LOCATION: KEELHAUL KEY

58. FROST PIRANHA

MAX HP: 10---ATTACK: 5---DEFENSE: 0---LOCATION: FAHR OUTPOST

59. PIRANHA PLANT

MAX HP: 15---ATTACK: 9---DEFENSE: 0---LOCATION: PIT OF 100 TRIALS

60. CRAZEE DAYZEE

MAX HP: 7---ATTACK: 2---DEFENSE: 0---LOCATION: TWILIGHT TRAIL

61. AMAZY DAYZEE

MAX HP: 20---ATTACK: 20---DEFENSE: 0---LOCATION: TWILIGHT TRAIL

62. PIDER

MAX HP: 5---ATTACK: 2---DEFENSE: 0---LOCATION: THE GREAT TREE

63. ARANTUALA

MAX HP: 16---ATTACK: 7---DEFENSE: 0---LOCATION: PIT OF 100 TRIALS

64. SWOOPER

MAX HP: 6---ATTACK: 3---DEFENSE: 0---LOCATION: CREEPY STEEPLE

65. SWOOPULA

MAX HP: 9---ATTACK: 4---DEFENSE: 0---LOCATION: PALACE OF SHADOW

66. SWAMPIRE  
MAX HP: 20---ATTACK: 6---DEFENSE: 0---LOCATION: PIT OF 100 TRIALS

67. DARK PUFF  
MAX HP: 3---ATTACK: 2---DEFENSE: 0---LOCATION: BOGGLY WOODS

68. RUFF PUFF  
MAX HP: 7---ATTACK: 4---DEFENSE: 0---LOCATION: RIVERSIDE STATION

69. ICE PUFF  
MAX HP: 9---ATTACK: 4---DEFENSE: 0---LOCATION: FAHR OURPOST

70. POISON PUFF  
MAX HP: 15---ATTACK: 8---DEFENSE: 0---LOCATION: PIT OF 100 TRIALS

71. BOO  
MAX HP: 7---ATTACK: 3---DEFENSE: 0---LOCATION: PIT OF 100 TRIALS

72. ATOMIC BOO  
MAX HP: 40---ATTACK: 4---DEFENSE: 0---LOCATION: CREEPY STEEPLE

73. DARK BOO  
MAX HP: 8---ATTACK: 5---DEFENSE: 0---LOCATION: POSHLEY SANCTUM

74. EMBER  
MAX HP: 8---ATTACK: 3---DEFENSE: 0---LOCATION: KEELHAUL KEY

75. LAVA BUBBLE  
MAX HP: 6---ATTACK: 4---DEFENSE: 0---LOCATION: PIRATES GROTTA

76. PHANTOM EMBER  
MAX HP: 10---ATTACK: 5---DEFENSE: 0---LOCATION: PALACE OF SHADOW

77. BALD CLEFT  
MAX HP: 2---ATTACK: 1---DEFENSE: 2---LOCATION: PETAL MEADOWS

78. HYPER BALD CLEFT  
MAX HP: 3---ATTACK: 2---DEFENSE: 2---LOCATION: GLITZVILLE

79. CLEFT  
MAX HP: 2---ATTACK: 2---DEFENSE: 2---LOCATION: BOGGLY WOODS

80. IRON CLEFT IN RED BOOTS  
MAX HP: 6---ATTACK: 4---DEFENSE: ??---LOCATION: GLITZVILLE

81. IRON CLEFT IN GREEN BOOTS  
MAX HP: 6---ATTACK: 4---DEFENSE: ??---LOCATION: GLITZVILLE

82. HYPER CLEFT  
MAX HP: 4---ATTACK: 3---DEFENSE: 3---LOCATION: TWILIGHT TRAIL

83. MOON CLEFT  
MAX HP: 6---ATTACK: 5---DEFENSE: 5---LOCATION: THE MOON

84. BRISTLE  
MAX HP: 2---ATTACK: 1---DEFENSE: 4---LOCATION: PETAL MEADOWS

85. DARK BRISTLE  
MAX HP: 8---ATTACK: 8---DEFENSE: 4---LOCATION: PIT OF 100 TRIALS

86. BOB-OMB  
MAX HP: 4---ATTACK: 2---DEFENSE: 1---LOCATION: GLITZVILLE

87. BULKY BOB-OMB  
MAX HP: 6---ATTACK: 2---DEFENSE: 1---LOCATION: PIRATES GROTTTO

88. BOB-ULK  
MAX HP: 10---ATTACK: 4---DEFENSE: 2---LOCATION: PIT OF 10 TRIALS

89. CHAIN CHOMP  
MAX HP: 7---ATTACK: 6---DEFENSE: 5---LOCATION: PALACE OF SHADOW

90. RED CHOMP  
MAX HP: 6---ATTACK: 5---DEFENSE: 3---LOCATION: GLITZVILLE

91. BILL BLASTER  
MAX HP: 5---DEFENSE: 2---LOCATION: PIRATES GROTTTO

92. BULLET BILL  
MAX HP: 2---ATTACK: 4---DEFENSE: 1---LOCATION: PIRATES GROTTTO

93. BOMBSHELL BILL BLASTER  
MAX HP: 10---DEFENSE: 4---LOCATION: PALACE OF SHADOW

94. BOMBSHELL BILL  
MAX HP: 3---ATTACK: 6---DEFENSE: 2---LOCATION: PALACE OF SHADOW

95. DARK WIZZERD  
MAX HP: 10---ATTACK: 5---DEFENSE: 2---LOCATION: PALACE OF SHADOW

96. WIZZERD  
MAX HP: 10---ATTACK: 6---DEFENSE: 3---LOCATION: PALACE OF SHADOW

97. ELITE WIZZERD  
MAX HP: 12---ATTACK: 8---DEFENSE: 5---LOCATION: PIT OF 100 TRIALS

98. BLOOPER  
MAX HP: 12---ATTACK: 1---DEFENSE: 0---LOCATION: ROUGEPORT SEWERS

99. HOOKTAIL  
MAX HP: 20---ATTACK: 5---DEFENSE: 1---LOCATION: HOOKTAIL CASTLE

100. GLOOMTAIL  
MAX HP: 80---ATTACK: 8---DEFENSE: 2---LOCATION: PALACE OF SHADOW

101. BONETAILE  
MAX HP: 200---ATTACK: 8---DEFENSE: 2---LOCATION: PIT OF 100 TRIALS

102. RAWK HAWK  
MAX HP: 40---ATTACK: 4---DEFENSE: 0---LOCATION: GLITZVILLE

103. MACHO GRUBBA  
MAX HP: 60---ATTACK: 4---DEFENSE: 0---LOCATION: GLITZVILLE

104. DOOPLISS  
MAX HP: 40---ATTACK: 6---DEFENSE: 0---LOCATION: VARIOUS

105. CORTEZ  
MAX HP: 20---ATTACK: 4---DEFENSE: 1---LOCATION: PIRATES GROTTTO

106. SMORG

MAX HP: 50---ATTACK: 5---DEFENSE: 1---LOCATION: EXCESS EXPRESS

107. X-NAUT

MAX HP: 4---ATTACK: 3---DEFENSE: 0---LOCATION: VARIOUS

108. X- NAUT PhD

MAX HP: 9---ATTACK: 4---DEFENSE: 0---LOCATION: X-NAUT FORTRESS

109. ELITE X-NAUT

MAX HP: 10---ATTACK: 5---DEFENSE: 1---LOCATION: X-NAUT FORTRESS

110. YUX

MAX HP: 3---ATTACK: 2---DEFENSE: 0---LOCATION: THE GREAT TREE

111. MINI YUX

MAX HP: 1---DEFENSE: 0---LOCATION: THE GREAT TREE

112. Z-YUX

MAX HP: 7---ATTACK: 4---DEFENSE: 0---LOCATION: THE MOON

113. MINI Z-YUX

MAX HP: 2---DEFENSE: 0---LOCATION: THE MOON

114. X-YUX

MAX HP: 10---ATTACK: 3---DEFENSE: 1---LOCATION: X-NAUT FORTRESS

115. MINI X-YUX

MAX HP: 1---DEFENSE: 0---LOCATION: X-NAUT FORTRESS

116. GRODUS X

MAX HP: 3---ATTACK: 4---DEFENSE: 0---LOCATION: PALACE OF SHADOW

117. MAGNUS

MAX HP: 30---ATTACK: 2---DEFENSE: 1---LOCATION: THE GREAT TREE

118. MAGNUS 2.0

MAX HP: 70---ATTACK: 6---DEFENSE: 2---LOCATION: X-NAUT FORTRESS

119. LORD CRUMP

MAX HP: 30---ATTACK: 3---DEFENSE: 0---LOCATION: KEELHAUL KEY

120. GRODUS

MAX HP: 50---ATTACK: 7---DEFENSE: 1---LOCATION: PALACE OF SHADOW

121. BELDAM

MAX HP: 30---ATTACK: 5---DEFENSE: 0---LOCATION: VARIOUS

122. MARILYN

MAX HP: 40---ATTACK: 7---DEFENSE: 0---LOCATION: VARIOUS

123. VIVIAN

MAX HP: 10---ATTACK: 1---DEFENSE: 0---LOCATION: BOGGLY WOODS

124. SHADOW QUEEN

MAX HP: 150---ATTACK: 7---DEFENSE: 1---LOCATION: PALACE OF SHADOW

Have you got all the tattles?

-----  
9b. SHINE SPRITE LOCATIONS

-----  
Here is the very last part of the guide, the locations to all 42 shine sprites.

#### ROUGEPORT

=====

- 1: Go to the West Side of town and head for the item shop. Next to the shop is a cracked wall, so use Bobbery to blow it. Head through the new route and grab the Shine Sprite at the end.
2. After beating chapter 5, go into Bobbery's house and go through the door inside there. In this room, grab the SS (these are what I'm going to use, as they are the initials for Shine Sprite, ok?).
3. Go to the west side and go into the first house you see. In here, roll up into a tube and fall through the hole upstairs into a new room. Grab the SS.
4. Go to the east side and squeeze through the gap between the Trouble Center and Bobbery's house. Use Yoshi to fly over the river to the left and grab the SS on the crates.
5. Go to the east side and go near the Trouble Center. Ignore the small bridge and use Yoshi to fly over the gap. Climb on the stacked crates and on to the roof tops. Use Yoshi to glide from roof to roof, then you should see an SS on a roof top in the background. Nab it.

#### ROUGEPORT SEWERS

=====

1. Go to the place where Dazzle is (he's the star piece collector, in the underground city) and check out the pedestal he's near. You should see a box shaped shadow on it. Head to the middle of the town and go on the up and down moving platform. Stand next to the pipe and Spring Jump. You should grab hold of a pipe, so travel right and drop off when you see ground below. Keep going right and then jump off at the end. Hopefully you'll land on the pedestal, so Spring Jump and grab the SS.
2. Ok, this will be hard. First make sure you use the pipe in the east side of Rougeport. When you come into the sewers, go through the nearest pipe behind the bars. In this area, squeeze through the bars off the edge and then go left through the exit. Keep on going left for the next two rooms, smashing the big blocks if you need to. Once you reach the area that looks familiar, go left until you see a pipe. Go inside the small room it's in and blow away the fake wall to the left. Go through the new route and hop on the boat pad. Keep on sailing right and right and nothing but right until you reach a room with loads of Spanias. Defeat them all, then jump up to reach the Shines (the one in the middle must be acquired by a Spring Jump) and that totals 3 Shine Sprites!! Be sure to tattle the pink Spania, known as a Spunia.
3. See Above
4. See Above
5. Go to the room where you fought Blooper. Use the boat pad and keep sailing right until you reach the platform it's on.
6. Directly in front of the door that leads to the pipe which leads to Twilight Town (that's a mouthful).

7. In the room that has shortcut pipes to Peatlburg and The Great Tree, get on the nearby ledge closest to the Petalburg one and grab the SS (be sure to smash the big yellow block with your Super Hammer ability).

8. In the room where the Thousand-Year Door is, you should see a spring behind bars as you enter. Squeeze through the bars and hop on the spring. You should now be on a plane pad. Use it to fly left until you reach a ledge. When you land on it, you should be right next to another spring. Use that one to bounce up to another platform and grab the SS.

#### HOOKTAIL CASTLE

=====

1. You should see this one in the room with the purple and yellow boxes which can be moved by the switches. It can be seen easily.

2. In the room where Ms. Mowz first appeared, it can be easily seen on the left side of the room.

3. In the room just before the area where you cross the bridge outside and then go up into Hooktails lair, climb to the top of the stairs and you should see it easily.

#### BOGGLY WOODS

=====

1. In the room with the airplane panel which can be raised by hitting the ! Switch, raise the airplane panel and then go up to it. Face left whilst on it and you should see a SS floating in mid-air. Use Koops to snag it.

#### THE GREAT TREE

=====

1. In the room where you blow the Punies to the other side when they are in bubbles, drop down below and find it there.

2. In the room with an upper level which has a vase on it. Go up to the upper level and use Flurrie to blow away the black vase in order to reveal the plane pad. Use it to fly right to another one, then use that one to fly left on to a ledge where the SS is.

3. In the room where the slots are (it's the room where the blue key was found), smash through the X pad and jump on the tall pillars all the way to the SS.

4. After you have hit the ! Switch and filled the other room with water, use the new floating lily pads to get over and grab the SS.

#### GLITZVILLE

=====

1. Just outside the Glitz Pit, use Spring Jump to fly up and get the SS.

#### GLITZ PIT

=====

1. Go to the Storage Room and head up to the second floor. Find it there.

#### TWILIGHT TRAIL

=====

1. Just before you reach the outside of the Creepy Steeple, it's behind the very last tree you see, but you can't see it.

#### CREEPY STEEPLE

=====

1. As soon as you enter the inside of this place, look for the small gap in the wall to the north. Use Tube Mode to get through it. Grab the SS in this new area.

2. At the bottom of the well outside, it's just in the left area of where the door barrier is (the one that you push, then let it go by using Vivians Veil).

3. Just as you fall into the well, it's right in front of your eyes!

#### KEELHAUL KEY

=====

1. In the room where you first meet Putrid Piranha's, go to the top part and go all the way left. You should see a Shine Sprite floating above a box, so use Yoshi to fly over and get it.

2. When you come to the room with the bridge, cross it fully and just at the end look north and you should the SS hiding in the shade near a palm tree.

#### PIRATES GROTTA

=====

1. Get on the tip of the very first half sunken ship you see, and jump up to get the SS.

2. In the room where there's a load of steps leading to an area with a small waterfall, there's an SS near the top. Face it (make sure you're in line with it) and use Koops to reveal a block which will let you reach it.

3. In the room with the grotto key, use the floating barrel to reach the SS.

4. When you come into the room where the wall with spikes coming out of it, face right and use Koops to grab the SS.

#### EXCESS EXPRESS

=====

1. Behind the table to the right in your cabin (cabin 5).

2. You get this one when you give Bub the train engineers autograph as part of chapter 6 (see part 3g).

#### POHSLEY HEIGHTS

=====

1. Just to the right of Poshley Sanctum, use Spring Jump to snag it.

#### FAHR OUTPOST



- =====
1. Search behind the trees on the route to Fahr Outpost, it's behind one of 'em.
  2. In the second area of the outpost, keep on going right past the last house and snatch it.

Here you go! Happy Shine Sprite Searching!!!

THANK YOU FOR READING KING ING'S PAPER MARIO 2 GUIDE!!!!

Please feel free to e-mail me any questions or report any mistakes I have made at [andrew.compton7@ntlworld.com](mailto:andrew.compton7@ntlworld.com).

That's it for my guide. I will add some stuff in later. E-mail if there's anything in particular that you want to see, and thanks for reading mate!!!!

WRITTEN BY

KING ING

-----  
Copyright 2007 King Ing (all characters belong to Nintendo)

This document is copyright King ing and hosted by VGM with permission.