Paper Mario: The Thousand-Year Door Stylish Moves Guide

by Scorch_Gonzales   Updated to v1.2 on Jan 20, 2007

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Contents:

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          1. Legal Stuff      [LeSt]
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from the author of the guide,me. I will post my e-mail at the end
of the guide.

This guide may be used for personal use only. Selling of this guide
or any form of plagiarism is illegal. You may distribute this guide
for free, but no fee will be required. If I find out about anyone
doing this, I will take action.

Should anyone contribute to this guide, I will gladly give credit
where it is due.

Current sites allowed to post this are:

1. Gamefaqs.com.
2. Neoseeker.com

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   2. What are stylish moves?   [WhSM]
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Stylish moves are special add-ons to the end of moves that fill up
your star power, a lot more so than doing regular attacks or action
commands.For most attacks, you will have to do the action command
before you do the stylish command. All stylish moves
basically make the move look better by doing extra, more complicated
things.

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     3. How to Perform Stylish Moves   [PfSM]
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All stylish moves are performed by simply pressing the A button.
However,you must press it with impeccable timing to perform the
stylish moves. But once you get to know when you have to press for
certain moves, you will be able to do it very easily. In battle,
one of the best times to perform the stylish move is on the last
attack of the battle. A stylish move that would usually fill up only
one fifth to a quarter of a star power point will fill up one, maybe
two whole points. That's a free Earth Tremor every match! For that
reason, always try to do a stylish move on the final attack of the
match. But it doesn't matter, coz whenever you do it, it will
improve your star power significantly.

Now, onto the lists!

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      4. Stylish Moves guide   [SMGu]
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Name: Duh!!
No. of Commands: How many stylish commands there are.
When?: When to press A.
What?: What the character does.

This will be the basic layout of the guide.

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4.1 Mario [Mrio]
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Mario's stylish moves are probably the simplest. They are usually
pretty easy to execute, and to tell when to do the move, as they are
often in similar places.

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4.11 Mario's Hammer [MroH]
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Name: Normal Hammer
No. of Commands: 2
When?: 1. As soon as Mario hits the enemy
       2. As Mario lands after Stylish 1.
What?: 1. Mario does a basic backflip.
       2. Mario lands, throws his arms up and confetti comes down.

Name: Super Hammer
No. of Commands: 1
When?: This is quite an odd one. You have to fail the action command.
Yes, you heard me. Fail it. To get the stylish. Now, when Mario stops
spinning after the attack, press the A button. You will know you have
failed the command when the enemy doesn't go flying.
What?: Mario will spin round, face the audience and give them a
thumbs up.

Name: Ultra Hammer (before you say anything, yes, it is the same as
above.
No. of Commands: 1
When?: This is quite an odd one. You have to fail the action
command.Yes, you heard me. Fail it. To get the stylish. Now, when
Mario stops spinning after the attack, press the A button. You will
know you have failed the command when the enemy doesn't go flying.
What?: Mario will spin round, face the audience and give them a
thumbs up.

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Another Stylish move for Super and Ultra Hammer below: all credit
goes to Renan Neori for this information.

Name: Super and Ultra Hammer
No. of Commands: 1
When?: When Mario's spinning, you should hear some "whoosh" sounds as
the hammer cuts through the air. Between 5 and 6 of these sounds,
press the A button.
What?: Mario spins a little with his hammer outstretched, then gives
The audience a thumbs up.
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Name: Power Smash
No. of Commands: 4
When?: 1. As the hammer hits the enemy.
       2. As Mario lands after no. 1.
       3. As Mario lands after no. 2.
       4. As Mario lands after No. 3.
What?: 1. Basic backflip.
       2. Bigger Backflip
       3. Massive Backflip with a twist.
       4. Mario raises his arms and confetti comes down.

Name: Piercing Blow
No. of Commands: 4

```
When?: 1. As the hammer hits the enemy.
       2. As Mario lands after no. 1.
       3. As Mario lands after no. 2.
       4. As Mario lands after No. 3.
What?: 1. Basic backflip.
       2. Bigger Backflip
       3. Massive Backflip with a twist.
       4. Mario raises his arms and confetti comes down.


Name: Hammer Throw
No. of Commands: 2
When?: 1. Right after Mario lets go of the hammer.
       2. When Mario lands after 1.
What?: 1. A simple frontflip.
       2. Mario raises his hands, and you know the rest.


Name: Head Rattle
No. of Commands: 2
When?: 1. As soon as Mario hits the enemy
       2. As Mario lands after Stylish 1.
What?: 1. Mario does a basic backflip.
       2. Mario lands, throws his arms up and confetti comes down.


Name: Ice Smash
No. of Commands: 2
When?: 1. As soon as Mario hits the enemy
       2. As Mario lands after Stylish 1.
What?: 1. Mario does a basic backflip.
       2. Mario lands, throws his arms up and confetti comes down.



Name: Fire Drive
No. of Commands: 1
When?: Right after Mario hits the fireball.
What?: Mario spins, and gives a thumbs up towards the camera.



Name: Quake Hammer
No. of Commands: 2
When?: 1.As Mario lands after the attack.
       2.As he lands after 1.
What?: 1.A Big Backflip.
       2.I thought confetti was thrown at marriages?

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Mario's Jump!!! [MroJ]
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Name: Normal Jump
No. of Commands: 2
When?: 1. At the highest point of the jump after the action command.
       2. As you land on the second hit, press A again. Press A at
          the top of this jump.
What?: 1. Mario goes into a belly-flop position.
       2. As above.



Name: Spin Jump
No. of Commands: 1
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When?: At the top of his first jump.
What?: A quick somersault.

Name: Spring Jump
No. of Commands: 1
When?: Do the action command, then press A when Mario lands on the
Enemy for a second time. Press A at the top of this jump and voila!
What?: Belly-flop. Again.

Name: Power Jump
No. of Commands: 1
When?: At the top of Mario's first Jump
What?: a quick somersault.

Name: Multibounce
No. of Commands: No. of enemies - 1
When?: At the top of each jump between each enemy
What?: A quick belly-flop or drop kick pose.

Name: Shrink Stomp
No. of Commands: 2
When?: 1. At the highest point of the jump after the action command.
       2. As you land on the second hit, press A again. Press A at
the top of this jump.
What?: 1. Mario goes into a belly-flop position.
       2. As above.

Name: Sleepy Stomp
No. of Commands: 2
When?: 1. At the highest point of the jump after the action command.
       2. As you land on the second hit, press A again. Press A at
the top of this jump.
What?: 1. Mario goes into a belly-flop position.
       2. As above.

Name: Soft Stomp
No. of Commands: 2
When?: 1. At the highest point of the jump after the action command.
       2. As you land on the second hit, press A again. Press A at
the top of this jump.
What?: 1. Mario goes into a belly-flop position.
       2. As above.

Name: Tornado Jump
No. of Commands: 2
When?: 1. Do a successful action command. At the end when he
touches the floor, press A.
       2. At the end of 1, press A.
What?: 1. He rolls back to his position.
       2. He goes into his defend pose.

Name: Power Bounce
No. of Commands: No. of bounces – 1.

When?: At the peak of each jump.
What?: A belly-flop. Yet again. These people really show signs
of imagination. PHAIL!


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  4.2. Goombella [Gbla]
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Goombella's Stylish moves are probably some of the hardest to
perform,yet also easy if you know what to do.

Name: Headbonk
No. of Commands: 1
When?: Right before she jumps.
What?: She jumps as normal, but does a frontflip as she does.

Name: Tattle

No. of Commands: 1
When?: Between when you finish the move and the book comes up.
What?: She smiles and bounces up and down.

Name: Multibonk
No. of Commands: 2
When?: 1. As she jumps.
       2. After 1.
What?: 1. She does a quick flip in the air, then lands.
       2. She does a flip as she goes up, like Headbonk.

Name: Rally Wink
No. of Commands: 1
When?: Just after she kisses/winks at Mario.
What?: She does the bouncy thing again.


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4.3. Koops [Kops]
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Koops seems to enjoy break-dancing, or at least his stylish moves
suggest that. His moves are quite predictable as in their placing,
but never mind that. They look so cool!

Name: Shell Toss
No. of Commands: 2
When?: 1. As Koops hits the enemy
       2. As Koops slows down after 1.
What?: 1. Koops spins round
on the back of his shell.
       2. Koops stands up and points to the sky.

Name: Power Shell
No. of Commands: 2
When?: 1. As koops comes back to his position after the attack.
       2. As Koops slows down after 1.
What?: 1. Koops jumps out of

his shell and spins round on his hands.
        2. Koops flips back over and points to the sky.

Name: Shell Shield
No. of Commands: 1
When?: As the shell lands on Mario.
What?: Koops waves to the audience.

Name: Shell Slam
No. of Commands: 2
When?: 1. As koops comes back to his position after the attack.
        2. As Koops slows down after 1.
What?: 1. Koops jumps out of
His shell and spins round on his hands.
        2. Koops flips back over and points to the sky.

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4.4. Flurrie [Flry]
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Flurrie's stylish moves are quite difficult to time as not much time
is given to press A.

Name: Body Slam
No. of Commands: 1
When?: Right as Flurrie hits the ground.
What?: She does that "eat the finger" thing. The thing she does when
She wins a battle.

Name: Gale Force
No. of Commands: 1
When?: When she becomes upright again after the attack.
What?: The hand thing.

Name: Lip Lock
No. of Commands: 1
When?: After she lets go of the enmy.
What?: That hand thing again.

Name: Dodgy Fog
No. of Commands: 1
When?: When she raises her arms.
What?: The hand thing. Yet again.

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4.5. Yoshi [Yshi]
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Yoshi's stylish moves are all pretty similar, and quite easy to do.
They are not the easiest, however.

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Name: Ground Pound
No. of Commands: 2
When?: 1. Just before Yoshi falls on the enemy.
       2. As Yoshi lands on the ground.
What?: 1. A quick few somersaults.
       2. He jumps in the air a few times, happily.


Name: Gulp
No. of Commands: 1
When?: Just after the attack.
What?: He jumps happily again.


Name: Mini Egg
No. of Commands: 1
When?: After all the eggs have been thrown.
What?: He lands and runs on the spot.


Name: Stampede
No. of Commands: 1
When?: After Yoshi whistles.
What?: He jumps happily.

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4.6. Vivian [Vvan]
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Name: Shade fist
No. of Commands: 1
When?: As se comes back up out of the shadows after the attack.
What?: Clasps her hands by the side of her head.


Name: Veil
No. of Commands: 1
When?: When they come back up. When Vivian walks back to her place,
press A.
What?: Puts her hands together and looks cute. Again.


Name: Fiery Jinx
No. of Commands: 1
When?: Just before the attack, as she puts her hand in the air.
What?: Does the hand thing again.


Name: Infatuate
No. of Commands: The same as the amount of enemys.
When?: After you press A for the heart, press A again.
What?: She puts her hands by the side of her head, and hearts come
out.

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4.7. Bobbery [Boby]
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Bobbery. His stylish moves can be quite hard to time, but when you
get used to them they're really not that hard.

Name: Bomb
No. of Commands: 1
When?: When he lands after the attack.
What?: He looks up to the sky standing on tiptoes.

Name: Bomb Squad
No. of Commands: 1
When?: After all 3 bombs have been thrown.
What?: He pauses and shakes for a moment.

Name: Hold Fast
No. of Commands: 1
When?: After the action command, but before the attack. I can't
really describe it.
What?: He goes on tiptoes and looks up at the sky again. It looks
like some sort of army salute without hands.

Name: Bobombast
No. of Commands: 1
When?: As he lands after the attack.
What?: The salute thing again.

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4.8. Ms. Mowz [MsMz
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Ms. Mowz. If you find these hard (except the third one) then you
must have some sort of problem. For most, you have about 2-3 seconds
to hit the button, which is sort of ridiculous. Anyway, the easier,
the better for the star power, eh?

Name: Love Slap
No. of Commands: 1
When?: Any point while she is walking back after the attack.
What?: She jumps in the air, with one foot pointed down.

Name: Kiss Thief
No. of Commands: 1
When?: Halfway between her position and the enemy (on the way to the
enemy)
What?: She jumps up, and flips in the air.

Name: Tease
No. of Commands: 1
When?: I'm not sure of the criteria for this. I think you have to do
a successful action command, but sometimes it works and sometimes
doesn't. I think you'll just have to do it everytime, and hope it
works. You press A when she is just about to fall after jumping at
the end of the attack.

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What?: She lands, then jumps back up and flips.


Name: Smooch
No. of Commands: 1
When?: When she kisses Mario.
What?: She stops kissing, and flips in the air.



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            5. FAQs [Faqs]
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Now, I haven't actually got any, but these are things that people
might ask in the future.

Q. What are those "[MsMz]" things on the end of titles?
A. Those help you get to places in the guide you want, and
quickly. Press Ctrl+F, then enter that code. Press Enter twice,
and bingo!!!!

Q. What is the Timing Tutor?
A. The Timing Tutor is a badge that cost 1 BP and 120ish coins from
Charliton, the guy with the moustache outside Zess T's place. It
will make a little "!" appear above your character's head when you
should press A to do the Stylish move. If this guide doesn't help,
I highly suggest you get it.

Q. Can I post this on my site?
A. Yes. Ask me and give me credit. That is all I ask.

Q. Why did you make this guide?
A. Coz loads of people on the PM2 board have been asking for one.



Got more questions? Contact me.



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             6. Thanks [Tnks]
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God: For everything.
Nintendo: For creating Mario.
Intellegent Systems: For making this inredible game.
My Parents: For buying me a Gamecube, this game, and planting the
computer in my bedroom.
Ake, glimmer98 and others: For saying this is a good idea.
You: For reading this guide!!!!
Renan Neori: For giving me the info for the second Super/Ultra Hammer
Move.
Jacob High-ter: For pointing out number 2 for quake hammer.

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             7. Contact Info. [CoIn]
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My e-mail is tomr@huntsland.freeserve.co.uk.

DO:

1. Tell me how great this guide is.
2. Ask me SENSIBLE questions to do with this guide. Include
"stylish moves" or "Paper Mario" or something in the title.
3. Give me suggestions for future updates. Again, SENSIBLE ones.
4. Point out mistakes in the guide, or things I have missed.
SENSIBLE, yet again.
5. Ask if you can post this on your site.

DON'T:

1. Swear.
2. Send Hate mail.
3. Point out stupid things like. "flurrie doesn't eat her hand,
n00b!"
4. Ask me questions answered in the guide.

If these are found, they will be deleted.




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THANKS FOR READING!!!!!!

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