

Paper Mario: The Thousand-Year Door Special/Partner Attacks FAQ

by squirtle304

Updated to vFinal on Mar 26, 2005

PAPER MARIO: The Thousand Year Door
Attacks FAQ, 2004
<pmttydaf>
Version FINAL

***** PAPER MARIO: THE THOUSAND YEAR DOOR *****
ATTACKS FAQ

Paper Mario: The Thousand Year Door, released on 11/10/04 (US Version)

FAQ on Mario and his partner's Attacks

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----- AUTHORISATION -----

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This website hosts my faq. I really need to thank the people there as I voluntarily posted my faq and they accepted it!

- www.gamefaqs.com

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----- VERSIONS REVIEW -----

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1. Version 1.0 - Combined my faqs, ATTACK FAQ and SPECIAL ATTACKS FAQ together
26/10/04 to form this faq.

2. Version 1.01 - Corrected minor errors.
29/10/04
3. Version 1.02 - Corrected more errors.
1/11/04
4. Version 1.07 - Added Yoshi to the list of partners.
3/11/04
5. Version 1.12 - Added Vivian to the list of partners.
3/11/04
6. Version 1.13 - Added minor stuff.
5/11/04
7. Version 1.15 - Corrected major stuff.
9/11/04
8. Version 1.25 - Added Bobbery and Ms. Mowz to the list of partners.
13/11/04
9. Version 1.26 - Edited minor stuff.
14/11/04
10. Version 1.27 - Edited minor stuff.
16/11/04
11. Version 1.28 - Added HOW TO GET TO ULTRA RANK Section.
21/11/04
12. Version 1.29 - Change Yoshi's GLUP attack details.
29/11/04
13. Version 1.30 - Corrected some mistakes (back from holiday!)
29/12/04
14. Version 1.31 - Corrected minor mistake.
30/12/04
15. Version 1.32 - Changed major mistake. (Belated Happy new year!)
2/1/05
16. Version 1.33 - Added some stuff.
3/3/05
17. Version FINAL - Finalised FAQ. No more changes.
26/3/05

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===== SPECIAL ATTACKS DEPARTMENT ===== (spd)

----- WHAT IS A SPECIAL ATTACK? ----- (spa)
=====

Special Attacks are attacks that can be learned after obtaining each Crystal Star. They can be selected by choosing the 'STAR' icon during Mario's turn. These attacks, however, use your Star Power. Star Power can be refilled by making the audience applause (or are they?) and send 'STARS' to your Star Meter.

Your Star Meter can be filled MUCH faster by attacking with a Stylish Move, which can be done by pressing 'A' each time an attack hits, during a jump or land, or by attaching a Timing Tutor badge to Mario.

Your Star Power is shown on the Star Meter in coloured circles. Every time you use up 1 Star Power, 1 circle in the Star Meter will go empty. That's when you need to fill it up again. NOTE: Your Star Power cannot go more than the number of circles in the Star Meter. (For example, if your Star Power has 2 circles and they are all full, any more 'STARS' from the audience will not

count to your Star Meter.

For your information, Timing Tutor makes a "!" bubble pop up over your character's head to let you know when to press the button for a Stylish move. You can get it from the big walrus-looking merchant in the main area of Rogueport for around 120 Coins, and it costs 1 BP to equip. Remember that the merchant sells different things at different times. So check him frequently.

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----- SPECIAL ATTACKS LIST -----

=====

***** FoRmAt *****

The following will be the format for this part of this faq.

Description: Gives description for the special attack. For example, the types of enemies the attack damages.

Star Power needed: Amount of sP or Star Power needed for this move.

What to do: Instructions on how to use the attack. Usually, you need to play a small mini-game.

Hint: View hints here to get the best result possible.

How to get: You need to get the Crystal Star to get a Special Move. This place tells you where to get it and what colour is it.

----- START!!! -----

***** Sweet Treat ***** (spa01)

Description: Restores Mario and your ally's HP, PP and cures poison.

Star Power needed: 1sP

What to do: Shoot falling icons.

- 1 small Mario icon recovers 1 HP for Mario.
- 1 small ally (e.g. Koops) icon recovers 1 HP for your ally.
- 1 small flower icon recovers 1 FP.
- Poison Mushroom icons are not to be shot and will stop Mario from shooting for a short time.

Hint: Try to stop shooting when you see a Poison Mushroom icon.

How to get: Obtained at the beginning.

***** Earth Tremor ***** (spa02)

Description: Shakes the ground and damages all enemies.

- hits all ground enemies 100%.

- hits all flying enemies if you successfully press A for 2 rounds.
- hits all enemies on the ceiling if you successfully press A for 5 rounds.

Star Power needed: 2sP

What to do: Press A once the meter contacts with the circle.

- Consists of a meter that fills at a certain speed at each round.
- Misses counts as failures. In other words, if you miss one circle, it counts that you fail to press A with the correct timing.
- Total of 5 rounds. Each round has more number of circles than the previous and meter fills faster.

Hint: Look at the meter carefully and press with good timing. Needs practise.

How to get: Get the Diamond Crystal Star from Hootail's stomach.

 ***** Clock Out ***** (spa03)

Description: Immobilizes all enemies for a short period of time.

Star Power needed: 2sP

What to do: Toss bomb.

- Mini-game which you and your opponent toss a time bomb which immobilizes the character/s which hold/s the bomb when it explodes.
- Press the respective button over the opponent at your turn.
- Hold that button to make your bomb bigger and explode faster. Don't let it explode on yourself, though.
- If it explodes at the audience (which the opponent might toss at), most of your audience will leave. The bom-ombs will also explode.

Hint: Toss it immediately after catching it as pressing the button counts as holding too.

How to get: Get the Emerald Crystal Star from the The Great Tree.

 ***** Power Lift ***** (spa04)

Description: Briefly increases your party's (including Mario) Attack and Defense Power

Star Power needed: 3sP

What to do: Click on the panels.

- Mini-game which you have to click on the respective panels on the board when they flip over. There are 9 panels.
- 3 Attack Panels raises your party's attack by 1.
- 3 Defense Panels raises your party's defense by 1.
- Each Poison Mushroom Panel raises stops Mario from clicking on panels for a short time.
- There is a time limit, around 20 seconds.

Hint: Have good reflects and press as many icons as your can. Needs practise.

How to get: Get the Gold Crystal Star from Glitzville.

***** Art Attack ***** (spa05)

Description: Damage all enemies encircled with the star.

Star Power needed: 4sP

What to do: Draw circle (or any other shape) around an enemy.

- The circle (or any other shape) must be fully closed. No gaps, whatsoever, must be in the shape. Otherwise, there will be no damage.
- Allows Mario to attack for around 20 seconds.

Hint: Draw the smallest shape you can to encircle your enemy/ies.

How to get: Get the Ruby Crystal Star from Doopliss.

***** Sweet Feast ***** (spa06)

Description: Same as 'Sweet Treat'. Restores Mario and your ally's HP, PP and cures poison.

Star Power needed: 5sP

What to do: Shoot falling icons.

- 1 small Mario icon recovers 1 HP for Mario.
- 1 small ally (e.g. Koops) icon recovers 1 HP for your ally.
- 1 small flower icon recovers 1 FP.
- Poison Mushroom icons are not to be shot and will stop Mario from shooting for a short time.
- 1 BIG Mario icon recovers 5 HP for Mario.
- 1 BIG ally (e.g. Koops) icon recovers 5 HP for your ally.
- 1 BIG flower icon recovers 5 FP.

Hint: Try to stop shooting when your see a Poison Mushroom icon.

How to get: Get the Sapphire Crystal Star from Keelhaul Key.

***** Showstopper ***** (spa07)

Description: If successful, defeats enemies with a single blow. Does not work on bosses.

Star Power needed: 2sP

What to do: Press buttons accordingly.

- Total of 5 rounds. Each round have more buttons to press than the previous.
- Not always successful.

- If successfully completing all 5 rounds, the opponent will die immediately, and you will gain Star Points for defeating the enemies.

Hint: Try to press the buttons as quickly as possible. There is a time limit.

How to get: Get the Garnet Crystal Star from the Poshley Sanctum in Poshley Heights.

***** Supernova ***** (spa08)

Description: Does massive damage to all enemies.

Star Power needed: 6sP

What to do: Tap A repeatedly.

- Total of 5 rounds.
- Tap A repeatedly to fill the meter. Once the meter is filled, the crystal star will draw lines on the screen. (I don't see any shape that it makes though)
- Maximum of 15 damage to all enemies.

Hint: Press A quickly and try not to stop.

How to get: Get the Crystal Crystal Star from The X-Naut Fortress on The Moon.

----- FINISH!!! -----

=====
----- CREDITS / OTHER STUFF ----- (cro)
=====

Thanks to:

1. Nintendo for producing such a great game!
2. Intelligent Systems for designing such a FUN game.... too!
3. My parents for buying me this game.
4. Zane Fleia for the correction in the number of panels per boost in Power Lift.
5. General Guy/Ryan Cole for telling me the location of Garnet Crystal Star.
6. William Connors for telling me about the Timing Tutor and correcting the amount of Star Points you can gain for Show Stopper.
7. Dragoonfire for confirming with me that Showstopper do not work on bosses.

This faq is finalised. If you see any mistakes or errors, I'm sorry to say that I cannot change it. All I can do is to apologise to you now for the errors.

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=====
PARTNER ATTACKS DEPARTMENT ----- (ppd)
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~~~~~ WHAT IS MARIO PARTNERS' ATTACKS? ~~~~~ (mpa)
=====

Partners

Mario can have up to 7 partners to accompany him during his journey to find the Crystal Stars. Each partner have their own rank: Normal, Super and Ultra Ranks.

Attacks

Each attack have their own abilities and uses, however, there are times when a character may learn an attack that does the same function in battle, but does different damage.

Ranks

Your partner's rank is shown on the partner function by the 'Z' button on the game. Look for the RANK section. If the rank has NOT Shine Sprites, that means your partner is of Normal Rank and so on. Each partner starts with 1 Normal Attack that do not need FP and 1 Special Attack that has special effects and needs FP. (FP is Flower Power)

Damage of attacks

Once your partner increases in rank, the amount of damage done to the opponent will increase. For example, Goombella's attack at Normal Rank is 1, at Super Rank is 2 and at Ultra Rank is 3.

Your partners' attacks may each take up to 10fP, so watch how you use them or you may run out of Flower Power fast!

~~~~~ TO OBTAIN ULTRA RANK ATTACKS ~~~~~ (ulr)
=====

When: After Chapter 5

Who to talk to: Merlon (The guy who powers up your partners, lives at West Rougeport)

<Merlon will talk about something that you probably won't understand. Now, let's continue this section...>

- What to do: - Go to Hooktail's Castle
- Go to the room with SPIKES
- Head to the far RIGHT end of the room and BLOW up the crack on the wall with Bobbery.
- Hit the Blue '!' block to have a chest appear.
- Open the chest to find the UP ARROW.
- Take that to Merlon!

Whala! You've got it now! You can now power up your partners to Ultra Rank!

~~~~~ PARTNER LIST (with attacks) ~~~~~
=====



-----  
\*\*\*\*\* fOrMaT \*\*\*\*\*  
-----

The following will be the format for this part of this faq.

Name: The name of the partner.

Description: Description of partner.

Ability: - Name of ability  
          - Usage of ability

Attacks (up to 4):

- Name of attack - (fP needed)

  Description of attack

    - Damage\* + other effects

    - Damage` + other effects

    - Damage" + other effects

- Name of attack - (fP needed)

  Description of attack

    - Damage\* + other effects

    - Damage` + other effects

    - Damage" + other effects

- Name of attack - (fP needed)

  Description of attack

    - Damage` + other effects

    - Damage" + other effects

- Name of attack - (fP needed)

  Description of attack

    - Damage" + other effects

Damage legend:

\* Normal Rank

` Super Rank

" Ultra Rank

Attack Mini-games: This lists out all the mini-games that have to be played to attack.

Action Commands: This list shows all the things you have to do to carry out an Action Command.

How to get: This shows how to get the character, stating the location and what to do.

NOTE: Damage such as "1+2" means the damage done without doing Action Command is 1 and damage done with an Action Command is 3 (1+2).

P.S.: To avoid confusion, I changed the way of presenting the damage to the format above. The 1st and 2nd attacks are learned at Normal Rank, 3rd attack is learned at Super Rank and 4th attack is learned at Ultra Rank.

\*\*\*\*\* START!!! \*\*\*\*\*  
-----

Name: Goombella (Gome-be-lla)

Description: Goombella is a smart, if sassy, Goomba girl. She hopes to be an archaeologist one day.

Ability: - A Primer (Tattle)

Press X to view descriptions of a location. Press X near a person to view descriptions of the person. You can also use Goombella's descriptions as hints to help you solve puzzles.

Attacks (up to 4):

- Headbonk - 0fP

Attack enemies with a headbonk.

- 1+1\* + No other effect

- 2+2` + No other effect

- 3+3" + No other effect

- Tattle - 0fP

View enemies description and see enemies' HP in battle.

- 0\* + Finds out opponent information

- 0` + Finds out opponent information

- 0" + Finds out opponent information

- Multibonk - 3fP

Continue bonking foes until you miss an Action Command.

- 2+1+1..+1` + Attacks opponent repeatedly until you miss an Action Command

- 3+2+1..+1" + Attacks opponent repeatedly until you miss an Action Command

- Rally Wink - 4fP

Wink at Mario to give him the courage for an extra attack.

- 0" + Mario can have another turn.

Damage legend:

\* Normal Rank

` Super Rank

" Ultra Rank

Attack Mini-games:

- Rally Wink

\*Press A or B accordingly to fill the meter pass the 'OK' sign at the right to successfully let Mario have 1 more turn.

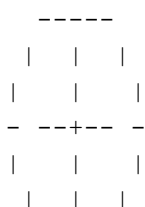
Action Command:

- Headbonk

\*Press A before Goombella's attack hits to do double damage, or in other words, attack twice.

- Tattle

\*Match the '+' sign that moves automatically from left to right. Press A when they match. The shape should be like this:



(Sorry for the terrible ASCII Art drawn... -.-)

- Multibonk
  - \*Press A before Goombella's attack hits consecutively to attack multiple times, until you miss an Action Command.
- Rally Wink
  - \*Press A or B accordingly and fill the meter before time for the mini-game runs out.

How to get: Obtained at the beginning when you first arrive in Rougeport.

-----  
 \*\*\*\*\* KOOPS \*\*\*\*\* (koop)  
 -----

Name: Koops (Koop-s)

Description: Koops is a timid Koopa who wants to be tougher for his girlfriend, Koopie Koo.

Ability: - A Primer  
 Press X to shoot out Koops shell to hit enemies that far a distance away. Hold X to hold Koops' shell in place.

Attacks (up to 4):

- Shell Toss - 0fP
  - Throw a shell at one of the enemies on the ground.
  - 2\* + No other effect
  - 3` + No other effect
  - 5" + No other effect
- Power Shell - 3fP
  - Throw a shell at all enemies on the ground.
  - 2\* + Attacks all ground-bound enemies
  - 3` + Attacks all ground-bound enemies
  - 5" + Attacks all ground-bound enemies
- Shell Shield - 4fP
  - Protect Mario from attacks with a great shell.
  - 0` + Mario evades attacks for a certain period of time
  - 0" + Mario evades attacks for a certain period of time
- Shell Slam - 6fP
  - Strike all ground enemies, piercing their defense.
  - 6" + Reduces defense of all enemies that get hit by 1.

Damage legend:

- \* Normal Rank
- ` Super Rank
- " Ultra Rank

Attack Mini-games:

- Shell Toss
  - \*Has a meter that fills accordingly and a bigger circle on the middle that will turn into a red icon when the meter fills pass.
  - Hold the Control Stick left to fill the meter. The meter fills from middle to left to middle to right and so on.
- Power Shell
  - \*Has a meter that fills accordingly and a bigger circle on the right that

will turn into a red icon when the meter fills pass.  
Hold the Control Stick left to fill the meter. The meter fills from right to left to right and so on.

- Shell Shield

\*Consists of a meter with blue at the sides and red at the middle, an 'OK!' sign that moves from one side of the meter to another.  
Press A to stop the 'OK!' sign.

- Shell Slam

\*Consists of a meter that fills accordingly.  
Repeatedly tilt left of the Control Stick to power up for this attack.

Action Command:

- Shell Toss

\*Release the Control Stick when meter fills at the middle circle.  
The red icon appears, showing that an Action Command is done.

- Power Shell

\*Release the Control Stick when meter fills at the right circle.  
The red icon appears, showing that an Action Command is done.

- Shell Shield

\*Press A when the 'OK!' sign moves pass the red portion to stop the sign.  
To do an Action Command, the 'OK!' sign must stop at the middle-most portion of the meter. The colour is of the darkest red.

- Shell Slam

\*Fill up the whole meter by repeatedly tilting left of the Control Stick to do an Action Command.

How to get: Obtained at Petalburg after getting the Stone Keys.

-----  
\*\*\*\*\* FLURRIE \*\*\*\*\* (flre)  
-----

Name: Flurrie (Flur-ry)

Description: Flurrie is a cloud spirit who can control the wind

Ability: - A Primer

Press X to let Flurrie blow a gust of wind. You can use it to peel off wallpapers and uncover secrets.

Attacks (up to 4):

- Body Slam - 0fP

Plunge down onto an enemy from above.

- 2\* + No other effect

- 4` + No other effect

- 6" + No other effect

- Gale Force - 4fP

Attack all enemies with a powerful gust of wind.

- 0\* + Blows away all enemies, causes instant death to enemies that hits

- 0` + Blows away all enemies, causes instant death to enemies that hits

- 0" + Blows away all enemies, causes instant death to enemies that hits

- Lip Lock - 3fP

Suck away enemy HP and add it to Flurrie's with a kiss.

- 4` + Flurrie heals a certain amount of HP
- 6" + Flurrie heals a certain amount of HP
  
- Dodgy Fog - 6fP  
Make Mario dodgy for a time so foes frequently miss him.
- 0" + Makes Mario dodgy

Damage legend:

- \* Normal Rank
- ` Super Rank
- " Ultra Rank

Attack Mini-games:

- Body Slam  
\*Match the '+' sign you are controlling with the circle. The circle turns.  
Make sure they match when the time is up. The shape should be like this:

```

-----
|  |  |
|  |  |
-  +  -
|  |  |
|  |  |
-----

```

(Sorry for the terrible ASCII Art drawn... -.-)

- Gale Force  
\*Consists of a meter that fills accordingly. Press A to fill, release to stop filling.  
Press A for 5-8 seconds and release A for 2-3 seconds. Repeat that with perfect timing and consecutively.
  
- Lip Lock  
\*Consists of a meter with a circle at tthe right that turns into a red icon at certain times.  
Press A when the red icon lights up. If you press A when the red icon is not lighted, the meter will 'defill'.
  
- Dodgy Fog  
\*Consists of a meter with 2 circles on the left, followed by 3 Control Stick icons.  
The first 2 circles will light up with red icons at the bottom.  
Tilt the Control Stick accordingly when the meter fills through it.

Action Command:

- Body Slam  
\*Make sure that the cursor and circle matches when the time is up.  
To do an Action Command, control the cursor correctly such that it is at the opponent's position when the time is up. If Flurrie can successfully attack the opponent, it counts as Action Command already.  
(In order not to do an Action Command, the position of the cursor when time is up is FAR from the opponent, yet due to Flurrie's BIG body size, the attack hits. Therefore, it will not count as an Action Command in this way.)
  
- Gale Force  
\*Fill the meter when the time is up to do an Action Command. With an Action Command, the opponents have higher chances of being blown away.
  
- Lip Lock  
\*Fill the meter when the time is up to do an Action Command.

- Dodgy Fog

\*Successfully tilt the Control Stick correctly when the meter fills pass the icon. If you did not attempt to tilt your Control Stick when the meter fills pass a certain icon, it counts that you missed the icon.

At the bottom of each icon, there is a circle that tells you if you have correctly tilted the Control Stick and with correct timing. A CIRCLE means correctly tilted icon and a CROSS means vice versa.

Successfully getting 3 CIRCLES to do an Action Command. The number of turns Mario stays dodgy is described in the following:

- 1 CIRCLE - 1 turn
- 2 CIRCLES - 2 turns
- 3 CIRCLES - 3 turns

How to get: Obtained at Boggly Woods after retrieving Flurrie's necklace from The Shadow Sirens.

-----  
\*\*\*\*\* YOSHI \*\*\*\*\* (yosh)  
-----

Name: [Default] Yoshi (Yo-shi) {You can set the name of the Yoshi in the game.  
Default name is "Yoshi"}

Description: This newborn Yoshi baby may be small but he's got quite an attitude

Ability: - A Primer

Press X to ride on Yoshi to allow Mario to move around much faster. You can also press A while riding to let Yoshi suspend in the air for a limited period of time.

Attacks (up to 4):

- Ground Pound - 0fP

Drop on the enemy from above, crushing it repeatedly.

- 1+1+1+1\* + No other effect
- 1+1+1+1` + No other effect
- 1+1+1+1+1" + No other effect

- Gulp - 4fP

Inhale an enemy and spit it out at another enemy.

- 4\* + Inhales an enemy and spits it out at another; Damages both enemies; Disregards enemies' defenses
- 5` + Inhales an enemy and spits it out at another; Damages both enemies; Disregards enemies' defenses
- 6" + Inhales an enemy and spits it out at another; Damages both enemies; Disregards enemies' defenses

- Mini-egg - 3fP

Throw eggs at the enemy to shrink them to tiny size.

- 1+1+1` + Shrinks a random enemy, reducing its Attack
- 1+1+1+1" + Shrinks a random enemy, reducing its Attack

- Stampede - 6fP

Call in a herd of Yoshis to attack all ground enemies.

- 1+1+1+1+1" + Attacks all ground enemies

Damage legend:

- \* Normal Rank
- ` Super Rank

" Ultra Rank

Attack Mini-games:

- Ground Pound

\*Consists of a meter that fills accordingly. Repeatedly press R to fill meter.

- Gulp

\*Consists of a meter that fills accordingly. Has a circle at the end of the meter. Press and hold R to fill meter. Release R when meter is filled and a 'Red icon' lights up at the circle at the end of the meter.

- Mini-egg

\*Consists of a meter that fills gradually. Press A when 'Red icon' lights up. There are 4 circles on the meter that will light up with 'Red icons' once the meter fills through it. Yoshi lays 1 egg per 'Red icon' the lights up, each egg reduces the enemy's Attack by 2.

- Stampede

\*Consists of a meter that fills accordingly. Press L and R alternatively to fill meter.

Action Command:

- Ground Pound

\*Fill the whole meter before time is up to do an Action Command. With an Action Command, Yoshi will attack the designated enemy 5 times (in Ultra Rank) (3 in Normal Rank and 4 in Super Rank).

- Gulp

\*Fill the meter when the time is up to do an Action Command. Release when the 'Red icon' lights up.

- Mini-egg

\*Successfully press A with exact timing to get 4 circles (in Ultra rank) [3 in other ranks] that each will appear below each 'Red icon' if the 'Red icon' lights up. With an Action Command, Yoshi will lay 3/4 eggs, reducing the enemy's Attack at most by 8.

- Stampede

\*Fill the whole meter when the time is up to do an Action Command. The herd of Yoshis will damage each ground opponent 6 times, causing a maximum of 6 damage to each enemy.

How to get: Obtained at Glitz Pit of Glitzville, after your first attempt of the battle with The Armored Harriers.

-----  
\*\*\*\*\* VIVIAN \*\*\*\*\* (vivn)  
-----

Name: Vivian (Vi-vian)

Description: One of the Shadow Sirens. Vivian suffers from a bit of inferiority complex.

Ability: - A Primer

Press X to hide in the shadows with Mario. When you are hiding, no one can see or find you.

Attacks (up to 4):

- Shade Fist - 0fP  
Attack with a burning punch that set enemy on fire.
  - 4\* + Burns the opponent
  - 5` + Burns the opponent
  - 6" + Burns the opponent

- Veil - 1fP  
Hide in the shadows with Mario to avoid attacks.
  - 0\* + Misses attacks for a turn
  - 0` + Misses attacks for a turn
  - 0" + Misses attacks for a turn

- Fiery Jinx - 6fP  
Attack foes with flames that set them on fire.
  - 0-5` + Burns and attacks all opponents
  - 0-5" + Burns and attacks all opponents

- Infatuate - 4fP  
Blow a kiss to all enemies to confuse them.
  - 0" + Confuses all enemies

#### Damage legend:

- \* Normal Rank
- ` Super Rank
- " Ultra Rank

#### Attack Mini-games:

- Shade Fist
  - \*Consists of a meter with 3 circles that light up accordingly and an empty space at the end of meter. The circles each lights up accordingly when Vivian hides in the shadow and moves forward to the opponent. A button will then appear at the empty space of the meter. Press the button shown accordingly.
- Veil
  - \*Buttons will appear on a meter. Press them accordingly to excecute this move.
- Fiery Jinx
  - \*Buttons will appear on a meter. Press them accordingly.
  - UPDATE-  
Damage for Fiery Jinx depends on the number of buttons pressed correctly before attack works. (i.e. 2 buttons correct, 3rd button wrong --> 2 damage)
- Infatuate
  - \*A heart will appear above the enemy. Press A once the heart appears to confuse that enemy.

#### Action Command:

- Shade Fist
  - \*Correctly press the button appearing at the empty space of the meter to excecute an Action Command. If no button is pressed, there will be no Action Command and a cross is shown below the space. A circle is shown below the space to show that you pressed the correct button. With an Action Command, this attack will cause a burn to the opponent.
- Veil
  - \*Press the buttons that appear on the meter correctly and before the time runs out. With an Action Command, the attack will work, otherwise, Veil will



not work.

- Fiery Jinx

\*Correctly press all buttons that appear on the meter correctly and before the time runs out. With an Action Command, this attack will cause a burn to each damaged opponent.

- Infatuate

\*Press A the moment a heart appears above the enemy. You get an Action Command for every opponent you confuse. With an Action Command, this attack will work, otherwise, Infatuate will not work.

How to get: Obtained at Twilight Town, after finding the Super Bom-omb for her. Quits from your party at Creepy Steeple just before Doopliss' fight.  
Rejoins your party at Creepy Steeple during the 2nd-4th turn of Doopliss' fight.

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\*\*\*\*\* BOBBERY \*\*\*\*\* (bobb)  
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Name: Bobbery (Bob-bery)

Description: Bobbery is a salty old Bob-omb sailor who was once married to lovely Scarlette.

Ability: - A Primer

Press X make Bobbery take a few steps, then explode. This ability can help in uncovering secrets in the game by blowing up walls with cracks.

Attacks (up to 4):

[Note: All of Bobbery's attacks does 1+ damage to FIRE enemies]

- Bomb - 0fP

Attack a ground-bound foe with an explosion.

- 3\* + No other effect

- 4` + No other effect

- 5" + No other effect

- Bomb Squad - 3fP

Throw 3 time bombs that will explode 1 turn later.

- 0-3\* + Only damages enemies within explosion

- 0-3` + Only damages enemies within explosion

- 0-3" + Only damages enemies within explosion

- Hold Fast - 4fP

Damage enemies that directly damage Bobbery.

- 0` + Foe takes 1/2 of damage done to Bobbery

- 0" + Foe takes 1/2 of damage done to Bobbery

- Bob-ombast - 8fP

Attack all enemies with a massive blast.

- 8" + Damages all enemies

Damage legend:

\* Normal Rank

` Super Rank

" Ultra Rank

Attack Mini-games:

- Bomb

\*Consists of a meter that fills accordingly. Press and hold A to fill the meter. Release A when Red Icon appears in the circle at the right end of the meter.

- Bomb Squad

\*Target range changes accordingly - from far to near. Press A to toss time bombs.

- Hold Fast

\*Meter with 5 circles that lights up accordingly. There are 3 BIG circles on the right end of the meter. Press A when Red Icon lights up in the BIG circles. A red circle will appear below the Red Icon to show that you press it correctly, a blue cross will appear below the Red Icon if you pressed the A button wrongly.

- Bob-ombast

\*Tap A repeatedly to fill a meter.

Action Command:

- Bomb

\*Release A button only when the Red Icon lights up to get an Action Command. There are no difference in the damage though.

- Hold Fast

\*Press the A button correctly 3 times. (i.e. Press A button only when each of the 3 Red Icon lights up)

Lasting turns ---- No. of Red Icons that are pressed correctly

1 ---- 0  
2 ---- 1  
3 ---- 2  
4 ---- 3

- Bob-ombast

\*Fill the whole meter to do an Action Command. There are no difference in the damage though.

How to get: Obtained at Keelhaul Key after Bobbery feigns death.

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\*\*\*\*\* MS. MOWZ \*\*\*\*\* (mmwz)  
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Note: Ms. Mowz is an optional charcter. You don't need it to complete any part of the game.

Name: Ms. Mowz (Miss-Mao-z)

Description: Ms. Mowz, the mouse thief, is actually the manager of the Lovely Howz of Badges shop in Rougeport.

Ability: - A Primer

Press X to make Ms. Mowz sniff for nerby treasure. Ms. Mowz's nose will twich if treasure is nearby. Ms. Mowz will jump and get excited if treasure is around you.

#### Attacks (up to 4):

- Love Slap - 0fP  
Attack an enemy with a slap that pierces defense.
  - 2\* + Neglects foe's defense
  - 3` + Neglects foe's defense
  - 4" + Neglects foe's defense
  
- Kiss Thief - 2fP  
Steal an enemy's badge or item.
  - 0\* + Steals foe's badge or item
  - 0` + Steals foe's badge or item
  - 0" + Steals foe's badge or item
  
- Tease - 3fP  
Tease enemies with some sly moves, making them dizzy.
  - 0` + Makes enemy/ies dizzy (or confuse)
  - 0" + Makes enemy/ies dizzy (or confuse)
  
- Smooch - 10fP  
Replenish Mario's HP with a lovely kiss.
  - 0" + Recovers Mario's HP by 10

#### Damage legend:

- \* Normal Rank
- ` Super Rank
- " Ultra Rank

#### Attack Mini-games:

- Love Slap
  - \*Tilt Control Stick left and right repeatedly to fill a meter.
  
- Kiss Thief
  - \*Involves a blue meter that fills slowly. Press A to stop it. Don't let it overflow or you will need to start again.
  
- Tease
  - \*The meter fills automatically and very fast, so don't let it overflow or you will have to fill it again. Release A when the meter is about to be fully filled to stop the meter from filling.
  
- Smooch
  - \*Repeatedly tap A and B alternatively.

#### Action Command:

- Love Slap
  - \*Fill the whole meter to get an Action Command. There is no difference in the damage though.
  
- Kiss Thief
  - \*The meter fills really slowly. So there should be no problem with getting an Action Command. Just press A when the meter fills after the OK mark.
  
- Tease
  - \*The meter must stop filling in the blue portion for the attack to work. Also, it will count as an Action Command.
  
- Smooch
  - \*Fill the whole meter to get an Action Command. There is no difference in the HP recovered though.

How to get: <Note: This partner is optional.>

Complete the trouble in Trouble Center by the person named, ??? after completing Chapter 4.

Go to the rooftop of Zess T. house to meet Ms. Mowz.

Then go to Hooktail's castle and go to the place where you fought Hooktail. Use Flurrie to blow away the paper covering the chest with the badge Ms. Mowz wanted.

Give the badge back to Ms. Mowz and she will join your team.

Note: To get to the rooftop of Zess T. house, simply go to the second level of the Inn. Exit through the door on the right to get outside. Walk along the path until you reach the serect badge shop. That's the time for you to jump and reach Ms. Mowz.

===== FINISH!!! =====

=====
----- CREDITS / OTHER STUFF ----- (cred)
=====

Thanks to:

- 1. Nintendo for producing such a great game! The price is steep though
2. Intelligent Systems for designing such a FUN game.... too! Hurrraaay!
3. My parents for buying me this game. Yipppee!
4. William Conners for correcting the amount of fP needed to use Tattle.
5. Ben Ritter for Simplifier and Umsimplifier badge names.
6. Some guy from Testaros25@aol.com for giving me the damage of the partners' attacks.
7. Dragoonfire for grammar and spelling corrections.
8. Siddharth Raju for Yoshi's GLUP attack details.
9. Kevin Foster for his contribution on correcting my mistakes. ;)

This faq is finalised. If you see any mistakes or errors, I'm sorry to say that I cannot change it. All I can do is to apologise to you now for the errors.

\*\*\*\*\* END OF SECTION \*\*\*\*\*

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~~~~~
***** ATTACKS INFORMATION DEPARTMENT ***** (aid)
~~~~~

~~~~~
WHAT IS AN INSTANT DEATH ATTACK? ~~~~~ (ida)
=====

Epilogue

Instant Death attacks are attacks that kills enemy/ies with a single blow. A Special Attack, Showstopper, also has the same effect. Find our more about these attacks below.

Note: The only INSTANT DEATH attack of a partner is Flurrie's Gale Force.

However, Instant Death attacks have their disadvantage. There are a few things the opponent must qualify for Gale Force to take effect. (That is, to cause them a short term of sufferings and instant BOM-BA-ZAP... Instant Death, that is...)

1. The opponent must be LIGHT. (Do you think you can blow away Bowser with Flurrie's Gale Force?)
2. The opponent cannot be a boss. (Do you think the game programmers that you off that easily?)
3. The opponent cannot have a HIGH defense. (Gale Force don't work on Clefts)
4. The opponent cannot be on the ceiling. (Gale Force don't work on opponents on the ceilings)

Note: The only INSTANT DEATH special attack is Mario's SHOWSTOPPER.

In this case, the Special attack, SHOWSTOPPER, immediately defeats your enemies with a single blow. However, again, there is 1 quality the enemy must qualify for before the attack takes effect.

1. The opponent must not be a BOSS. (However, it was proved to work on Kemmy Koopa and Bowser. I will investigate on that further)

So, SHOWSTOPPER is much more useful than GALE FORCE, huh? However, the chances of success still depends on your luck. I will recommend SHOWSTOPPER if you want to kill some irritating opponent that you want to kill as soon as possible.

=====
~~~~~ WHAT IS ATTACK ACTION COMMANDS? ~~~~~ (aac)  
=====

During an attack, you may notice some words beneath the stage. These words are hints to help you in successfully carrying out an Action Command. Action Commands help to engage your audience and may them give you more 'STARS' to add to your Star Meter.

Action Commands are carried out during all characters' attacks, including Mario, to do more damage and have a better effect. For example, Goombella's headbonk allows you to press the A button before her attack hits to carry out an Action Command. Therefore, Goombella will attack twice and deal double damage.

Some attacks allow up to 50 Action Commands to be carried out, however, the chance of carrying out so many Action Commands is very, very small. For example, Goombella's Multibonk allows you to attack the opponent until you miss an Action Command. You can press the A button consecutively each time before Goombella's attack hits. If you practice a lot in mastering this attack, you can really whip up a huge amount of damage to the opponent!

Action Commands also have another advantage. If you successfully carried out

an Action Command during a character's attack, the slot at the right of the Star Meter will spin. When the 2 slots have the same picture, such as a Flower, a Mushroom, a Shine Sprite, a Star or a Poison Mushroom, and you carried out a third Action Command, the slots will be enlarged and will spin. You will now need to press A to stop each slot to get 3 same pictures of any kind to get a BINGO!. (This is the same as the slots in the casino)

The following tells you what you will get for each combination:

1. 3 Shine Sprites - Mario and partner's fP, hP, Star Power will all be full. The number of audience will also be maximized.
2. 3 Flowers - Mario and partner's fP will be full. The number of audience will also be maximized.
3. 3 Mushrooms - Mario and partner's hP will be full. The number of audience will also be maximized.
4. 3 Stars - Mario's Star Power will be full. The number of audience will also be maximized.
5. 3 Poison Mushrooms - Mario and partner's fP, hP and Star Power will be reduced by half. Many audience will also leave.

=====  
~~~~~ WHAT IS DEFENSE ACTION COMMANDS? ~~~~~ (dac)  
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When the opponent attacks, you can use Defense Action Commands to defend yourself against their attacks. There are 2 types of Defense Action Commands, Guard and Superguard.

When an opponent attacks, you can press A as soon as the enemy makes contact with Mario or the partner. You can reduce the amount of damage taken by 1. This counts as Guard.

When an opponent attacks, you can also press B with perfect timing to counter the attack and return 1 damage. The timing is MUCH more difficult to master than Guard as most attacks are quite fast. The timing is about the same as Guard, but you must press B almost immediately the enemy's attack hits, or else it will not be countered. This is called Superguard.

Defense Action Commands can have greater effect by attaching certain badges to Mario or his partner. The badges are Simplifier, that makes Defense Action Commands easier and Unsimplifier, that makes Defense Action Commands harder. It is vital to carry out Defense Action Commands so that Mario or his partner will not faint that fast.

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***** END OF SECTION *****
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END END END END END END END END END END END END END END END END END END
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So, that's the end of my FAQ. Hope you like it! Give me your comments.
Send me a mail @ scopelenz@gmail.com

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