

# Paper Mario Walkthrough

by InvaderHera

Updated on Jul 6, 2009

Paper MarioPaper Mario

Game by: Nintendo and Intelligent Systems

Walkthrough by: Invader Hera

Game for: Nintendo 64

Table of Contents

1. Story
2. Controls
3. Characters
4. Partners
5. Upgrades
  - A. Boots
  - B. Hammer
  - C. Star Power
6. Items
  - A. Normal Items
  - B. Key Items
7. Walkthrough
  - A. Prologue: A Plea from the Stars
  - B. Chapter 1: Storming Koopa Bros. Fortress
  - C. Chapter 2: The Mystery of Dry Dry Ruins
  - D. Chapter 3: The "Invincible" Tubba Blubba
  - E. Chapter 4: Trials in the Toy Box
  - F. Chapter 5: Hot Hot Times on Lavalava Island
  - G. Chapter 6: Dark Days in Flower Fields
  - H. Chapter 7: A Star Spirit on Ice
  - I. Chapter 8: A Star-Powered Showdown
8. Badges
9. Star Pieces
10. Super Blocks
11. Enemies
12. Recipes
13. Chuck Quizmo's Questions
14. Koopa Koot's Errands
15. Other Things
  - A. The Dojo
  - B. The Playroom
  - C. Li'l Oink Farm
  - D. Kent C. Koopa
  - E. Shops
  - F. Rare Items
  - G. Toad Town Tunnels
16. Copyright Stuff

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

This is copied from the instruction manual, so I don't take credit for it.

"Far, far away beyond the sky, way above the clouds, it's been said that there was a haven where the Stars lived.

"In the sanctuary of Star Haven there rested a fabled treasure called the Star Rod, which had the power to grant all wishes. Using this wondrous Star Rod, the seven revered Star Spirits watched over our peaceful world carefully...very carefully.

"Then one day a terrible thing happened... The evil King Bowser appeared in Star Haven and stole the Star Rod! Using its incredible power he quickly imprisoned the seven Star Spirits.

"Completely unaware of the trouble in far-off Star Haven, Mario was back home in the Mushroom Kingdom, eagerly reading a letter from Princess Peach. It was an invitation to a party at the castle! With much anticipation, he and his brother Luigi set off for the party, oblivious to the chaos that lay ahead..."

-----  
2. CONTROLS  
-----

This doesn't include Action Commands.

Control Stick: Move Mario, Move Cursor

Start: Pause the game

A: Jump, Talk to people, Select something; A after jumping to do Spin Jump/Tornado Jump

B: Use hammer (outside of battle)

C-up: Look at status bar

C-right: Change partners

C-down: Use partner's special move (outside of battle)

C-left: Use item

Z: Spin Dash

-----  
3. CHARACTERS  
-----

I listed the main characters and more important lesser characters here. Mario's partners are in the Partners section.

Mario: Mario is our short, little hero in charge of recovering the seven Star Spirits and defeating Bowser.

Princess Peach: Princess Peach was kidnapped once again when Bowser stole both her and her entire castle. She'll still do what she can to help Mario, though.

Bowser: Horrible Bowser imprisoned the Star Sprits and stole the Star Rod, then, he kidnapped Peach and lifted her entire castle into the sky. He needs to be stopped!

Twink: Twink is a young star that helps Princess Peach.

Seven Star Spirits: The seven Star Spirits were imprisoned by Bowser. Mario must save them if he wants to get enough power to defeat the evil Koopa King.

Kammy Koopa: Kammy Koopa is one of Bowser's assistants and will, obviously, cause Mario and his friends a lot of trouble.

Merlon: Merlon is a wizard in Toad Town that can tell you your next path (for 5 coins). He's also helpful for a few other things, as well.

Luigi: Luigi doesn't really do anything, but he's Mario's brother, so he needed

to be mentioned.

Jr. Troopa: Jr. Troopa stalks poor Mario for some reason and tries many times to defeat him throughout the game. I guess you'll need to keep beating up this bully until he leaves you alone.

Kolorado: Kolorado is a famous explorer and professor of archaeology, but he's pretty incompetent.

Merle: Merle lives in Starborn Valley and is in charge of taking care of the Star Kids there, along with the Ninjis. He is also the father of Merlurvee, Merlow, and Merlee.

Merlurvee: Merlurvee lives in the house right near Shooting Star Summit and can tell you where Star Pieces, Badges, and Super Blocks are (unless a person has it). For Star Pieces, you pay 5 coins, 20 coins for badges, and 30 coins for Super Blocks.

Merlow: Merlow lives with his older sister, Merlurvee, and can trade you badges for Star Pieces.

Merlee: Merlee is found in Dry Dry Outpost. To find her, go to the roofs of the buildings in Dry Dry Outpost, and drop down off the back, over the alley, to find her. She casts spells that can do things like raise Mario's defense or attack power for one turn or allow him to get more coins after battle. The Special Course is 50 coins, the Ordinary Course is 20 coins, and the Petit Course is 5 coins. Her best spell lasts long time, but it does run out eventually.

Tayce T.: Tayce T. lives in Toad Town and is a very good cook. Give her items, and she'll cook for you. Give her the Cookbook, and she'll be able to cook two items at once.

Minh T.: Minh T. is found around the Toad Town flower garden. Give her Bub-Ulb seeds, and she'll plant them.

Raphael the Raven: Raphael is the master of Lavalava Island. Find him in his giant tree, and he'll help you.

Koopa Koot: Koopa Koot is a nasty, old Koopa living in Koopa Village. You can get things if you run errands for him. Apparently, he used to travel with Goomba and Bootler...

Russ T.: Russ T. is a smart Toad found in a building near the entrance of Toad Town. You can talk to him for some random information.

Chuck Quizmo: Chuck Quizmo is the worm/caterpillar (I'm not sure) with a tophat that you find randomly in various towns. He asks you questions (a total of 64), and you get a Star Piece for every correct answer. If you answer incorrectly, don't worry. He'll ask it again next time. His questions and answers are listed near the bottom of the walkthrough.

Chet Ripppo: Chet Ripppo is a creepy, platypus guy found in Toad Town. For 39 coins, he'll upgrade either your HP, FP, or BP, but the other two stats will also go down. I'd just avoid him.

Rip Cheato: Rip Cheato is found in the Toad Town Tunnels and sells random items for 64 coins each. Within the first ten or so, you should be able to get a Bump Attack badge and several Star Pieces. He's not too much of a rip-off, after all.

Rowf: Rowf sells badges in Toad Town. When his Calculator is stolen by Shy Guys, you can return it to him for a very useful badge.

-----  
4. PARTNERS  
-----

Goombario: You get Goombario early on in the game. Press C-down, and he'll tell you about the area or about people (or objects) if you're standing near them. In battle, he can fight with Headbonk or use Tattle to tell you the stats and other info about an enemy. If you upgrade him to Super-rank, he'll learn Charge. It uses 1 FP and raises his attack power by 2 for one attack. Upgrade him to Ultra-rank for Multibonk. It uses 3 FP and lets you continue jumping on an enemy until you miss an Action Command.

Kooper: You meet Kooper in Koopa Village, obviously. Press C-down to shoot his shell forward a short distance. This is useful for grabbing items or hitting switches Mario can't reach. In battle, he can attack one ground enemy with Shell Toss, or he can attack all ground enemies with Power Shell, which uses 3 FP. Upgrade Kooper to Super-rank to learn Dizzy Shell. It uses 4 FP and can paralyze enemies for several turns. Upgrade Kooper to Ultra-rank for Fire Shell. It uses 5 FP and attacks all ground enemies with a flaming shell.

Bombette: You meet Bombette in the Koopa Bros. Fortress. Press C-down, and she'll walk a short distance and blow up. (Press C-down again to make her blow up earlier.) You can blow up cracked things this way. In battle, she can use Body Slam and Bomb. Bomb is a stronger attack that uses 3 FP. When you upgrade Bombette to Super-rank, she'll learn Power Bomb. It is a strong attack that uses 6 FP and damages all enemies on the ground. Upgrade her to Ultra-rank for Mega Bomb. It uses 8 FP and damages all enemies, not just ground ones.

Parakarry: Parakarry joins you on Mt. Rugged after you find the three letters he lost. Use C-down to have him fly you over short distances. And, to deliver letters, talk to the person the letter is to while Parakarry is out. Apparently, you'll find letters he's lost all over the Mushroom Kingdom. In battle, he can attack enemies both on the ground and in the air with Sky Dive and Shell Shot (the second is a stronger attack that uses 3 FP). When you upgrade him to Super-rank, he'll learn Air Lift. It uses 3 FP and can let him carry an enemy out of the battle. This is easier to do with weaker enemies. Upgrade Parakarry to Ultra-rank for Air Raid. It uses 6 FP and attacks all enemies.

Bow: You meet Bow in Boo's Mansion. Press C-down, and she'll make you and her transparent. Enemies can't see you and objects go right through you. If you press the button again or move, you'll return to normal. In battle, she can slap enemies multiple times with Slap and use Outta Sight. This uses 2 FP and makes you transparent so enemies can't damage you for that turn. (It uses two of Bow's turns, one when she uses it, and one when she stops using it.) If you upgrade her to Super-rank, she'll learn Spook, which uses 3 FP and can scare enemies away from battle. Upgrade Bow to Ultra-rank for Fan Smack to hit an enemy with a fan. This attack uses 5 FP.

Watt: You find Watt in the Toy Box, in Green Station. Press C-down, and she'll light up dark rooms and let you see invisible blocks. In battle, she can do Electro Shock to damage an enemy as if they had 0 defense, and she can use Power Shock. It uses 2 FP and can paralyze an enemy. When upgraded to Super-rank, Watt learns Turbo Charge. It uses 3 FP and will boost Mario's attack power for a short time. Upgrade Watt to Ultra-rank for Mega Shock. It uses 5 FP and can paralyze all enemies.

Sushie: You meet Sushie on Lavalava Island. Now you can press C-down at a dock to ride her in the water, and press it again to dive. Press C-down again or move the control stick towards the dock to get back onto land. In battle, she can attack with Body Slam and Squirt. Squirt is a stronger, water attack, so it's useful against fire enemies, though, it uses 3 FP. Upgrade Sushie to Super-rank, and she'll learn Water Block. It uses 3 FP and makes a cube of water that will increase Mario's defense for a short time. Upgrade her to Ultra-rank for Tidal Wave, which is another water attack that uses 6 FP and attacks all enemies.

Lakilester: You meet this guy in Flower Fields. Press C-down, and you can ride his cloud across spikes and lava (but not water). In battle, he'll use Spiny Flip to throw a Spiny Egg at someone. Spiny Surge uses 4 FP and lets him throw Spiny Eggs at every enemy, though this is pretty weak. Upgrade him to Super-rank, and he'll learn Cloud Nine, which uses 4 FP. It'll create a cloud around Mario so he can avoid enemy attacks. Upgrade him to Ultra-rank to learn Hurricane. This uses 5 FP and can blow all enemies away from battle.

-----  
5. UPGRADES  
-----

Super Blocks and Partner upgrades are listed in their own sections, not here.

-----  
A. BOOTS  
-----

Boots: At first, you only have normal boots. You can just do normal jumps and do no more than 1 damage per jump to an enemy.

Super Boots: You get these Boots in Boo's Mansion. Jump and press A to do a Spin Jump (ground pound). This can be used to break wooden areas of the ground, flip hidden tiles, and activate large switches. They also increase Mario's jump attack power to 2 per jump. Oh, and when you try to flip a tile, make sure you're not standing on it.

Ultra Boots: Deep in the Toad Town Tunnels, you'll find these boots. They raise Mario's jump attack power and let him do a Tornado Jump. Jump and press A, just like you would with a Spin Jump. Now A will cause you to go higher in your jump and still ground pound afterward.

-----  
B. HAMMER  
-----

Hammer: Your first hammer lets you break Yellow Blocks and can do a max of 2 damage to an enemy.

Super Hammer: This hammer is found in Dry Dry Ruins. It lets you break Stone Blocks and do more damage to enemies (a max of 4 now).

Ultra Hammer: This is found in Mt. Lavalava. It lets you break Metal Blocks and raises your hammer attack power.

-----

## C. STAR POWER

-----  
You need Star Power to use these. Mario will restore a little Star Power at every turn during battle, but you can use Focus to restore it faster. It can also be restored at a Toad House. You must save Star Spirits to get these powers.

Focus: Use Focus to restore extra Star Power (it obviously doesn't use any Star Power). You get it after saving the first Star Spirit, Eldstar.

Refresh: This restores 5 HP, 5 FP, and shrinking and poison and uses 1 unit of Star Power. You get it after saving the first Star Spirit.

Lullaby: You get this after saving the second Star Spirit, Mamar. It uses 1 unit of Star Power and may cause all enemies to fall asleep.

Star Storm: You get this after saving the third Star Spirit, Skolar. It uses 2 units of Star Power and can damage all enemies. The attack power is 7.

Chill Out: You get this after saving the fourth Star Spirit, Muskular. It uses 2 units of Star Power and can lower an enemy's attack power by 3.

Smooch: After saving the fifth Star Spirit, Misstar, you get Smooch. It uses 3 units of Star Power and restores 20 HP.

Time Out: You get this after saving the sixth Star Spirit, Klevar. It uses 2 units of Star Power and may stop enemies from moving.

Up and Away: You get this from saving the last Star Spirit, Kalmar. It uses 2 units of Star Power and can turn enemies into stars and take them out of battle.

Star Beam: In Star Haven, the Star Spirits will give you this. It uses no Star Power and can stop the power of the Star Rod.

Peach Beam: A stronger version of the Star Beam, you will get this during the final battle.

## ----- 6. ITEMS

-----  
Recipes are not included in this list.

### ----- A. NORMAL ITEMS

-----  
Apple: On the main floor of Boo's Mansion, through the right door, break the crates with Spin Jumps to get Apples. They restore 5 HP.

Blue Berry: In the Flower Fields, take the southeast path and hit the tree for these berries, which restore 5 FP.

Bubble Berry: This is found in Flower Fields, in the area before Lily. Once water is in the spring, you can reach the tree. These berries restore 5 HP.

Cake Mix: You can find Cake Mix in the Toy Box (take the left path in Blue Station). It restores 1 FP, but it is better saved for cooking.

Coconut: These are found by shaking palm trees on Lavalava Island. Throw one at an enemy to damage it (it does little damage, though).

Dizzy Dial: If it works, this will paralyze all enemies for a short time.

Dried Fruit: Sometimes you get this item from fighting enemies in Dry Dry Desert. It restores 15 HP.

Dried Pasta: This restores 3 HP and 2 FP.

Dried Shroom: This hroom only restores 1 HP.

Dusty Hammer: You can throw this hammer at an enemy, but it does very little damage.

Egg: These restore 5 HP and can be found in a bush in Mt. Rugged, in the same place as the train station.

Fire Flower: The Fire Flower can be used to burn all enemies. It has an attack power of 3.

Fright Jar: This jar contains a scary spirit that may scare away some enemies when it's used.

Goomnut: These can be found in the tree in Goomba Village. They restore 3 FP.

Honey Syrup: This restores 5 FP.

Iced Potato: Rest at the Shiver City Toad House for this potato, which restores 5 HP.

Jammin' Jelly: This rare item restores 50 FP.

Koopa Leaf: This leaf is found in Koopa Village and restores 3 FP.

Lemon: This is found in the oasis in Dry Dry Desert, in a tree. It restores 1 HP and 2 FP.

Life Shroom: When Mario's HP goes to 0, this Shroom will bring you back to life and restore 10 HP.

Lime: This is found in a tree in the oasis in Dry Dry Desert and restores 3 FP.

Maple Syrup: This restores 10 FP.

Melon: Give a Cake to the yellow Yoshi adult on Lavalava Island for a Melon. It restores 15 HP.

Mushroom: These restore 5 HP.

Mystery: You won't know what a Mystery is until you use it.

Pebble: Throw this pebble at an enemy to damage it. You find one of these items on Shiver Mountain.

POW Block: The POW Block does 2 damage points on all enemies and can flip shell enemies.

Red Berry: This berry restores 5 HP. To find one, take the east path in Flower Fields and hit the tree near Petunia.

Repel Gel: This makes Mario transparent and invulnerable for a short time.

Shooting Star: This item attacks all enemies with shooting stars, obviously, with an attack power of 6.

Sleepy Sheep: If it works, this item will make all enemies sleep for a short time.

Snowman Doll: This causes a snowman to crush all enemies. Its attack power is 4.

Stinky Herb: This smelly herb is found in Flower Fields and restores 5 FP. You can find it by going to the flowers on walls so they flip, which may cause this herb to fall out.

Stone Cap: This turns Mario to stone and makes him unable to move for a while. Why would you want that?

Stop Watch: This may paralyze all enemies for a short time.

Strange Leaf: This leaf can be found in a bush outside Boo's Mansion. It restores 5 FP.

Super Shroom: This restores 10 HP.

Super Soda: This cures shrinking or poisoning and restores 5 FP.

Tasty Tonic: This cures poisoning and shrinking.

Thunder Bolt: This item attacks one enemy and has an attack power of 5.

Thunder Rage: This item attacks all enemies with an attack power of 5.

Ultra Shroom: This rare Shroom restores 50 HP.

Volt Shroom: This Shroom electrifies Mario and causes enemies who touch him to take damage.

Whacka's Bump: In the second part of Mt. Rugged, you'll find a Whacka. Hit it with a hammer for this item, which restores 25 HP and 25 FP. Keep leaving the area and coming back to get a total of 8 Bumps.

Yellow Berry: From the main part of Flower Fields, take the southwest path and hit the tree here for two Yellow Berries. They restore 3 HP and 3 FP.

-----  
B. KEY ITEMS  
-----

Artifact: In Dry Dry Ruins, you'll find this (see the walkthrough for the location). It's useless to you, but someone else may want it.

Autograph: You get two of these, actually, for Koopa Koot. One is from Luigi and one is from Merlurvee.

Boo's Portrait: You need this to fill in the empty portrait in Boo's Mansion.

Bucket: Talk to Mayor Penguin for a Bucket. This could make a nice hat for a snowman....

Calculator: Rowf's Calculator will get stolen by Shy Guys at some point, and you



need to get it back for him. It is found somewhere around the Toy Box's Blue Station.

Cookbook: Gourmet Guy leaves behind the Cookbook. Give it to Tayce T. so that she can use two items at once to cook.

Crystal Berry: You get this from Posie in Flower Fields (but not at first). Give it to someone who likes beautiful things.

Diamond Stone: You need this stone to complete Dry Dry Ruins.

Dictionary: Russ T.'s Dictionary was stolen by Shy Guys. It can be found in the Toy Box's Green Station.

Diploma: Defeat the Master a third time for the Diploma.

Dolly: This doll is found in a tree outside Goomba Village. It belongs to Goombaria.

Empty Wallet: You find this for Koopa Koot.

Eyeglasses: You find this for Koopa Koot.

Fertile Soil: You get this soil from Posie in Flower Fields. You need it to make the Magical Bean grow.

First-Degree Card: You get this card when you defeat Chan at the Dojo.

Fourth-Degree Card: Defeat the Master twice for this card.

Frying Pan: Tayce T.'s Frying Pan was stolen by Shy Guys, and she can't cook without it. You'll find it somewhere in Pink Station in the Toy Box.

Gold Credit: You get this when you run errands for Koopa Koot. Use it at the Playroom in Toad Town.

Jade Raven: The Jade Raven will open the path to Raphael the Raven in Jade Jungle...

Key: You find keys in all kinds of places. Obviously, they unlock locked doors. (I listed a few, more special keys in this section, too.)

Koopa Legends: You get this book from Kolorado's wife to give to Koopa Koot.

Kooper's Shell: Before joining you, Kooper's shell will be stolen by a Fuzzy. You need to get it back for him.

Letter: You can find letters in a bunch of random places. With Parakarry out, you can talk to people and deliver these letters to them.

Lucky Star: Twink gives you this item (though, it's from Princess Peach). It lets you use the Action Command.

Lunar Stone: You need this stone to complete Dry Dry Ruins.

Lyrics: You get these Lyrics from the Master Poet in Club 64. Give them to a composer.

Magical Bean: Petunia in Flower Fields will give you this bean, but you need Fertile Soil, Miracle Water, and sunlight to make it grow.

Mailbag: A bag of undelivered mail will be stolen from the Post Office, but you'll find it in Pink Station in the Toy Box.

Melody: Give the Lyrics to the composer in Dry Dry Outpost for the Melody. Now the Pop Diva has something to sing.

Miracle Water: Lily will give you this water. You need it to grow the Magical Bean.

Mystery Note: In the Toy Box's Green Station, you'll find a note you can't read. Maybe someone smart can translate it for you.

Mystical Key: This key is also known as Yakkey, the key that unlocks Windy Mill. It can talk, so it will give you some trouble.

Odd Key: You need to explore the Toad Town Tunnles thoroughly to find this key. It unlocks a nearby door....

Old Photo: You get this photo from a Boo in Boo's Mansion for Koopa Koot.

Package: This is a package you get from a Boo to give to Koopa Koot.

Pulse Stone: This stone is used to find Dry Dry Ruins. It beeps faster the closer you are to the ruins.

Pyramid Stone: You need this stone to complete Dry Dry Ruins.

Record: This is found in Boo's Mansion and can be played on the phonograph.

Red Jar: You get this jar for Koopa Koot using a secret code in Dry Dry Outpost....

Scarf: A Scarf given to you by Merle. There's a snowman in need of a scarf somewhere....

Second-Degree Card: You get this card when you defeat Lee at the Dojo.

Silver Credit: Koopa Koot rewards you with this when you run errands for him. Use it in the Playroom in Toad Town.

Star Stone: This stone will open the way to the Crystal Palace.

Storeroom Key: This was stolen from a shop owner in Toad Town by a Shy Guy. You'll find it in the Toy Box's Blue Station.

The Tape: A tape you get from Goomba to give to Koopa Koot.

Third-Degree Card: You get this card when you defeat The Master at the Dojo for the first time.

Toy Train: You get this train from the storeroom in one of the shops in Toad Town. It will come in handy in the Toy Box....

Ultra Stone: Raphael the Raven will give you this. It lets you upgrade your partners to Ultra-rank at a Super Block, if they are already at Super-rank.

Warehouse Key: Use this key to unlock the warehouse in Shiver City. You should find it nearby....

Water Stone: You need this stone to restore the spring in Flower Fields.

Weight: A heavy weight found in Boo's Mansion. Use it to hold something down...

-----  
7. WALKTHROUGH  
-----

At the beginning, you'll first be able to play when you get to the castle. Talk to people and go through the big doors until you find Princess Peach. Oh, no, Bowser will come, and you'll have to fight him. You won't be able to win, though. Once he uses the Star Rod, you'll soon be defeated and knocked out of the castle, which is now high in the air, on top of Bowser's floating castle.

-----  
A. PROLOGUE: A PLEA FROM THE STARS  
-----

Goombaria will find Mario and take him to Goomba Village. He'll wake up in the Toad House. Go outside when you can. There's a Save Block here. Just hit it anytime to save your game. Anyway, you currently need to go to Shooting Star Summit, but Goompapa is fixing the gate. If you go into their house, you'll find that Goompa is fixing the veranda. Once you return outside, the gate will be fixed, but once you talk to Goompapa about it, Kammy Koopa will come and leave a big Yellow Block in your path. Now we need a hammer to break the block. Goompa should have it. Go to the veranda...it seems to be missing. Poor Mario will fall, but then you'll find Goompa nearby. There's another Yellow Block in your path here, and the Goomba has lost his hammer. Go left to the next area and press A at the bushes until you find it. Use it with B to break blocks, hit trees, and such. Oh, there's also a Save Block here, by the way. Now, hit the trees to find Goombaria's Dolly, then, try to head back to the Block. Before you can leave the area, the bully, Jr. Troopa, will come and fight you. He's pretty weak. Usually, he only does 1 damage, but later he does 2. You still should beat him easily. After, you can break that block that was in your way (and get a Mushroom from the tree before the block).

Past the block is a Stone one that you can't break yet and also a Heart Block that recovers HP and FP when you hit it. Also, jump on the spring to get to a Fire Flower. Now continue on to the next area. In here, you'll have Goombas, Spiked Goombas, and Paragoombas to fight. You can't jump on Spiked Goombas, or you'll get hurt, so you must use the hammer. And you must jump on Paragoombas because your hammer can't reach them. It's all pretty easy stuff, though. (You'll see a higher path going to the left. Go along it to get to a Star Piece. I wonder what these are for...) Continue to the next area to get back to the village. Now you can give Goombaria her Dolly back and get a Star Piece. Also, Goombario will join your party and you'll get the Power Jump badge and a lesson on how to use badges. Woo, you're spoiled. Now Goombario can help you fight. He can use Headbonk and Tattle, the latter of which will tell you about enemies and their stats and make their HP visible. Also, use C-down out of battle for info. Do this in a random spot to hear about the area and near a person or object to learn more about them. Now it's time to leave. (One thing, though. You can hit the tree in the village for Goomnuts, which are apparently only found here. They restore 3 FP.) Now break the block and head to the next area, Goomba Road.

In these next areas are more Goomba enemies. If you read the sign here, a Goomba will come off. In the next area, hit the red block for a Close Call badge, then, read the sign to get a Mushroom. Use the Heart Block if you need it, then, head to the next area. Go forward and the Goomba Bros. will come and fight you. They are not that tough, though, so you should beat them easily.

Then, use the Save Block if you need to. Then, use the spring to get to the higher ledge and go to the next area. If you read the sign here, the Mushroom will turn into a Goomba and come off the sign. Beat it, then, head to the next area, where you'll find the Goomba King's Fortress. You'll have to fight both the Goomba King and the Goomba Bros. The Bros. are weak, though, and both have only 2 HP left. Defeat them, then, fight the king. Once, he will make Goomnuts fall on you, which does 2 damage, but later, he'll only do 1 damage, so he's not that tough, as you can tell. Also, one time you can hit the Goomnut tree with a hammer, and a nut will fall out and hit the king, causing 3 damage. Defeat him, and he'll go hide in his fortress. Get a Star Piece from one of the trees, then, shake a bush near the fortress to find a switch (they talk about it if you press A at the door). Hit the switch to make a bridge. Cross it, and over here, hit the red block to make a yellow block appear. Hit that for a Super Shroom. Now head to the next area. There will be a cut scene with Bowser, then, you can continue. Hit the yellow block for a Sleepy Sheep, then, hit the tree to make a spring fall out. Use it to jump onto the structure. Open the chest for a Hammer Throw badge. Now continue on to Toad Town.

#### TOAD TOWN

There are all kinds of things in Toad Town, including a shop, a Toad House, a Post Office, and of course, a Save Block. You can only get to two parts of it, though, since the rest of it is blocked off. Also, if you go down the pipe near the town entrance, you'll get to Mario and Luigi's house. Well, anyway, let's head to Shooting Star Summit now. Through the north gate in the second part of town is where Peach's castle used to be. Go to the next area. There are two paths. The lower leads to the house of Merlurvee and Merlow. Take the higher path. (To the left is a Star Piece.) Go to the top and talk to Eldstar. The Star Spirits will talk to you here. After that, there will be a cut scene with Peach. She will meet Twink. She wants him to give Mario a Lucky Star, so when you control Mario, as you're heading back to Toad Town, Twink will come and give you the item, which lets you use the Action Command. He'll teach you how to use it. It lets you do more damage to enemies. You'll get to try it out when a Magikoopa comes and fights you. He shouldn't be that hard to beat. Now return to town, and you'll be told to go talk to Merlon. Go to his house and press A at the door until he lets you in. He'll talk for a bit and tell you where you need to go. (He can tell you your next path other times in the game, too, but it costs 5 coins.) Now, when you try to go where you need to, some creepy Toads will be blocking the path. Talk to them, then, go talk to Merlon. He'll go outside. Go to the Toads, and Merlon will reveal them to be the Koopa Bros. Oh, no! They'll leave, so now you're free to go east to Pleasant Path. By the way, before he leaves, Merlon will mention you'll need help from a blue-shelled Koopa. All righty then.

---

#### B. CHAPTER 1: STORMING KOOPA BROS. FORTRESS

---

This is Pleasant Path, and you'll find Goombas and Koopa Troopas. Koopa Troopas aren't that tough, because you can jump on them and knock them onto their backs, making them unable to attack. Anyway, in the red block here is the Dizzy Attack badge and in the yellow block is a Fright Jar. In the next area, there's a POW Block in a yellow block. Hit a tree to make a switch fall out, then, hit that to make a bridge. Cross that, and if you break the brick block over here, a Spiked Goomba will fall down. There's also a Sleepy Sheep behind a fence. Now go to the next area. Behind one of those blue things is Honey Syrup. Also, if you run around the one that watches you, you'll get hearts. Anyway, the upper path here leads to the Koopa Bros. Fortress, and the lower leads to Koopa Village. Take the lower path for now. Hit the brick blocks you find to make a red block appear. Hit that for the Attack FX B badge,

then, head on to Koopa Village.

#### KOOPA VILLAGE

It seems the Fuzzies are causing problems for the Koopas and stealing their shells. Hit the tree here to knock a shell out of it, then, hit the block with a shell on it to knock that down. Then, attack the Fuzzy carrying around a shell. Now head to the second part of town. Hit the Fuzzy carrying a shell around, then, push that blue block under the other block so you can hit it and knock another shell down. That's it for these Koopas. You can't do anything about the other Fuzzies jumping around yet, so don't bother. Anyway, before we continue, there is a Toad House and a shop here. Plus, there is a Save Block, and you can also find Koopa Leaves here. This town is also the home of the explorer, Kolorado, and also that blue-shelled Koopa Merlon mentioned. Hmm, but where is he?

Go to the second part of town, and press A at the door of the middle house. A Koopa named Kooper will come out. He wants you to get his shell back from a Fuzzy. Go in, and the dumb thing will hop away. Go through the back door here and to the next area. Follow it to the next area, where it will hide in a tree.

It will then hop around and stop at a tree. You must hit the tree it stopped at. It does this three times. (I don't know if it's the same every time or not, but for me, the Fuzzy stopped at the far left tree the first time, then, the second tree from the right the last two times.) Choose the correct tree three times, and you'll then get Kooper's Shell. When you try to leave, Kooper will come and get his shell back. He'll also join your party. With C-down, you can shoot him forward a short distance, grabbing items and hitting switches you can't normally reach. In battle, he can attack all enemies on the ground with Power Shell. The Fuzzy will come back and fight you now. Defeat them, then, head back to the previous area. Now you can climb on those stumps and use Kooper to get that HP Plus badge. How nifty.

The Fuzzies are gone from the village now. Also, Chuck Quizmo should be there (the weird worm). Answer his quiz question correctly for a Star Piece. Also, you can push that blue block under the brick block, so you can hit that block and get another Star Piece. Now it's time to head to the Koopa Bros. Fortress. Leave the town and take the upper path to the next area. Once again, you have Goombas and Koopa Troopas to fight in this area. To get the Thunder Bolt on the extra high block, stand on a higher ledge and use Kooper to get it. Past here, use Kooper again to hit that switch and make a bridge. Continue on to the next area, and hit the tree for a Star Piece. Past here is a Heart Block. Head on to the next area.

#### THE KOOPA BROS. FORTRESS

Here's the Fortress. There's a Save Block outside it. The black Koopa Bro will see you coming and run inside. Go inside now. In this area are Koopa Troopas and Bob-Ombs. When you attack a Bob-Omb, it will either blow up next to you on its next turn or blow up when you next attack it, so either attack from afar or use Kooper, or else you'll get hurt. Defeat the Koopa Troopa (and Bob-Omb) here for a Fortress Key, then, use it to go through the locked door nearby. Besides enemies, there's a ledge in here with a cracked wall above it. You won't be able to do anything with that until a bit later. In the next room, the green Koopa Bro will have bars come up so you can't get to the key, then, he'll leave.

In the next cell is a Koopa Troopa and a badge (the Koopa will run out and fight you, but you can't get into the cell even though he got out) and in the next cell is a Fortress Key. You can't get these things yet, so continue on through the next door. In here is a locked door. Defeat the enemy, and a switch will appear. Hit it to lower the stairs. Go down them to find a door to the right and a doorway to the left. Through the door is a room with some

Bob-Ombs in a cell. You can't do anything here yet, so go through that doorway.

In here, the doorways will go higher on the walls, so you won't be able to leave until you defeat all the enemies. Then, through the next doorway is a room with fire bars. They spin quickly and hurt you if you touch them. Just run and jump over them as best you can and get the Fortress Key past them.

Now go to the room with the movable stairs and go through the locked door. The yellow Koopa Bro will do something here, then, leave. Anyway, down here is a cracked wall and a door. Through the door is a small balcony and a Save Block. Back inside, go up the ramp and hit the yellow block to make a trapdoor open below you. You'll fall into the cell with the Bob-Ombs (and a Heart Block). They aren't enemies, though. One is named Bombette. Talk to her and say that you'll help them, and she'll join your party. She can blow up those cracked walls with C-down. Hooray, blow up the cracked wall here to escape from the cell. When you try to leave the room, some enemies will fight you. It won't be hard to defeat them. Now you can go blow up the other cracked walls you found earlier (except the one on the ledge because it's too high). In the room with the small cells, you'll be able to get a Fortress Key and a Power Bounce badge. Now return to the room with the trap and go through the door on the upper level.

Now you're going along the upper levels of previous rooms. Go through the locked door here. Use Kooper to hit the red switch. Platforms and walls will come out of the wall. The platforms let you cross the gaps, but the walls keep you from going farther. Go as far as you can, then, hit the switch again to make all these things go away. Go past where the wall was and repeat the process with the next switch.

Through the next door, you'll find a locked door and a switch. Hit the switch to lower the stairs. Go down them to find the cracked wall you couldn't reach before. Blow it up and go through to find a Fortress Key. Now go through the next locked door. Now you're in the first room. Hit the switch to raise some stairs (and two Koopa Troopas) out of the water. Go up the stairs to find a door. (Past it is a Bob-Omb and a Smash Charge badge.) Go through the door. Now you're outside, and the Koopa Bros. will have some Bill Blasters fire Bullet Bills at you. (If you go down off the path nearby, you can break the boulder with Bombette. Then, hit the block for some Maple Syrup.) Be careful of the Bullet Bills and kill them quickly, because they will ram into you and blow up the first chance they get. Past them, attack or touch the Bill Blasters to fight all three at once. They don't fight, but they do shoot Bullet Bills, so try to use attacks to attack everything at once. Anyway, also off the path nearby is a Save Block and Heart Block. Now go through the next door.

#### THE KOOPA BROS.

It's time to fight the Koopa Bros., or rather, them in a very obvious Bowser disguise. It has HP 10, attack power 1, and defense 1, so it's very easy to defeat. Afterward, you really will fight the Koopa Bros. They are all piled up on top of each other in a tower, and Goombario won't be able to tell you their stats. Well, they do as much damage as the number of turtles in the tower, so 4 right now. Use Bombette's Bomb attack to knock them down right away, or hit them with your hammer, and a second attack will knock them down, onto their backs. They are now like normal Koopas, with HP 5, attack 1, and defense 1. If any gets to his feet, he'll attack. If more than one is up, they'll form a tower with whoever isn't on their back and attack, so try to keep as many down as you can. It's not that hard. After defeating them, you can save your first Star Spirit, Eldstar, and end the chapter.

#### TO THE DESERT

Okay, first there is an area with Peach. You need to find a secret passage out of the room. Press A at the picture next to the fireplace so you can go through the fireplace and into a hallway. At the end, press the button,

and the wall will spin. In this room, read the diary to the right, which turns out to be Bowser's. Oh, my. He'll come in and have Peach brought back to her room.

Back at Mario, Eldstar will teach you about Star Energy. You can now use Refresh to heal 5 HP and 5 FP, plus poisoning and shrinking. It uses one unit of Star Power. Star Power restores itself slowly every time it's Mario's turn, but you can also use Focus to restore your Star Power faster. Now let's head back to Toad Town. Just before getting there, you'll have to fight Jr. Troopa again. He goes in his shell, but you should still have no trouble whooping him. His HP is 15, attack power 2, and defense 1. After this, Twink will come and tell you to go to Dry Dry Ruins in Dry Dry Desert. Back in Toad Town, that path to the south is now unblocked and Rowf's store is open. He sells badges. Even after buying them, you can come back later, and he may have more. Anyway, go south until you get to the train station. Blow up the boulder on the track, then, talk to the Toad near the train to ride to Mt. Rugged.

---

## C. CHAPTER 2: THE MYSTERY OF DRY DRY RUINS

---

### MT. RUGGED

There's a Save Block here and you can get an Egg from a bush. As you begin your trek up the mountain, you'll find a Stone Block to the left, then a Heart Block. Parakarry is also here, looking for a letter he lost. Maybe you can find it for him. Let's head on to the next area. There are a couple Monty Moles here. They either pop out of the ground or walls and walk around or just pop out of the ground and throw rocks at you, so be careful. Go to the lower area here, and you'll find a small block and a big, Yellow one. Hit the smaller one for a Sleepy Sheep, then, break the big Block. Past it is a Whacka. Hit it with your hammer for a Whacka's Bump, which restores 25 HP and 25 FP, so it's pretty useful. Then, you can keep leaving the area and come back to get more, up to 8. Okay, head on to the next area. There's a Save Block here and a higher ledge you can't get to yet. You'll also find a letter (to Merlon) on a ledge. Use Kooper to get it. (You can't get the badge nearby until later...) Now go talk to Parakarry again. Actually, he's missing two more letters, so we have to keep looking.

So now continue on to the next area. Now you'll have to deal with Clefts. They have 2 defense, so you can't hurt them without stronger attacks. It's best to use Bombette's Bomb attack, which can defeat them in one hit. Also, you can use her out of battle to blow up near a Cleft and defeat it in one hit, without using FP. Anyway, you can't get to the end of the lower path here yet, (but I'll tell you already, it leads to a Bub-ulb), so you'll have to climb up higher. Up here, you can go right or left. Go right. Drop down and get the letter to Goompapa. Use the spring to get back up, and return to the previous area. Now go left (you can drop down over here for a Star Piece) to the next area. Go down the slide to jump to an area from earlier that you couldn't reach. Go to the next area. Hit the yellow block for a Mushroom, then, past here is an alcove in the wall. On the left side of it is a tunnel leading to a chest. Open it for the very useful Damage Dodge badge. Now use the spring to get to a higher area. In the yellow block to the right is Honey Syrup. Now go down the slide to get to another higher area. Here is a letter to Kolorado. Now talk to Parakarry again, and he'll join your party. Use C-down to have him fly you over short distances. And, to deliver letters, talk to the person the letter is to while Parakarry is out. Apparently, you'll find letters that Parakarry lost all over Mushroom Kingdom.

Now return to where you found the second letter and have Parakarry fly you over the gap. Once you cross the bridge, a big vulture will talk to

you. You can just say you're Luigi, and it will let you go, or say you're Mari if you want to fight it. (If you want to fight it, you should first get past here, and go to the next area to find a Save Block and a Heart Block. Then, you can be better prepared for the battle.) Anyway, the vulture's name is Buzzar, and it has several annoying attacks. If she (Goombario says it's a she; I don't know if he's right) flaps her wings, press A quickly to take less damage. This attack will also damage your partner, which stuns them for the same number of turns as damage they took. She can also grab you. Press A quickly to get away, otherwise, you'll get hurt. She can also attack directly and do 3 damage or attack with feathers and do 2. This is a tougher battle than usual.

#### DRY DRY DESERT, DRY DRY OUTPOST

Past the Save and Heart Blocks is the Dry Dry Desert. You may get lost if you wander, so stay in the area with the path and keep heading east. In the first area is Kolorado, the explorer/archaeologist from Koopa Village. Past here, there are Bandits, which steal coins, and also Pokeys. Be careful. Also watch out for twisters. Keep going until you get to Dry Dry Outpost. There's a Save Block here and also a store, though it will be closed for a short time. In the second part of town is a Toad House and a green mouse named Sheek. He's at the doorway of a building you can't yet get into. Talk to him and give him three items to ask him a question. The only one you need the answer to is his favorite food. He'll say it's something sour that starts with an L and ends in an N and is found in the oasis. To get to the oasis, go to the area just outside of town, and go south two areas until you find it. Hit the trees for a Lime and a Lemon. That last one is the food you needed. There's also a Heart Block and a Super Block here. Hit the Super Block to upgrade a partner.

Now return to Sheek and give him the Lemon. Now you can ask how to find Moustafa, the leader of this town. He says to go to the store here and buy a Dried Shroom, then a Dusty Hammer. Do it, and the mouse there will tell you that Moustafa is found on the highest part of the town. Return to where Sheek was. He's gone now, so go through the door here and to the right. Climb up the boxes here and cross the roofs of the buildings (a letter is up here, by the way). Go through the door up here, and talk to Sheek. He is actually Moustafa, and he'll give you the Pulse Stone. It will help you find Dry Dry Ruins. So now go into the desert. The Pulse Stone will beep faster the closer you are to the Ruins. An easy path to take is to go to the first area outside of Dry Dry Outpost and go 3 areas north and 4 west. Put the Pulse Stone on the rock here, and there will be a cut scene. Dry Dry Ruins rose out of the desert! Hooray! There's a Heart Block out here if you need it.

#### DRY DRY RUINS

Go inside to find a Save Block in the first room. Tutankooa will tell you to leave. Whatever. Go to the next room. Pokey Mummies will come out of the coffins. They're the same as normal Pokeys, except that they can poison you. (In the second coffin is a Spike Shield badge.) Also, in here is a locked door and doorway. Through the doorway, you'll find a Ruins Key and a doorway you can't reach. Go to the previous room and go through the locked door. Step on the switch, and the sand here will pour into the lower room. Now you can go through that doorway you couldn't reach before. In here, Tutankooa will threaten you some more. Anyway, there's a doorway down here and stairs going up and down. Up the steps is a Buzzy Beetle. It has high defense, but you can use jump attacks to flip it over and defeat it. Have Parakarry fly you over to the cracked wall, and blow that up with Bombette. Go through and step on the switch to drain the sand into a lower room. Get the revealed Star Piece, then, go into the room below here (the doorway on the middle level of the previous room). Get the Ruins Key, then, go to the previous room and down the steps. There's a locked door and a doorway. The doorway leads to a room you can't do anything in



yet, so go through the locked door.

#### THE SUPER HAMMER

In here is a locked door, and near that is a yellow block. Hit it, and the door will close, and the three coffins will open. Fight the Pokeys and Swoopers to make a Ruins Key appear and to make the door open again. (Swoopers hang on the ceiling and need to be knocked down with earth tremors or with Parakarry's attacks.) There's something else you can do in this room, but a Stone Block is in the way, so ignore it for now. Just go through the locked door. In here, there's a doorway, and downstairs is a cracked wall and a doorway. Blow up the cracked wall to get to a small room with a pit. We'll be coming back here later, so don't bother with it yet. Just return to the previous room and go through the doorway upstairs. Tutankooopa will talk again. Anyway, in here is a Stone Block keeping you from getting to a big chest. So go up the green stairs and step on the green switch to rotate them. Go up more green stairs and step on the next green switch. Go up the green stairs now to get over to a pink switch. Step on it to rotate the pink stairs. Now, drop back to the ground and go up the green stairs and then some pink stairs. From up here, you can drop down to that chest. Open it for the Super Hammer. Use it to break Stone Blocks. It also raises the attack power of your hammer. So use it to break the Stone Block nearby and leave the room.

#### THE STATUES AND THE STONES

Let's take a quick detour to a few places we didn't finish. In the room with the Pokey trap, go up the stairs and step on the switch to rotate the stairs. Go up them and break the Stone Block to get to an Artifact. You don't need it in the Ruins, but you may as well get it. Now, go to the previous room and through the doorway down here. Break the Stone Block, and the door will close and a Stone Chomp will come off the wall. You'll have to fight two. They are tougher than other enemies in the Ruins and attack very quickly, so get rid of them as fast as you can. Now you can get to the Pyramid Stone. Afterward, return to the room before the one with the Super Hammer. Go through the doorway on the lower level. In here, Tutankooopa will be weird again, and you'll find five Chomp Statues with spaces to put things. Also in here is a locked door and a doorway. Through the doorway, drop down. You can't get out of this pit, but there is a doorway down here. First, break the Stone Block to reveal a switch. Step on it to make stairs appear that let you reach a Ruins Key. Now go through the doorway. In here are Buzzy Beetles (and Swoopers). Through the doorway on the other side, you'll find yourself in the lower part of the room with the pit. There's a Super Block, a spring to get out of here, and a cracked wall. Blow up the wall and go through. Break the Stone Block, and you'll have to fight a Stone Chomp. Now get the Diamond Stone. Now return to the room with the five statues and go through the locked door. Step on the switch, and the sand will drain into the room below. Five statues will also be revealed, showing the order you need to put the stones: blank, diamond, blank, crescent. Now go to the room below here and cross the sand to get to a doorway. Through here, break the Stone Block and get the Lunar Stone. Defeat the Stone Chomp that comes after you, then, return to the statues. Put the stones where they need to go and stairs will appear. Go down them. There's a Heart Block here and a doorway. Through the doorway is a save block. Through the next doorway is the boss battle.

#### TUTANKOOOPA AND THE CHOMPS

It's time to fight Tutankooopa. His HP is 30, attack power 3, and defense 0, but he can also summon Chomps with HP 4, attack power 3, and defense 3. It's probably best to get rid of them before continuing to fight the boss. Tutankooopa can also throw shells at you, which does 3 damage, or he can use a magic attack, which makes rocks fall from the ceiling and do 2 damage when they hit you. Try to block that, or it may hit your partner, too. Also, the boss stands on a ledge, so you can only reach him with certain attacks. Sometimes,

his magic attack will cause rocks to fall on him, which knocks him off the ledge. You can use this time to do extra damage. Once you beat him, you'll rescue Mamar, the second Star Spirit.

#### SOME INFO FOR MARIO

Now there will be a cut scene with Peach and Bowser, and Peach will want to find out the weak point of the supposedly invincible Tubba Blubba. Leave the room through the secret hallway, then, go through the door to get out into the main room. There are guards walking around in here, and two doors are guarded and one is locked. There are three doors you can go through. The one closest to you leads to the library. That's where you need to go, but first, you can check out the other doors. Through one isn't anything important, but through the other is a chest. It looks like the one you saw at Merlurvee's place. Get the Deep Focus badge here and put it into the chest. Now Mario can find it in the chest at Merlurvee's. Now go to the library. Be careful not to get caught, or you'll be taken back to your room. Along the way, you'll find a Power Rush badge (Don't forget to put it in the chest.). At the end of the room, two people will be talking about Tubba Blubba, then, Peach will get caught.

Back to Mario, Mamar will talk to you. Your Star Energy is now 2. Now, why do we have a sudden urge to head to Forever Forest? Head back to Toad Town, and go to the area south of the place with Merlon's place. On the right side is the path to Forever Forest. Outside of there, the guard will be frightened by a ghost. Head on to the next area. There's a save block here, and that ghost will talk to you. Now go into the forest.

---

#### D. CHAPTER 3: THE "INVINCIBLE" TUBBA BLUBBA

---

In Forever Forest, you must take the right path, or you'll get lost and end up back at the entrance. Look for which path is different from the others. Also, there are Piranha Plants and Forest Fuzzies. Kill the Fuzzies quickly, or they may multiply and make more Fuzzies. Anyway, in the first area, take the path near the flowers that move and make sounds. In the second area, Oaklie will talk to you and give you some tips. In here, take the path near the tree with the eyes. In the next area, there's a path that leads to the middle of the area. Oaklie is here. Also, there are flowers that look different and make different sounds than the others. Take the path near them. Then, in this area, you can get to the middle and find a Bub-ulb. Talk to him for a blue Magical Seed. Now take the path near the laughing tree. Next, take the path with extra mushrooms nearby. In the next area, you'll find flowers that disappear when you press A at them. One group will make sounds. Take the path near them. Last of all, take the path with the sign. Now you're outside the Boo's Mansion. In the yellow block here is a Volt Shroom. Go through the gate, and that ghost will talk to you. His master is waiting for you on the third floor of the mansion. Also, nearby is a path (obviously, don't take it yet), and when you shake the bushes, you'll find a Strange Leaf. There's also a Save Block and a Heart Block here. Now let's go inside.

#### BOO'S MANSION

In here, you can only get to the second floor right now. Upstairs, there are two doors and an empty painting. You need to find the picture missing from the painting to get to the third floor. We can't do much downstairs yet, so we won't bother. Go through the door on the right on the second floor. In here, press A at the cabinets on the left wall, and Boos will come out. They have a Record you need, but you need to see which Boo has it. They will go

around in a circle. Watch them carefully, and when you can, hit the correct Boo with your hammer to get the Record. Now go through the left door on the second floor. A Boo is guarding a chest. Use the Record at the phonograph and press A at a good pace to play the music. The Boo will come over. Now press B so you can leave the phonograph and open the chest for a Weight. Now go to the first floor of the main room. Jump onto the brown couch cushion, and it will spring you up to the chandelier. It will get pulled down, and the display case will move and reveal a door. Use the Weight to keep the chandelier down, and go through the revealed door. Don't bother with the chest here, because it's empty, and if you open it, the chandelier will come down. Go down the stairs and through the door.

Go through the door here to the next room, and the door will disappear. Now open the chest, and Boos will come out again. This time, they have some Boots. They'll throw the Boots from Boo to Boo. Hit the correct Boo to get the Super Boots. These increase your jump attack power and let you do a Spin Jump. Jump and press A to pound the ground. Talk to the Boo here. He says there's a Star Piece hidden in a nearby tile. If you Spin Jump nearby, it will flip out of the ground. Get it, then, use Spin Jump on the wooden part of the ground to break it and fall through. Down here is a store, but you're not allowed to buy anything here. Hit the switch to make another appear, then, hit that one, too. A big switch will appear. Climb onto some things nearby to get onto the switch, then Spin Jump on it. Stairs will appear. Go up them to a previous room. Now go through the last door on the first floor of the main room. (If you go into the pot, you'll become an old-fashioned Mario. Go back in to be normal again.) Spin Jump on the wood here to break it. You'll fall through and land on a bookcase in a library. Have Parakarry fly you to the bookcase to the right to get the Boo's Portrait. Now drop down and blow up the cracked wall to the left to get to a previous room. Now use the Boo's Portrait on the empty picture frame on the second floor. Jump through to get to the third floor. Go through either door to find Bow and Bootler. Bow wants you to stop Tubba Blubba in exchange for Skolar, the Star Spirit that escaped. She'll join your party. She can make you both transparent both in and out of battle, which is very useful. Enemies won't see you or be able to attack you, and objects can go right through you. (You can now buy things from the store in the basement, by the way.)

#### GUSTY GULCH

Now take the path outside the mansion to get to Gusty Gulch. Some Boos will open the gate for you. Now head to the next area. There's a windmill here with a locked door and some Hyper Paragoombas. These are stronger Goombas that can charge their attack power, raising it to 8. Bow's Outta Sight will be very useful here. To the next area, you'll find an old town where Boos are living. You can't go into any of the buildings. There's a Save Block here, and in the next area is a Heart Block. Tubba Blubba will come, so use Bow to become transparent. You'll be safe, but another Boo will get eaten. Oh, no! Now go to the next area. There are Hyper Clefts, Goombas, and Paragoombas in these next few areas. As you may have guessed, the Hyper Clefts have high defense and can also charge their attack power, raising it to 8. Bow is going to be pretty useful here. You can use Kooper to get that Dizzy Dial, then, past that are two yellow blocks. In one is Repel Gel, and past that is a letter to Fice T. In the next area, the only thing worth mentioning is a Super Shroom in one block, and nearby, there's a Star Piece behind some rocks. Go to the next area to find a Save Block and the entrance to Tubba Blubba's castle.

#### TUBBA BLUBBA'S CASTLE

In the first room, there are things that can grab you and take you out of the castle, so use Bow to avoid them. They're in several other rooms as

well. To the right is a locked door and to the left is an unlocked door, so go through that one. In this corridor are Clubbas. Some are sleeping, so you can walk slowly by so you don't wake them. (Or us Bombette on them, if you want to fight them, because it's more fun that way.) Through the first door is a spring and a badge on the table, but the spring won't bounce you up there. So just leave for now and go left more. Through the small door, you can climb onto the table for a Star Piece. Through the big door is a room with a Star Piece on the table that you can't reach and a big door and a small one. Both lead to the same place, but in different ways. Go through the small door and down the stairs. Break the wooden thing with a Spin Jump to land in the upper part of the basement. Open the chest here for a Castle Key. Drop down to find a Boo and a Heart Block. The Boo mentions that you may find something important in Tubba Blubba's room, which is in the highest part of the castle. Of course, aren't they always? Now go through the door here. Here's a Super Block. Now go up the stairs (watch out for the grabby thing) and you'll end up back in an earlier room.

Now return to the first room and unlock the right door. Go up the stairs (watch out for the grabby things) and through the door. Go along the walkway and through the next door. One of the things that try to grab you is in here. Also, near a sleeping Clubba is a wall you can blow up. Go through to find three wooden things. Break the left one to land on the spring in an earlier room. Now you have a shortcut. Return to the room above and break the upper right wooden thing to land on the table in the room below. Use Parakarry to fly across to the table with the D-Down Jump badge. Now return to second floor where you left off. To the left is a small door and a big one. Through the small one, use Bow to get cross the spikes. Walk when they're gone, then, use Bow before they pop up. You'll get to a chest containing a Castle Key. Now return to the previous room and go through the big door. In here is a Clubba and a locked door. (Drop down the hole to land on a table in a previous room. A Star Piece is here.) Unlock the door and go through.

In the yellow block is some Maple Syrup. Now go up the stairs and through the door. Tubba Blubba is in here, so use Bow to get past him. Over here is a small door and a big, locked one. Through the small one are a bunch of sleeping Clubbas. Walk quietly past them to a Castle Key, then, use it to go through the big door. There's a Save and Heart Block here. Now, go through the next door and along the walkway in the first room. Through the next door, you'll find Tubba's room. Go to the chest, and Tubba Blubba will come in and take a nap. Open the chest to find Yakkey, a talking key. This key will unlock Windy Mill. Remember, you saw it right after Boo's Mansion. Well, the key will wake up Tubba Blubba, so run for it. He'll make the walkway outside his room break, so just go through the only door you can. Once outside the castle, Boos will hold the door closed. I don't think Tubba can get out, but you may as well hurry on to Windy Mill anyway. Go inside and break the wood here with a Spin Jump. Drop into the well and go through the doors and tunnels down here (and fight the Hyper Goombas). At the end, you'll find Tubba's Heart.

#### TUBBA BLUBBA'S WEAKNESS

It's time to defeat Tubba's Heart. His body is invincible because his heart is separate from it. But, his heart can put up quite a fight. Its HP is 50, attack 6, and defense 0, but it can charge up its attack to 12, so use Bow to avoid it. Besides that, there's nothing else to say. Keep attacking, and when the heart is very weak, it will run off, however a heart does that. Follow it outside, and it will reunite with its body. Now you'll fight Tubba Blubba, but he's weak now. His HP is 10, attack power 4 (or 6 with his "Hip Attack"), and defense 0. Defeat him, and he'll release all the Boos he ate. Bow is going to stay with you, and you'll get Skolar.

## PEACH AGAIN

So, go through the secret passage, and you'll end up in that room, like usual. This time, though, Bowser and Kammy Koopa are here. When they notice Peach, they'll ask her what Mario hates most. Just answer good things, unless you like causing Mario pain. You don't want to do that, right?

## BACK TO TOAD TOWN

Okay, so your Star Energy is now 3, and you can now use Star Storm to damage all enemies. Now head on to Forever Forest, where you'll fight Jr. Troopa again. He has wings now, and his HP is 40, attack power 5, and defense 1. Defeat him, and go back to Toad Town. Shy Guys are causing all kinds of trouble here. They stole Tayce T.'s frying pan, so she can't cook anymore, and Rowf's calculator, so he had to close his shop. They also stole a bag of letters from the Post Office and Russ T.'s Dictionary. Also, the Storeroom Key was stolen from one of the shops. A Shy Guy took over the other shop, so smack it to make it leave. Two are running around the flower garden, one is in front of the train, and another is in the Toad House. Go beat all of them up, too. Merlon is outside his house, too. If you talk to him, he'll tell you he had a dream that said you're supposed to run around the red tree in Dry Dry Outpost. Well, that's not important right now. As Twink will tell you in one part of town, you need to find Shy Guy's Toy Box. Well, in the part of town before the port, go into the empty building on the left side. Use Bow to become transparent and a Shy Guy will come in and go through a hidden door. Go through and jump on the spring to jump into the toy box.

---

## E. CHAPTER 4: TRIALS IN THE TOY BOX

---

### BLUE STATION

You start off in Blue Station. There's no train right now, so you can't go to the other stations yet. The spring will take you back to Toad Town, and there's a Save Block here. There are two paths here. Take the right one for now. Kammy Koopa will leave a Mushroom here (or whatever it is Peach told her and Bowser that Mario hated). Anyway, in here are Shy Guys, obviously, which aren't very tough enemies. Spin Jump on those boxes to have them spring you into the air. Do this to get over the walls in your path. Over here are Sky Guys, which aren't much different from Shy Guys, except that they float from balloons. Behind the green thing over here is a Star Piece. Then, you'll find tall things with holes in them. Go into the middle one and up the steps to get to the top. (On the structure to the left is a Star Piece. Parakarry can get you over there.) You can get on top of the wall that was in your path from up here. (From on top of the wall, jump to the yellow block, then, have Parakarry fly you to another yellow block. Hit it for a Thunder Bolt.) Now, over here is the Mushroom and a chest. Open it for a Storeroom Key. Return it to the shop that lost it, and the Toad there will unlock the storeroom. You can take all the items in here, which are: Dizzy Dial, Volt Shroom, Snowman Doll, and most importantly, a Toy Train.

Now return to the Toy Box and take the left path. Over here are more Shy Guys, including Groove Guys. These can make you dizzy and call in other Shy Guys to fight you. Also, Anti Guy is here, guarding a chest. He's very tough, so make sure you're very prepared before fighting him. If you want to fight him, read about him in the enemy section. In the next room are Shy Guys with items over their heads (including Cake Mix, which you don't find in most places). They run when you go towards them. Defeat the one with the Calculator over its head to get that back. Return that to Rowf for the I Spy badge. Now, you need to get the train working. The Toad at the train station says it's too small, but if

you go outside the Toy Box, you can press A at it and drop the Toy Train inside. Inside the Toy Box, it is a normal-sized train.

#### PINK STATION

You can't go left because of a gap in the tracks, so you'll have to ride the train right (hit the correct switch nearby first) to get to Pink Station. There's a Save Block here and a chest containing the stolen Mailbag. Return it to the Post Office for a Star Piece and to read your letters again. Anyway, in Pink Station, there are two paths. Take the right one for now. Kammy will leave something near a chest again. You'll find a new enemy here called a Medi Guy. They are weak but can restore 4 HP to other Shy Guys. Anyway, Spin Jump on the box to jump up to the higher area. To the left is a chest containing a Defend Plus badge. Spin Jump on the next box to get back to the ground level, on the other side of the wall that was in the way. Past here, Shy Guys are going through a wall. Stand by it and go through when one comes through it. Past here, open the first chest for an Ice Power badge. Past that is most likely a Thunder Rage and a Frying Pan in the chest. Return to the Frying Pan to Tayce T., and she'll bake you a Cake.

Back to Pink Station, take the left path. There are Spy Guys here. If they hit you with their hammer, you'll lose one of your Commands. You can't get to the back part of the room yet, so continue on to the next area. Gourmet Guy is here. Give him the Cake from Tayce T. to make him leave. He'll leave behind a Cookbook, which you can give to Tayce T. Now she can cook two items together. Anyway, past Gourmet Guy is the back part of the room. Back here, head on back to Pink Station. (Along the way is another new enemy, the Pyro Guy. Obviously, they are covered in fire, so don't touch them or you'll get hurt.) Back in Pink Station, press A at the lever to fill in the gap in the track. Now you can go to Green Station.

#### GREEN STATION

Again, there's a gap in the path. Also, there is a Save Block here and some other blocks we'll deal with later. For now, take the only path there is. Kammy will leave behind a Super Soda at the chest. Now, we first need to get past those conveyor belts. A wall is going over them at one point. Stand on the conveyor belt going towards it and use Bow to make you transparent so you go through the wall. Then, defeat the Shy Guy over here with the item over its head for the Mystery Note. You can't read it yet. Past here is a slot machine. You don't need to use it, but if you want to, hit the Start block, then, hit the green ones to stop the things. Get two coins for 1 coin, two stars for a Mushroom, and two Shy Guys for two Shy Guys. Next are some weird things moving up and down. On the other end of it, you can get into the lower area here to find a Star Piece and coins. To get to the higher place, get to the higher part of the blue platform nearby and use Parakarry to fly over. Get the Super Soda and open the chest for the Dictionary. Give it to Russ T. for a Star Piece, then, give him the Mystery Note. It says to hit the yellow, green, red, then, blue blocks. Go to Green Station and hit the blocks in this order to fill in the gap in the track. Now you can go to Red Station.

#### RED STATION

There are two paths here, a Save Block, and a Heart Block. Take the left path first. Ride the elevator up, then, ride this thing over to the left. (In the brick block above it are just a few coins.) Over here, drop down. Ride this elevator up. (Ride the elevator up to the right to find a Super Block.) Go left and to the next area. It's dark in here, and you must fight the Big Lantern Ghost. You first must hit its lantern to make the light bigger. Then, you can see the ghost and attack it. It has 40 HP, attack power 5, and defense

0. It can also blow the lantern out or use a flash attack, which can do 2 damage to both you and your partner. Defeat the ghost, and it will leave the lantern behind. Hit it with your hammer to free Watt. She'll join your party. You can use her to light up dark places or see invisible blocks. In battle, she can do damage as if an enemy has no defense with Electro Dash and use Power Shock to paralyze enemies.

Now return to Red Station and take the right path. The Shy Guy here will jump over a wall. Use Bombette at it to blow up part of it, and the Shy Guys over here will run screaming. Past here, use Watt to see an invisible block. There's a Sleepy Sheep in that block. Now use a Spin Jump on the blue block to spring up to a higher place. Jump onto the block nearby and use Kooper to hit the brick block for the Shooting Star. Now head on past here into the next area. It's dark in here. Use Watt to see, and the Shy Guys will break through the wall. Follow them. Past here is the boss battle.

#### GENERAL GUY AND HIS ARMY

It's time to fight General Guy...after you defeat some Shy Guys first. First is Shy Squad. There are 15 Shy Guys that do 1 damage each. Do damage to them to get rid of Shy Guys so they can't do as much damage. Next are two Stilt Guys. Jump on them to knock them down, and they'll be like normal Shy Guys. Next are two Shy Stacks, which are similar to the Shy Squad. Four Shy Guys per stack do 1 damage each. Less Shy Guys mean less damage. Use Spin Smash if you have it to knock down a Shy Guy from each stack. Now it's time for General Guy, who is in his tank. His HP is 30, attack power 4, and defense 2. He can throw bombs at you, and he can use an electric attack that does 5 damage to you and 2 to your partner. Stop him from using it by attacking the Bulb. It will take several hits. Once you defeat him, you'll save the next Star Spirit, Muskular.

#### PEACH BAKES A CAKE

Back to Peach, go through the secret path and then back out into the main area. Through one of the doors on the right side is Gourmet Guy. He wants you to cook him something and will give you a Castle Key. Leave here and go through the locked door. To the left is one door (there's nothing important through there) and to the right are two doors. Through the right door is a Toad hiding in a closet and a chest containing the Last Stand badge.) Through the left one over here is the kitchen. They'll decide to make a Special Strawberry Cake. So do what Twink says. First put an egg and sugar into the bowl and mix it by pressing A quickly. Then, put in flour and butter and pour it into the pan. Now you must cook it for exactly 30 seconds, so make sure you have a watch or something. Afterward, put on cream and strawberries. Leave the room, and Peach will automatically go to Gourmet Guy. If he likes it, he'll tell you that the next Star Spirit is on Lavalava Island. If not, you must make the cake over. Now Kammy will come and find Peach. Oh, no, back to Mario now.

#### TO THE ISLAND

Now your Star Energy is up to 4, and you can now use Chill Out, which can lower the attack power of all enemies. Twink will then come and tell you that the next Star Spirit is at Mt. Lavalava on Lavalava Island. To get there, let's head to the Toad Town port. Kolorado is there. Also, there's a blue thing in the water. Spin Jump on it to make a tuna...excuse me, whale, come out of the water. Something's in its belly, so go in. Use Watt to see in the dark to see a Fuzzipede. You can't use Tattle here because it's dark without Watt, but I think it has 22 or less HP, attack power 3, and defense 0. One attack can also take away one of your Commands. Fuzzipede hangs from the ceiling a bunch, but Watt can still damage it. Defeat it, and it will leave. Now you can ride the whale to Lavalava Island. Kolorado will come with you.

---

## F. CHAPTER 5: HOT HOT TIMES ON LAVALAVA ISLAND

---

You can get hearts from the curly plants, Coconuts from the palm trees, and a Stop Watch from behind some bushes. (Behind some nearby bushes is a hidden path. We don't need to bother with that yet.) Take the non-hidden path. Here, Kolorado will be attacked by a Jungle Fuzzy, so defeat it. Be careful, because they suck HP until you press A fast enough to fill up the bar. (On the rocks nearby is a letter to Igor.) Now continue on. In the next area is Yoshi's Village. In the second half, you'll find a Save Block, a shop, and a Toad House. Also, you can use the spring to get to the top of the tree with the ravens on it. There's also a path to the left and one to the right. Take the right path for now, and you'll get to part of the jungle. A Spear Guy is attacking Kolorado, so defeat it. Then, Kolorado will run off again. So continue to the right. Behind the big tree is a Jammin' Jelly, and past here is the entrance to the volcano, on the other side of a gap with lava in it. How will we get over there? Hmm. Let's return to the village.

### THE FEARSOME 5 GO MISSING

The naughty Yoshi children are gone, and the Yoshis are panicking. It seems the kids are in the jungle, so take the path to the left that you haven't gone to yet. Here's Jade Jungle, and there are several kinds of evil plants and such. They won't bother you if you don't mess with them, though. Nearby is a Hurt Plant (evil Heart Plant). Press A at the row of bushes to make them move, and past here is a M. Bush, an evil bush (the bluish-green one). Be careful because these plant enemies can poison you. Anyway, over here is a dock and a path to the right. Head right to the next area. Sushie, the Cheep Cheep that was watching the Yoshis, is stuck in a tree. Hit it with a hammer until she falls out. She will join your party and help you look for the kids. At a dock, press C-down to ride her in the water. Press it again to dive. Press it again at a dock to get back to land (or just move the control stick towards the dock). You can swim around with her in this area to find a Bub-ulb (though, you can't get a seed from it yet), a Star Piece, and from the tree near the Star Piece, a letter to Russ T.

### RED YOSHI

Now return to the previous area. You can hear a Yoshi sleeping in a tree, but you can't reach it yet. From the water, you can reach an island with a Spear Guy on it and a red block with a Power Quake badge in it. Also, to the left, there is a path in the water. Take that path. There are two docks here besides the one nearby. Go to the lower one, and you'll hear something crying here. Past the row of bushes that you need to move out of the way, mess with the bushes to find the red Yoshi. He'll go home now. The path nearby leads to the area with the whale, so go to the last dock you haven't gone to yet. From here, you can get to a Super Block and a path on the north side of the area. Take that path.

### GREEN YOSHI

There's a Munchlesia here. Don't jump on it or it will hurt you. Anyway, there's a path nearby and a path in the water, on the left side of the area. There's also a Fright Jar in the tree. Anyway, swim on over to the other dock. Get onto the Spinning Flower and hold Z to get to the higher ledge. Move the bushes to find a pipe and go down. It's dark in here, so use Watt to see the green Yoshi. Go to him, and he'll leave. Now leave here, and for now, we'll take the west path.

### BLUE YOSHI



You can dive in the water for a Star Piece. Then, get on the dock and hit the stump to make a bridge. Cross it to find the blue Yoshi. That was easy. Now return to the previous area and take the east path.

#### YELLOW YOSHI

In this area, cross the bridge and hit the stump, and it will make a bridge. Cross it to find a path and a dock. Use the dock to get to two other docks. At the north one is a statue of Raphael the Raven. There's a space to put something in it. At the south dock is another path. For now, let's take the east path. Over here is the yellow Yoshi and two Putrid Piranhas. Save the Yoshi from them.

#### PURPLE YOSHI

Now return to the previous area and take the south path to end up in the first part of the jungle. In one tree here is a Jungle Fuzzy. In another, hit the tree to make the sleeping purple Yoshi fall out. Now go south and hit the stump to make a bridge. Now there's a shortcut back to the village.

#### RAPHAEL THE RAVEN

Back at the village, you can talk to Kolorado, who will tell you to talk to the village leader. Do so, and he'll give you the Jade Raven. You need it to find Raphael the Raven. So go to that raven statue in the jungle and put the Jade Raven in it. The statue will move to reveal a path. Go to the next area. You're deeper in the jungle now. Move the bushes in the back to find the path to the next area. Here, you'll find blue blocks and a spring. Cover it with a block, and it will pop up somewhere else. Keep blocking the springs until one moves the boulder blocking the next path. Cover that spring and head on to the next area. Here, you can grab onto the vines hanging off the trees to make something come out. The second tree from the right's vine will cause the bushes to move to reveal another path. (In the other trees are two Jungle Fuzzies, a Fire Flower, and a Mushroom.) In the next area, you will fight three Putrid Piranhas and a White Magikoopa. Defeat the Magikoopa first because he can heal the others. Head on to the next area to find Raphael's tree. Go inside to find a Save Block. Go up the steps and outside. Go past the doorway out here to find a Happy Heart badge. Now continue on through the doorway you passed and up the steps. Outside is Raphael. Talk to him. He's going to help you get to the volcano. Drop off the tree where he and the other ravens went. He'll make a root down here move so you can go past. Take the path here to get to the area with the volcano. They'll make something to take you over there, and Raphael will give you the Ultra Stone. Now you can upgrade your partners to Ultra-rank. So just get in that basket, and it will take you up. Grab the rope to get to the volcano. (Grab the rope nearby to go back.) There's a Heart Block here and the entrance to the volcano.

#### MT. LAVALAVA

Go along the tunnel here, and a Putrid Piranha will see you and leave. Through the doorway, you'll find Kolorado. He's having trouble crossing these platforms, but we can do it. Just be quick because they sink. Platforms later on move, and there's a Lava Bubble here, too, which is a fire enemy, so you can't touch it, or you'll get hurt. Anyway, in the next room, grab the rope, and it will bring you to the other side. (Stand on the brick block and use Kooper to get the POW Block.) Through the doorway nearby, get past the fire bars to find a Super Block. Now return to the previous room. In here are Spike Tops, Buzzy Beetles with spikes on top. Since the spikes prevent you from jumping on them and flipping them over, you can just use Watt to damage them. To the left is a spring to take you back to where you came in by. Near that is a path going right to a Save Block and a doorway blocked by a Metal Block. Grab the rope nearby and let go to land on a pillar with a Fire Shield badge. That

should be useful. Drop down now. A Putrid Piranha is down here, a spring to get back to the Save Block, and a doorway to the left and right. Don't go through the doorway on the right, since you can't do anything there yet. So go through the left doorway.

#### THE ULTRA HAMMER

Down this tunnel, head through the next doorway. (There's a Metal Block blocking a doorway nearby.) Take the upper path in here and cross the lava with Parakarry. Push the blocks into the lava from right to left (or else, they'll get stuck, and you can't push them). The level of the lava will lower (woah, lots of l's), so now you can cross the lower part of the lava with Parakarry. Through the next door is a chest, but you can't reach it as easily because of the Metal Block. You must get past some Lava Bubbles (accompanied by Red and White Magikoopas. The Red ones raise the attack power of other enemies). Open the chest for the Ultra Hammer, which raises Mario's hammer attack power and lets you break Metal Blocks. Now, in the previous room, you can break the Metal Block and go through the doorway. In here, cross the lava with Parakarry and open the chest for the Dizzy Stomp badge. Now, go to the Metal Block near the Save Block. Break it and go through the doorway. Jump onto the rope, and ride it to a doorway on a ledge. (Or, you can let go of the rope at the light part of the wall to land on a ledge with a Super Block.) Go through the doorway.

A big, spiky ball will land nearby, so use Bow to avoid it then head through the next door. In here, get past the fire bars and moving platforms. In the next room, go to the far right side and push the blue block left. Use it to get to a higher ledge and break those Metal Blocks. Use Bow to avoid the spiky ball as it rolls down. It will roll into a wall and break a hole into it. Go through. In here is a Heart Block and a doorway. (Through the doorway are two blocks. In one is a Super Shroom and in the other is Maple Syrup.) Lower in the room is a Save Block and a doorway. Through that doorway is the boss.

#### LAVA PIRANHA

You must fight a Lava Piranha and two Lava Buds. The big one has 40 HP, attack power 5, and defense 0. The Buds have HP 8, attack power 4, and defense 0. If you defeat the Buds, they may come back after a bit, but it's still worth getting rid of them. The Ice Power badge does not cause you to do more damage at this point, but it will later, so have it equipped. Just use strong attacks that damage all enemies. Once you defeat them, they'll come back, but now they're on fire. Now the Ice Power badge works. Ice and water attacks will stun the boss, so use them often. They have some pretty strong attacks. The Lava Piranha now has attack power 7, and the Lava Buds make Petit Piranhas. These attack once, which does 6 damage, but they have 1 HP, so you can beat them easily. So just use water and ice attacks and make sure you attack them all at once, and this battle won't be too bad. Afterward, you'll rescue Misstar. But, the trouble's not over. You, Misstar, and Kolorado must escape the volcano because the lava will start to rise. Go through the next doorway and blow up the cracked wall when they stop talking. Through here, you'll see the treasure that Kolorado was looking for, but he can't reach it. Misstar will rescue all of you as the volcano erupts, and the treasure will end up in the jungle.

#### PEACH'S QUIZ

Go to the lower floor and through the door on the left. The Koopas here need another person to play their game, so they let Peach play. It's a quiz with 10 questions. You get a special prize for winning. Some questions you can't answer, but it will give you some information. Anyway, here are the questions. They may not be exact, but they're close.

#1. What's the name of the boss in Mt. Lavalava?

Lava Piranha

#2. Where did Master Huff N Puff imprison the Star Spirit?

Spiky Tom will answer "The Flower Fields".

#3. What is the name of the scary round monster in Dry Dry Ruins?

Chomp

#4. How would you get to Flower Fields?

Spiky Tom answers "Through the Flower Gate".

#5. What is the name of the person King Bowser really loves?

Princess Peach

#6. What's related most deeply to Flower Fields?

Spiky Tom answers "Flowers". Duh.

#7. What's the name of the most admirable, invincible, downright cool guy around?

Bowser

#8. What is the name of the ghosts who live in and around Forever Forest?

Boo

#9. What is the name of the area just to the south of the Post Office?

The Flower Garden

#10. Where's Peach's Castle now?

On Bowser's Castle

Now you get Jammin' Jelly for winning and a Sneaky Parasol just for playing.

With the parasol, you can face someone and press B to turn into them. Now

Bowser will come and Peach will be brought back to her room.

#### THE MAGICAL SEEDS

Mario now has 5 units of Star Power and can use Smooch to restore 20 HP. Now go into the Jungle, to the place where Sushie joins your party, to find the chest. Open it for the Volcano Vase. The Bub-ulb in this area already gave its Magical Seed to Kolorado. He's in Yoshi Village, so give him the Vase for the yellow Magical Seed. Now you and him will return to Toad Town. As you're leaving, you'll see that Jr. Troopa swam to the island to fight you, but he'll be too late. He'll swim back to Toad Town, where you'll have to fight him. He only has 20 HP left, though, because he's tired. He has wings and a spike on his head, but you can still easily beat him with items, Star Power, and partners such as Watt. Anyway, in town, you can find Goombario's mom and sister. Also, Kolorado is still here because Kent C. Koopa is blocking the path back to Koopa Village. Well, what a shame. But, we must get to the Flower Fields. No doubt you suspect a connection between the Magical Seeds and the flower garden in Toad Town. We need the four Magical Seeds, and when we give them to Minh T., she'll plant them. We found one on Lavalava Island. Hopefully, you got one from the Bub-ulb in the part of town with Tayce T. On Mt. Rugged, in the area before the one with the vulture, lower down, use Parakarry to fly over to another Bub-ulb. And in Forever Forest, there's a Bub-ulb in the middle of the area with the laughing tree. So once Minh T. plants all the seeds, a door will appear in the garden. Go through to find the Flower Fields.

---

#### G. CHAPTER 6: DARK TIMES IN FLOWER FIELDS

---

##### PETUNIA

You came in through the Wise Wisterwood, the oldest tree here. He'll tell you that Huff N. Puff and his followers caused the clouds here in Flower Fields. Huff N. Puff is on Cloudy Climb, and to get to him, you need to get a Magical Bean. He says a flower named Petunia may have one. She's to the east. So anyway, there's a Save Block here, some Bub-ulbs to talk to, and also a Tolielip. He lies, seeming to say the opposite of what you should really do, so if you keep that in mind, he's useful to talk to. Anyway, there are six paths, one in each of the eight directions except for north and south. So let's head east first. You'll find some Crazee Dayzees, which can make you fall asleep, and also Bzzaps!, which can poison you. Also, go to the back wall and

the flowers will flip down. You can get a Stinky Herb back here. Also, there are three trees. Hit them in the order opposite of what Tolielip said (middle, right, and left), and a Happy Flower badge will fall out.

Now head to the next area. Some extra strong Monty Moles are bothering Petunia, so defeat all of them. Now talk to her for a Magical Bean. She doesn't want you to plant it, but too bad. We need to, and we'll need to find Fertile Soil and Miracle Water. Anyway, you can get two Red Berries from the tree (a Crazee Dayzee is hiding behind it for some reason). Save one because you'll need it later. In the next area are dead trees and a well. When you find one, throw a Blue Berry in to get a Flower Saver badge. Don't throw other berries in, or enemies will come out. Now return to the first area.

#### POSIE

Now take the southwest path to find a red flower. Give it a Red Flower to open the gate. Past here is a new enemy, a Ruff Puff. There's also a tree. Hit it for two Yellow Berries. Now head to the next area to find Posie and a Crystal Tree. Talk to Posie for some Fertile Soil. Now return to the main area.

#### THE WATER STONE

Now take the southeast path. There's a yellow flower guarding a gate. Give it a Yellow Berry, and it will open the gate for you. Cross the little platforms over the spikes (at certain parts, you'll need Parakarry). Over here, hit the tree for two Blue Berries (This seems to be a likely place to find the rare, Amazy Dayzee. They are difficult to beat and run away easily, but you may get something good for beating them.). You can also head left along the upper path to find a Super Block. Now, go to the next area. In the yellow block is a Dizzy Dial. There's a blue tree here that you get Bubble Berries from, but you can't reach it yet because there's no water. Just head on to the next area. In the tree is a Jammin' Jelly. Also, Lily is here. You need to find the Water Stone so that there is water here again. Now return to the main area.

Take the west path to find a blue flower. Give it a Blue Berry to open the gate. Past here are Spinies. They have spikes and high defense, but their defense will drop to 0 if you flip them over. Or, you can just use Watt to beat them easily. Now go to the next area. Some Lakitu lost the Water Stone, which they apparently needed for the Puff Puff Machine. They and two Spinies will fight you. They shouldn't give you much trouble. Defeat them, then, we can head into the hedge maze. You can go through the low hedges and through only some of the tall ones. Head north to find a red pipe, but head past that one to find another. Go down to end up at a pipe on the west side of the maze. Go along the path, and you'll find a vertical path seemingly separated from you. Well, you can go through the hedge on the north side of it.

Head south to find a pipe in the center. Go through the hedges to the right of it to get to it. Go down it to end up at the pipe to the left of the maze. (You can go through the hedges here to get to the brick block. Coins are in it.) Head to the next area to find Rosie. She has the Water Stone, but she won't give it to you until you give her something even more beautiful. Go to Posie then, and talk to her for a Crystal Berry. Give that to Rosie for the Water Stone. Give that to Lily. Now water is in the spring again, and Lily will give you some Miracle Water. Now head to the previous area. Now you can cross the water to the tree. Hit it for two Bubble Berries. Now return to the main area.

#### LAKILESTER...OR MICHAEL...OR SPIKE?

Now take the northwest path. The Bubble Plant here wants a Bubble Berry, so give it one. It will blow a big bubble. Ride it across the thorns. (Over here is a Green Magikoopa. It can raise the defense of others.) You can

take the upper path to the right to find a Star Piece. Anyway, head left (go through the log like a tunnel) and go to the next area. There are Lakitu here that throw down Spinies, but the Lakitu are too high to reach. Behind some flowers is a Shooting Star. Go up the steps and blow up the rock to reveal a hole. Drop down to land in an alcove with a Mega Smash badge. Now head to the next area to find the Sun Tower. The steps are blocked off at one point, but if you go below them, you can blow up the boulder, and the wall will lower. Now head up the stairs and talk to the sun. The Puff Puff Machine is making the clouds that are keeping the sun down, so you must stop it. It's apparently to the east. Let's head to the previous area. A Lakitu will come who can't seem to decide on his name and will fight you. His HP is 50 and attack power 4, and defense 0. He just throws Spiny Eggs at you, so it won't be too hard to beat him. Afterward, Lakilulu will come and ask you to forgive him. Yeah, yeah, fine. Now the Lakitu, Lakilester, will join you. Press C-down, and he'll take you across spikes and lava and such.

#### THE PUFF PUFF MACHINE

Back to the main area, take the northeast path. There are platforms here. When you Spin Jump on them, all the platforms of that color will go up or down. Use Lakilester to go over the thorns and make every platform go down (so they all have up arrows on them). Then, go to the far right green one and make it go up. Now get onto the far right purple one and make that one go up. Now you can continue on. There's a Yellow Magikoopa in this area. He can electrify other enemies so that you get hurt if you touch them. And to the right of the spring, go into the alcove and through the left wall. Use the spring to get to a higher area to find a Super Block. Now head to the next area. You'll find a letter to Minh T. behind some flowers. Continue along to the next area. Here is the Puff Puff Machine. Talk to the enemies to fight them. There are three Lakitu and one Yellow Magikoopa. After beating them, hit the Puff Puff Machine from different sides until it's broken. Now the clouds are gone and the sun will go back up into the sky. Hooray! Now return back to the main area and plant the seed in the dirt near the Wise Wisterwood (soil, seed, then, water). A tall beanstalk will grow up to Cloudy Climb. Now just get on the big leaf near the bottom, and it will take you up. Go to the next area and keep going until you find a big, brown thing.

#### HUFF N. PUFF

Huff N. Puff is pretty annoying to fight, so be prepared with items that can attack all enemies. Whenever you attack him, Tuff Puffs come out. These equal the number of damage you just did, and if he sucks these back in, he'll restore his HP. So you need to use attacks to damage everyone. This will destroy the Tuff Puffs while bringing out new ones, but at least he won't restore all if his HP now. (I usually attack first with Mario, then, use Lakilester to attack them all. He's not very strong, so he gets rid of all the Tuff Puffs while creating fewer new ones than a stronger attack would have.) Anyway, the boss's HP is 60, attack power 5, and defense 0. He can blow air at you, and you must press A quickly to take less damage. Also, if he electrifies himself, use Bow's Outta Sight because he will do a strong attack on his next turn that does 10 or 12 points of damage. Near the end, he may also fly up and then hit the ground, which does 7. The Tuff Puffs each have 1 HP and 0 defense. No matter how many there are, they always attack as one group and do 2 damage until you press A fast enough to get them off. Once you win, you'll save Klevar, the sixth Star Spirit.

#### SNEAKY PEACH

Now you can try out that Sneaky Parasol. Leave your room through the secret way, then, press B while facing someone to turn into them. (Not very important, but if you talk to the Hammer Bro on the far left side of the library, you'll get a Shooting Star.) Anyway, talk to the Koopatrol guarding

the door up the stairs to go through. Talk to the Koopatrol at the next door. He wants a Clubba to guard this door and will give you a Castle Key. Use it to go through the locked door on the lower level and get outside. The Clubba is sleeping out here. Use the Parasol to turn into him, then, return to the other Koopatrol. He'll leave, so go through the door. Just continue on. Outside, Kammy will come through a door. She'll realize that the Clubba is Peach, then, the Princess will be returned to her room.

#### THE ULTRA BOOTS

Back to Mario, you now have 6 units of Star Power and can now use Time Out, which stops enemies. Okay, yay, so let's return to Toad Town. Go to Merlon's house. A Ninji is in here. You need to go to Starborn Valley and talk to Merle, Merlon's son. The Ninji will go tell him you're coming. Okay, so how to get to Starborn Valley.. Well, Merlon says there's a pipe in the Toad Town Tunnels somewhere. To find that pipe, you need to find the blue door that leads there. I hope you've been exploring the Tunnels. If not, I guess I must explain it. Okay, so go to the Tunnels, which is down the pipe in the same area as Tayce T. Spin Jump on the wooden thing to reveal a hole. Drop down and cross the water with Sushie. Over here, you must fight a Super Blooper. It has HP 70, attack power 5, and defense 0. Sometimes, it has two Baby Bloopers. They have 6 HP and suck HP from you 2 HP at a time, so press A quickly to get them off. When you kill them, Super Blooper gets mad and turns red. It will then do 10 damage twice in one turn, so avoid this with Bow. Defeat it, and a switch will appear. Hit it to make a blue pipe appear nearby. It leads to Yoshi's Village. Anyway, through the doorway to the right are Dark Koopas and Spike Tops. There are also spikes and a high up yellow block you can't reach. Before we cross the spikes, go through the next doorway to find more high up blocks, many of which are invisible. Up on the ledge is the blue door, but you can't reach it yet.

Okay, back to the spikes. Cross them with Lakilester and go down the pipe. Break the Stone Block down here and go through the doorway. There are high up blocks in here you can't reach yet. Break the Metal Block and go through the doorway. Hit the block here to knock the spring down. Use it to get to a higher ledge. Drop down and open the chest for the Ultra Boots. These raise Mario's jump attack power and let him do a Tornado Jump. It is just like a Spin Jump, but he also will go higher before pounding the ground. Use it to hit higher blocks. Back to the room with the blue door, use Watt to see those invisible blocks. Hit them with the Tornado Jump (you need to put Watt down first) to make them solid. You can now cross them to get to that blue door. To the left is a Super Block and to the right is a pipe. Go down the pipe.

---

#### H. CHAPTER 7: A STAR SPIRIT ON ICE

---

We are now in the chilly Shiver City. Here's a Save Block, shop, and Toad House. Rest at the Toad House to get an Iced Potato. The left path leads to the Mayor's house and the right one leads to a lake and to Herringway's house. Let's head left for now. In the far left house, go through the door in here to find Mayor Penguin. Something seems to be wrong... Press A at him. No wonder, he seems to be dead! His wife will come in and blame you for it! Hey, lady, that M on Mario's hat is for Mario, not murderer! (That was lame.) Nonetheless, you won't be allowed to leave town until you find the real murderer. Well, let's look for Herringway, mystery novel writer and friend of the mayor. Maybe he will be of some help. Let's head to the right part of Shiver City. The building on the left is empty and the right one is locked. Tornado Jump on the frozen lake until the ice breaks, then, get the Warehouse Key using Sushie. Go into the warehouse and up the stairs. Use the spring to

get onto the roof. Go left to slide down and get onto the left building. Go down the chimney to find a secret room...and Herringway. Talk to him, then, follow him to the Mayor's house. The Mayor will wake up now. Apparently he just bumped his head. Well, we can leave now.

On the right side of town, go through the gate to get to the Shiver Snowfield. In this area, you'll fight Jr. Troopa, who now uses magic attacks. He has HP 50, attack power 8, and defense 1. He's easier than usual this time. Now head to the next area to find a line of snowman. One is missing a hat and one is missing a scarf. No doubt this is important later. Head to the next area. Frost Piranhas and Gulpits are here. Frost Piranhas can freeze you and Gulpits spit rocks out at you. Destroy the rocks so they can't damage you as much. Anyway, behind a rock is a letter to Merlow and past here is a monster. Oh, no, you can run or fight. Fight it, obviously. It's pretty weak. HP 20, attack power 1, and defense 0. Defeat it, and you'll find out it was just a bunch of Star Kids in disguise. Okay, head on to the next area, Starborn Valley. Here, you will talk to Merle, who will tell you that the Star Kids can't rise up to Star Haven because Bowser has the Star Rod. Also, the last Star Spirit is in the Crystal Palace, on the top of Shiver Mountain. He'll also give you a Scarf. Anyway, in Starborn Valley is a Toad House and a Save Block, and not much else. Return to the row of snowmen earlier and use the Scarf on the scarfless one. Now talk to Mayor Penguin for a Bucket. Put it on the hatless snowman. Now the snowmen will move and a door will open. Go through to find Shiver Mountain.

#### SHIVER MOUNTAIN

First, you'll find a Save Block, then there's a gap. Drop in and break the ice with a Tornado Jump, then, hit the switch with another Tornado Jump to raise the ice up. (At the end of this area, break the brick block, and where it was, Tornado Jump to hit an invisible block for an Ultra Shroom.) Now continue on to the next area. Here, you can go down the steps to find a Pebble, if you want. Anyway, at the gap, use Kooper to hit the switch to fill in the gap. Wait, now there are two Koopers! After they talk, hit the fake one with your hammer. He's the one on the left. It turns out it was a Duplighost. You'll fight two of these, which can turn into your partners. After them, continue on, and you'll find a White Clubba. These can hit you one time or three times per turn. Up the stairs to the left is a Super Block. Now, to the next area, you'll find items in alcoves in the wall. First, there is a Shooting Star, then a Snowman Doll, and then a Thunder Rage. If you take them, walls come down and block the path. Put an item back in (any item) to move the wall. At the next area, up the steps is a star shape. What do we put in there? Go behind the steps to find a cracked wall. Blow it up and go through. In here, just walk through the right wall to find Madam Merlar. She's an ancestor of Merlon and Merle. She'll talk to you, then, give you the Star Stone. Leave and put it in that star shape. Now many stairs will rise up. Up the first set of stairs is a red block containing the Mega Jump badge. Up the next is a Save Block and up the next is a Heart Block. (From the Save Block, fall off here to land on a ledge with a Star Piece on it.) Head to the next area and through the door to find the Crystal Palace.

#### CRYSTAL PALACE

In here, you'll first find a normal door and locked, red one. Use a Tornado Jump on the switch and the wall will move, revealing a locked, blue door. You can't reach the red door unless you press the button again. Well, the only way we can go so far is through that one, unlocked door. There's a Save Block and an X on the floor. You can't do anything to the X yet, so go through the door. Here you'll find a Swoopula. This bat, like others, hangs on the ceiling, so you must use special attacks to hit it and knock it down. Kill

it quickly because it can suck your HP and add it to its own. Now go through the door and open the chest for a Blue Key. Return to the main room and go through the blue door. Blow up the cracked wall and go through there. The reflected room seems a bit different. How odd. Notice how part of it doesn't shimmer? Go through there to the other side of the room. It's not a reflection, after all. Blow up the cracked wall and go through there. In here, you'll see Mario and a partner. By now, we know it's actually two Duplighosts. Defeat them. Now head through the blue door. Go through the doorway on the left to get outside, and when you go through the doorway back here, you'll find a cave and a Star Piece.

Now go back inside and through the door on the back wall. Get a Super Shroom from the block. Also in here is a wooden thing on the floor and a door. Let's go through the door for now. Go through the next door to find a Shooting Star. Now, return to the wooden thing on the floor and break it with a Tornado Jump. Drop down to find a spring and a door. (The X in an earlier room will be gone now.) Go through this door and then through the next. Open the chest for a P-Down, D-Up badge. Now return to the room with the X (remember, it's in the room with the Save Block). Now there's a hole there. Drop down and go through the door. Blow up the cracked wall, and there will suddenly be five Bombettes! You must hit the fake ones. If you hit the real one, the remaining Duplighosts will attack you. The real Bombette is the second from the right. Now go through the hole in the wall and open the chest for the Red Key.

Now, through the red door, you'll find three doors. One is the other red door, which leads to where you've been before. So, go through the closer of the doors on the right wall. In the back room are three Clubba statues blocking your path. Defeat the three sets of enemies here to make the statues disappear. You'll have to fight White Clubbas, Gray Magikoopas, and a Green Magikoopa. The Gray Magikoopa can make other enemies transparent, which keeps you from attacking them. With the statues gone, return to the previous room and go through the farther door. Go through the next door to find a revolving door. It spins when the switch is hit. Use Bombette to activate the switch so you have enough time to run to the door. On the other side of the room, go through the door. Through the next door, you'll see Mario and Kooper in the back of the room. Mario will shoot Kooper into a hole. Do the same on your side of the room. He won't come back for several moments, though. When he does, a hole will be made in the wall, and several people will come in, all claiming to be Kooper. It's obvious who's who, so hit everyone but our dear Kooper with your hammer and continue on to the next room.

In here, there is a door on the east wall and on the south, and you can't reach the others yet. Go through the south door for now. In the block is Maple Syrup, and there's also a big statue here. You can't move it, so return to the previous room and go through the east door. In the back side, you'll see a switch, but not on your side. Use Kooper to try to hit the switch with your reflection and a bridge will be made. Cross it and go through the door. On the east wall are two locked doors. So, for now, go through the gap in the mirror and through the back door on the west wall. Continue through this room and through the next doorway. Go through the back door here. In here is a small statue (and an invisible block containing a Jammin' Jelly). Push the statue from the right to reveal a hole. Drop down and go through the door. Through the next door, open the chest for a P-Up, D-Down badge. Now return to the room with the big statue. The statue is moved now. Drop down the hole and go through the next couple of doors to find a chest. Open it for the Palace Key. Now go to the locked doors. Unlock one to unlock them both. Then, go through either one. They both lead to the same room. On one side of the room are Albino Dinos, and on the other side are statues of them. Talk to the Dinos to make them face you. You can only push the statues from behind. With this in mind, push all the statues onto the yellow squares on the floor. When they are all in the proper



places, a door will appear. Go through to find a Heart Block and a Save Block. Go through the next door and go along the path to get to the boss battle.

#### THE CRYSTAL KING

The Crystal King has HP 70, attack power 6, and defense 2. He can summon Crystal Bits, which he then can shoot at you. The attack power of these is 4. Each Crystal Bit has HP 1 and defense 0. He can also try to freeze you. Later on, he may split into three copies. Goombario says his attack power for this is 8, but if you attack the correct copy (or better yet, attack all of them), he can't hurt you as much. Make sure you do as much damage as possible, because he can recover 20 HP at a time later on! It's a tough battle, but keep going and you can do it. Defeat him to save Kalmar, the last Star Spirit.

#### TO STAR HAVEN

There will be a cut scene with Peach and Bowser, then it's back to Mario. His Star Energy is now 7, and he can now use Up and Away to turn enemies into stars and take them from battle. Now you must go to Shooting Star Summit, where you will be taken to the Star Way, which leads to Star Haven. (Before you do, rest at the Toad House in Shiver City, and you should find four Mushrooms and an Ultra Shroom when you wake up.) So go to the top of Shooting Star Summit and the Star Spirits will make something to take you to Star Way. Along Star Way are Embers, fire enemies that can divide when you attack them. Just keep attacking, though, and you'll defeat them easily. In the next area is Star Haven. There's a Save Block, store, and Toad House. Go to the next area and into the building to find the Star Spirits. They'll give you the Star Beam, which will stop the power of the Star Rod, and they'll make a Star Ship. This will take you to Bowser's Castle.

---

### I. CHAPTER 8: A STAR-POWERED SHOWDOWN

---

There's a Save Block here. Go through the door now and cross the bridge. There's a locked door here and a red block to the left you can't reach yet. Go through the right doorway for now. Here, you'll find a Koopatrol and some Toads in a prison. Defeat the Koopatrol (be careful, they can call in reinforcements and charge up their attack power to 10) to get a Castle Key. Return to the previous room and go through the locked door. Head on to the next area, where you'll find Hammer Bros. Their hammers can shrink you, so use the Action Command to avoid this. Through the next door is a Guard Door. He'll talk to you, then, tell you to come over. Do so, and a trap door will open, dropping you into a prison. If you can get out, he says he'll let you pass. Well, in here is a Heart Block and a cracked wall. (Also, break the boxes with Tornado Jumps to get a Tasty Tonic and Life Shroom.) Blow up the wall and go through. Here's a Save Block.

#### STOPPING THE LAVA

Go through the doorway and cross the platforms over the lava. Some move and some later ones sink. At the next room, use Lakilester to get to the switch. Hit it to make a platform move, then, cross that. (Through the doorway in the lava is a chest you can't reach.) Hit the next switch to move another platform. Cross that one, then, you may need to use Parakarry to cross some of these platforms. Through the next doorway, cross more lava with Lakilester. (On some ledges is a Mystery and a Thunder Rage, but you can't reach them yet.) Past those items, go to a ledge you can get on. Ride the moving platform (use Bow when you go under the lava). Next, cross some platform with Parakarry, then, cross the lava with Lakilester. There's a locked door you can't yet reach, so go through the doorway in the lava. In this room, you'll find three Koopatrols and a Magikoopa. Get rid of the Magikoopa first, as he

has all kinds of annoying magic attacks. Defeat them all, then, hit the switch to stop the lavafall. Now the lava will cool, and you can walk on it safely. You can get those items and go to that chest now. Open that for a Castle Key. (Keep going left along the lava until you can't go farther. Go up the ledges and hit the red block for a Deep Focus badge.) Go through the locked door now.

#### THE CAVE

This area is dark, so you must use Watt to see and fight. In here are Bony Beetles. These can be flipped onto their backs, but be careful when their spikes are out. At the fork in the path, take the upper one (the other is a dead end) and cross the gap with Parakarry. Next are three paths. The back one just leads to a block containing a POW Block. Take the middle path. In the next area, you'll still be in a cave, but now you have Koopatrols and Magikoopas to deal with, too. At the next fork, there's a Shooting Star in a block at the back path (which is a dead end). Take the middle path again, then, at the next fork, take the back path and drop into the gap. Go through the doorway past here to get out of the cave. Now push the pedestal to the left to reveal a doorway and go through to find the Guard Door. He'll let you go through.

#### WATER AND BOMBSHELL BILLS

Here's a Save Block and a doorway to the right. Up the stairs are two doors. Through the doorway down here, you'll find a prison. Defeat the Koopatrol for a Prison Key. Unlock the prison and talk to the Toad near the beds for a nap. Now you're all recovered, and we can head back to the previous room. Go through the left door upstairs and talk to the Goomba. He's running a little store here, where you can buy, sell, claim items, and everything. How convenient. Now return to the previous room and go through the door on the right. Keep going until you find a locked door. Use the spring to get to a higher ledge, then, pull the chain down to make water come into the room. Use Sushie to swim to the previous room. On land, hit the switch to make a spring appear. Use it to get to a higher ledge, then, blow up the cracked wall and go through. Now knock the switch off the block with a Tornado Jump. Hit the switch to make a path in the wall. Go along it and pull the next chain to make the water go even higher. Go to the previous room and swim to another dock to find the Castle Key. Now go pull the chain again to lower the water. Pull the first chain, and the water is gone. Now go through the locked door.

Now we have B. Bill Blasters shooting Bombshell Bills. The lower the HP, the bigger the explosion of the Bombshell Bill. Go along and defeat the B. Bill Blasters to make them stop shooting Bombshell Bills. Remember, use Watt or strong attacks, because they have high defense. Once you're through with this room, you'll find Dry Bones in the next room. Defeat all of them quickly because they can come back to life if the battle lasts too long. (Or use fire on them to keep them from coming back.) In the block is a Super Shroom, by the way. Push the pedestal on the right to reveal a doorway. Through the next doorway is a Save Block and a locked door. Push the left pedestal to reveal a doorway and go through here to find a Heart Block. Through the next doorway, you'll see a doorway in the back wall, but it only leads to a dead end. Push the middle pedestal to reveal another doorway. Go through that one. Go through the next door to find a Castle Key. Now return to the locked door from earlier and go through.

#### THE QUIZ

Here's another Guard Door, and he's going to ask you some questions after showing you different colors and numbers of enemies. You must get five right to pass (you can make only two mistakes). (Sorry, I don't have the seventh question. You should be able to get them, though, right?)

#1. How many Koopas?

Three

#2. Which were there three of?

Red Shy Guys

#3. Who came out of the middle entrance?

Red Shy Guys

#4. How many Goombas were there?

Two

#5. How many arms did you see?

Four

#6. Which were there three of?

Bob-Ombs

Now head through the door. There's a Super Sroom in one block and Maple Syrup in another. Now go up the steps (at the top of the first set, drop off to land on a ledge with a Jammin' Jelly), and go through the doorway. In here is a Save Block, doorway to the left, and two doors upstairs. Through the doorway down here, you'll find another prison. Defeat the Koopatrol for a Prison Key and unlock it. There's a Toad House in here. Back to the room with the Save Block, go through the left door. Go up the steps and drop down to land on the right of the lower ledges. Drop Bombette off here so she goes and hits the red switch. The two ledges will rise up, so cross them to the next room, where you'll find an Ultra Shroom. Now head back to the room with the Save Block and go through the right door. In here is a locked door and an unlocked one. Through the unlocked one, you need to use Bombette on the red switch. The ledges will rise up for a short time. To cross them fast enough, stand on the weird part of ground near the switch before Bombette blows up, so that when the switch gets hit, you'll be standing on one of the ledges. Quickly cross over to the doorway. Through here, get the Castle Key, then, go through the locked door from earlier.

There are torches on the wall in a weird order. Remember it, because if you take the wrong door, you'll end up back here. So, the torches are up or down. You go through either the upper or lower door on the right side of the room. It's in the same order as those torches: up, down, down, up, down, up. Past here is a Heart Block...and is that Princess Peach? She says she escaped from Bowser, so we can just leave now. Huh, something's weird. If you start walking away, she'll follow, but she'll lag behind more and more. And if you go to that next door, she'll always block it. Return to the previous room, then, come back. You'll see a Duplighost run off. Go over to find the Princess again. Hit her with your hammer a couple of times until she turns into a Duplighost. You'll have to defeat four of them, then, you can go through the door. Another Guard Door! He wants you to fight the Koopa Bros., but Jr. Troopa will come. You must defeat him instead. He has HP 60, attack power 8, and defense 2. First, he flies and has a spike on his head, and later, has no spike and no wings, but he fights with his magic wand. He can also recover 10 HP at a time. Defeat him, and you can go through the door. Through the next door, you'll be outside Princess Peach's Castle. There's a Save Block out here.

#### PEACH'S CASTLE

In the castle, there are no enemies. In the room with the Toad in the drawer, press A at the drawer to make him come out. Then, you can nap here and restore your energy. Also, in the library, go to the part with the table and climb up the books in the back left corner to get to a higher ledge. Up here is a Life Shroom. Now go through the big doors to find Peach tied up. You have to fight Bowser. He has 50 HP, defense 1, and several attacks. The attack power of his fire attack is 8, and the nail and stamp attacks do 6. The nail attack can poison you, so be careful. Also, he can use the Star Rod to do 4 damage to Mario and 3 to your partner, and he can restore 20 HP. When he uses the Star Rod, you won't be able to damage him, and his attack power will double. Use the Star Beam on him to stop the Star Rod's power. Defeat him, and he'll leave with Peach. So keep going. You'll reach a Save Block, then, shortly past

here is the final battle.

#### THE FINAL BATTLE

Kammy Koopa will power up Bowser, making him bigger and stronger. His HP is 99, defense 2, and he does 10 damage with his fire attack and 8 with his nail and stamp attacks. When he uses the Star Rod to power up, it doubles his attack power and keeps you from hurting him, just like before. But, now the Star Beam doesn't work! Peach will wish that someone would help Mario, and Twink will come. Now the two must defeat Kammy. Twink uses Dash to attack and Peach uses Focus. At first, Twink can't do any damage, but the more Peach uses Focus, the stronger he gets. (Kammy will drop a block on Twink, which does 3 damage at first, then less later.) Defeat the old Koopa and Peach will then wish that she could give more power to the Star Spirits. Hooray, now the Star Beam has been upgraded to Peach Beam! It can now be used to stop the Star Rod's power.

So, back to Bowser. It seems he has some new attacks now. When he jumps on you, you may lose one of your Commands. Also, he can use the Star Rod to do 6 damage to Mario and 3 to his partner or he can attack Mario with a lightning attack that does 10. He can also recover 30 HP at a time later on. This will be a long, hard battle. Just keep doing as much damage as you can and use the Peach Beam when necessary. And don't get discouraged when he recovers HP! You will finally win, and Mario will get the Star Rod back. Afterwards, everyone will be invited to a party at Peach's Castle. Then, there will be a parade during the credits. You are done!

-----  
8. BADGES  
-----

Badges are useful items that use BP. They can do a bunch of different things, such as raising HP, giving you new attacks, or simply changing sound effects. There are 80 in total.

All or Nothing: You can buy this badge from Rowf's shop in Toad Town for 100 coins. This badge uses 4 BP. If the Action Command works, Mario's attack power increases by 1, and if not, it's 0.

Attack FX A: Trade Merlow on Shooting Star Summit 1 Star Piece for this badge. It uses 0 BP and makes a weird starry type sound (it's hard to explain) when Mario attacks.

Attack FX B: This badge is found just outside of Koopa Village. Hit the brick block to make a red block appear, then hit that for the badge. It uses 0 BP and changes the sound effects when Mario attacks to a weird whistle sound.

Attack FX C: In the first part of Dry Dry Outpost, in the far left building, someone will tell you where to find this badge. You must find the stone cactus (along the path in Dry Dry Desert) and go 3 areas south and 2 west. You'll find one rock here. Get on it and jump to hit an invisible red block. You'll get this badge, which uses 0 FP. When Mario attacks, it makes a weird Oh! sound.

Attack FX D: One time, when you talk to the Master Poet in Club 64 (at the Toad Town port), he'll give you Lyrics. You must show this to the composer in the far right building in the first part of Dry Dry Outpost to get Melody. Give that to the Master Poet and the Pop Diva, Chanterelle, will sing. Then, she'll give you this badge. It uses 0 BP and makes a jingling sound when Mario attacks something.

Attack FX E: This badge uses 0 BP and makes a Yoshi sound when Mario attacks. To find it, go to the left part of Shiver city and into the right building. Climb up on the furniture and go out the window. Jump to the building on the left and go through that window. Open the chest in here for the badge.

Bump Attack: In the room before the one with the pipe to Shiver City, go down the pipe and blow up the right wall. Through here is Rip Cheato. He sells items for 64 coins each. Keep buying items from him and within the first ten (or a little more), you will buy this badge from him. It uses 5 BP and lets Mario destroy a weaker enemy outside of battle by hitting it.

Chill Out: Trade Merlow on Shooting Star Summit 3 Star Pieces for this badge. It uses 2 BP and keeps you from getting hit by a first strike.

Close Call: Two areas east of Goomba Village, hit the red block to find this badge. It causes enemies to sometimes not attack when Mario is in Danger, and it uses 1 BP.

Damage Dodge: Go to the fourth part of Mt. Rugged, and at the top of this area, go left. Keep going until you are at the last area you can get to (a letter is found in this area). You'll find an alcove. On the left side of it is a tunnel. Go through to find the chest containing this badge. It uses 3 BP. If you use the Action Command right, you can take 2 less damage from an enemy's attack rather than just 1. You can also buy this from Rowf's shop in Toad Town for 150 coins.

D-Down Jump: This badge is found in Tubba Blubba's Castle. On the walkway in the first room, on the second floor, go through the left door. Blow up the wall near they sleeping Clubba and go through. Break the upper right wooden thing with a Spin Jump to land on a table in the room below. Use Parakarry to fly to the table with this badge. This badge uses 2 BP and 2 FP, and with a jump attack, it damages an enemy as if they have 0 defense.

D-Down Pound: You can buy this from Rowf's shop in Toad Town for 75 coins. It uses 2 BP and 2 FP. It seems to do damage to an enemy as if they have 0 defense.

Deep Focus: Go to the Green Station in the Toy Box and take the left path. In the middle of the room, use Watt to see a hidden red block. Hit it for this badge. It uses 1 BP and lets you restore more Star Energy when you use Focus. You can also find this badge in Peach's castle, in the same room as the magic chest (that looks just like the one at Merlurvee's place). Make sure you put it in the chest so Mario can get it from the one at Merlurvee's. Also, another one is in Bowser's Castle. Stop the lava, then, go left along it until you can't go farther. Go up the ledges and hit the red block for this badge.

Defend Plus: This badge is found in the Toy Box. Take the right path in the Pink Station and open the chest on the upper area. This badge decreases the damage Mario takes by 1 and uses 6 BP.

Dizzy Attack: In the part of Pleasant Path just after Toad Town, you'll find this badge in a red block. It uses 2 BP and is supposed to enable you to make enemies dizzy and unable to move.

Dizzy Stomp: In Mt. Lavalava, in the room before the one with the Ultra Hammer chest, break the Metal Block and go through the doorway (on the right side of the room). In here is a chest containing this badge. It uses 1 BP and 2 FP and can make enemies dizzy and paralyzed for a short time, if it works.

Dodge Master: You can buy this from Rowf's shop in Toad Town for 100 coins.

This badge uses 2 BP and makes the Action Command work more often.

Double Dip: You can buy this from Rowf's shop in Toad Town for 100 coins. It uses 1 BP and allows you to use two items in one turn during battle.

Feeling Fine: Trade Merlow on Shooting Star Summit 5 Star Pieces for this badge. It uses 3 BP and protects Mario from poison and dizziness.

Fire Shield: In Mt. Lavalava, in the room with the first Save Block, grab the rope near the Save Block and let go over the pillar to land on it and find this badge. It uses 2 BP and decreases the damage Mario takes from fire attacks by 1. Also, it keeps him from taking damage when he jumps on a fire enemy.

First Attack: You can buy this from Rowf's shop in Toad Town for 100 coins. It's supposed to let you defeat weaker enemies with a first strike. It uses 1 BP.

Flower Finder: Trade Merlow on Shooting Star Summit 12 Star Pieces for this badge. It uses 3 BP and makes more flowers appear after battle than usual.

Flower Saver: Trade Merlow on Shooting Star Summit 25 Star Pieces for this badge. It uses 6 BP. In battle, you can save 1 FP every time you attack. You can also get this badge if you throw a Blue Berry into the well in Flower Fields (take the east path from the entrance to find the well).

FP Plus: This badge uses 3 BP and raises your max FP by 5. To get it, go to the area before the Koopa Bros. Fortress and use Bombette to blow up the wall. Go down the pipe here to get to another pipe higher up. Go to the next area from here. Open the chest for this badge. You can also buy this badge from Rowf's shop in Toad Town for 150 coins. This badge is also in Forever Forest. At the sign to Boo's Mansion, take one path to the right of this one. In the middle of this area is the badge.

Group Focus: You can buy this from Rowf's shop in Toad Town for 100 coins. This lets your partners use the Focus Command and uses 2 BP.

Hammer Throw: Go through Toad Town's main gate to Goomba Road, and hit the tree out here to make a spring fall out. Use it to jump onto the structure. Open the chest for this badge. It uses 2 BP and 2 FP. This lets you hit one enemy with a hammer, even if they're in the air.

Happy Flower: This badge uses 3 BP and automatically heals FP slowly during battle. In the first part of Flower Fields, the Tolielip says to hit three trees in the order: left, right, middle. Take the east path from here to find these trees. Hit them in the opposite order of what the lying flower said to find this badge. You can also trade Merlow on Shooting Star Summit 8 Star Pieces for this badge.

Happy Heart: This badge uses 3 BP and automatically heals HP slowly during battle. To find it, go into Raphael's tree in Jade Jungle. Go up the stairs and outside, then, go along here and go past the next doorway. You'll find this badge at the dead end. You can also trade Merlow on Shooting Star Summit 8 Star Pieces for this badge.

Heart Finder: Trade Merlow on Shooting Star Summit 12 Star Pieces for this badge. It uses 3 BP and makes more hearts appear after battle than usual.

HP Drain: Trade Merlow on Shooting Star Summit 15 Star Pieces for this badge. It uses 3 BP and causes Mario's attack power to go down by 1, but restores your HP by 1 every attack turn, up to a max of 5 HP.

**HP Plus:** In the area behind Kooper's house, climb onto those stumps and use Kooper to get this badge. It raises your max HP by 5 and uses 3 BP. You can also buy this badge from Rowf's shop in Toad Town for 150 coins or find it in Forever Forest. In the Forest, take the path opposite the tree with many mushrooms around it, and you'll see a beehive on a tree. In the middle of this area is a red block containing this badge.

**Ice Power:** This badge is found in the Toy Box. Take the right path in Pink Station and open the chest near the end. It raises Mario's attack power against fire enemies by 2 and lets him jump on them without getting hurt. It uses 2 BP.

**I Spy:** When Rowf's Calculator is stolen by Shy Guys, you can find it if you take the left path in Blue Station. Return it to Rowf for this badge, which alerts you with a sound and an icon when you enter an area with a hidden panel. Flip these by doing a Spin Jump nearby. The badge uses 1 BP.

**Jump Charge:** You can buy this from Rowf's shop in Toad Town for 50 coins. This uses 1 BP and 1 FP. You can charge Mario's jump attack and make its attack power increase by 2.

**Last Stand:** In Peach's Castle, in the room next to the kitchen, open the chest for this badge. Make sure you put it in the magic chest so that Mario can get it (in Merlulvee's house). It uses 1 BP, and when Mario is in Danger, he only gets half the damage.

**Lucky Day:** You have to deliver a lot of letters for this badge. First, give a letter to Goompapa (found on Mt. Rugged) to get a letter to Muss T. He is a Toad in the area where Peach's Castle used to be. Give him the letter for a letter to Koover, who is the Koopa at the entrance of Koopa Village. Give him the letter for a letter to Fishmael; he's the fat guy fishing at the port in Toad Town. Then, you get a letter to Koover again. Give that to Koover for a letter to Mr. E; he's outside the Toad House in Dry Dry Outpost, wearing a blue turban. Give him the letter for a letter to Miss T. She's one of three sisters found outside the Dojo in Toad Town. She's the orange one. Give her the letter for a letter to Little Mouser, who has a store in Dry Dry Outpost. Deliver him the letter for a letter to a Boo named Franky. He's in the first room of Boo's Mansion. Deliver the letter to him for a letter to Dane T. He's the red Toad child near the train in Toad Town. Give him the letter for a letter to the red Yoshi child on Yoshi's Village. Deliver the letter to the Yoshi for a letter back to Dane T. Deliver that to Dane T. for a letter to Frost T. He is found in Starborn Valley. He's the green Toad. Deliver the letter to him for a letter to Goompapa. Deliver it to him for the Lucky Day badge. It uses 7 BP and causes some enemies to not attack Mario.

**Mega Jump:** This badge is found two areas before the Crystal Palace, up the first part of the tall stairs, in a red block. It uses 3 BP and 6 FP and lets Mario stomp on an enemy with extra attack power.

**Mega Quake:** You can buy this from Rowf's shop in Toad Town for 200 coins. It is an even stronger quake attack that damages all ground and ceiling enemies. It uses 3 BP and 7 FP.

**Mega Rush:** Go to the second floor of Tubba Blubba's Castle. In a big room on the left side is a clock. Push it to reveal a hole. Go through to find a room. Press A at the right dresser to make a shelf come out, and use it to climb up, then, have Parakarry fly you to the bed. From the headboard, climb onto the shelves, and go along here to find a little passageway left. Here is the badge, which uses 1 BP. When Mario is in Peril, his attack power goes up by 4.

Mega Smash: In Flower Fields, in the area before the Sun Tower, go up the steps and blow up the rock. Go where it was to fall through a hole. This badge is nearby. It uses 3 BP and 6 FP. It lets you do a stronger hammer attack.

Money Money: Trade Merlow on Shooting Star Summit 20 Star Pieces for this badge. It uses 7 BP and lets Mario get twice as many coins after battle as usual.

Multibounce: You can buy this from Rowf's shop in Toad Town for 75 coins. This uses 1 BP and 2 FP and lets you jump on enemies in a row if you time your Action Commands right.

Pay-Off: Trade Merlow on Shooting Star Summit 1 Star Piece for this badge. It uses 2 BP and it causes Mario to get more coins the more damage he takes.

P-Down, D-Up: Earlier on in the Crystal Palace, you'll find a wooden thing on the floor. Break it with a Tornado Jump and drop through the hole. Go through the doors and open the chest for this badge. This badge uses 2 BP and lowers Mario's attack power by 1 while raising his defense by 1.

P-Up, D-Down: This badge uses 2 BP and raises Mario's attack power by 1 while lowering his defense by 1. To find it, go to the room in the Crystal Palace with the single, small Albino Dino statue. Push it out of the way and drop down the hole. Through the doors, open the chest for this badge.

Peekaboo: Trade Merlow on Shooting Star Summit 10 Star Pieces for this badge. It uses 3 BP and lets you see an enemy's HP without using Tattle.

Power Bounce: This badge is found in a cell in the Koopa Bros. Fortress. Have Bombette blow up the cracked wall in the cell to get it. This badge uses 2 BP and 3 FP, and it lets you jump on an enemy continuously until you miss an Action Command.

Power Jump: Goomba will give you this badge early in the game. It uses 1 BP and 2 FP. Use it to do a stronger jump attack on an enemy.

Power Plus: Trade Merlow on Shooting Star Summit 25 Star Pieces for this badge or defeat Anti Guy for it. It uses 6 BP and raises your jump and hammer attack power by 1.

Power Quake: From the part of Lavalava Island with the Toad House and the shop, take the upper left path to the jungle. Ride Sushie to the island with the Spear Guy and hit the red block for this badge. It uses 2 BP, 4 FP, and does more damage to all ground and ceiling enemies than the normal Quake Hammer badge.

Power Rush: You can find this badge in Peach's castle, in the library. Make sure you put it in the magic chest so Mario can get it from the one at Merluvlee's. The badge uses 1 BP and causes Mario's attack power to increase by 2 when he's in Danger.

Power Smash: This badge uses 1 BP and 2 FP and lets you do a stronger hammer attack. To find it, go into the Toad Town Tunnels and go left. You'll end up going through a pipe to a room with a doorway to either side and a pipe in the lower area. Go through the left area and break the block for a spring. Use it to jump to the chest with this badge in it.

Pretty Lucky: Trade Merlow on Shooting Star Summit 5 Star Pieces for this badge. It uses 3 BP and makes enemies fail to attack sometimes.

Quake Hammer: In the third part of Mt. Rugged, you'll see a badge. From the



right, you can use Parakarry to fly over to it. It uses 1 BP and 2 FP and damages enemies on the ground and on the ceiling.

Quick Change: When the Shy Guys are causing trouble, Merlon will be outside his house. He'll tell you to run around the red palm tree in Dry Dry Outpost. Do that, and someone will eventually tell you to do three Spin Jumps in the house with the spinning roof. That is Merlon's house. Do the three Spin Jumps in there for this badge. It uses 4 BP. It lets you change partners without wasting a turn.

Refund: This badge uses 1 BP and refunds some of your coins if you use an item in battle. To find it, go to the room in Koopa Bros. Fortress above the room with the Bob-Ombs in a cell. Blow up the cracked wall with Bombette and go outside. Open the chest here for the badge.

Runaway Pay: In Dry Dry Desert, go one area north of that Nomadimouse to find three palm trees. Jump in the center to hit an invisible block and get this badge. It uses 2 BP and lets Mario earn star points even if he escapes from battle.

Shrink Stomp: Go into the Toad Town Tunnels and go right. You'll get to a room where you fight an Electro-Blooper, then, you can open the chest for this badge. It uses 1 BP and 2 FP and causes an enemy to shrink, which decreases their attack power by half.

Sleep Stomp: You can buy this from Rowf's shop in Toad Town for 75 coins. It uses 1 BP and 2 FP, and it may cause the enemy Mario jumps on to fall asleep.

Slow Go: Go to the room in Dry Dry Ruins where you got the hammer. Go to the upper edge above the chest and drop off at the back wall to land on a lower ledge. Go along the ledge to the left wall to find a passage leading to a chest. Open it for this badge. It uses 0 BP and makes Mario move slowly, for some reason.

Smash Charge: When you can get to the upper level of the first room in the Koopa Bros. Fortress, you'll find this badge. This badge uses 1 BP and 1 FP and lets you charge your hammer. This raises your hammer attack power by 2 just for one attack, but you can charge it as many times as you want.

Speedy Spin: You can buy this from Rowf's shop in Toad Town for 50 coins. This uses 1 BP and increases the distance Mario can Spin Dash.

Spike Shield: This badge is in the second room of Dry Dry Ruins, in a coffin. It uses 2 BP and keeps Mario from getting hurt when he jumps on a spiky enemy.

Spin Attack: In Dry Dry Desert, go two areas south of the Nomadimouse to find blue cacti and a twister. Go into the twister, which will throw you onto a rock with this badge on it (one east and one south from the Nomadimouse). It uses 3 BP and lets Mario defeat a weaker enemy with a spinning attack.

S. Jump Charge: In the first part of Cloudy Climb, ride one of the clouds up that goes up and down and jump onto a bigger cloud to find this badge. It uses 2 BP and 4 FP and charges up Mario's attack power by 3 for one attack.

S. Smash Charge: You can buy this from Rowf's shop in Toad Town for 100 coins. It lets you charge your hammer and raise its attack power by 3 for one attack. It uses 2 BP and 4 FP.

Spin Smash: You can buy this from Rowf's shop in Toad Town for 75 coins. This uses 1 BP and 2 FP. It lets Mario hit an enemy and knock it into the ones

behind it.

Triple Dip: Go to the room with the revolving door in Crystal Palace. Blow up the right wall in the back part of the room and go through. Here, you'll find a Duplighost and a chest containing this badge. It uses 3 BP and lets you use three items in one turn.

Zap Tap: Trade Merlow on Shooting Star Summit 10 Star Pieces for this badge. It uses 4 BP, and in battle, it makes most enemies who touch Mario take damage.

-----  
9. STAR PIECES  
-----

GOOMBA VILLAGE AND GOOMBA ROAD

#1: In the area to the west of Goomba Village is a higher path. Go along it to find a Star Piece.

#2: In the same area as where you first got the hammer, hit the trees to find a Dolly. Return it to Goombaria for a Star Piece.

#3: Near Goomba Village is the place where Mario fell at the very beginning of the game. Spin Jump here to flip a Star Piece out of a hidden panel.

#4: In the area where you fell when the veranda broke, near the Heart Block, Spin Jump here to flip a Star Piece out of a hidden panel.

#5: In the area with the Goomba King's castle, hit the trees with your hammer to find a Star Piece.

#6: In the area with the Goomba King's castle, on the right side of the area, Spin Jump here to flip a Star Piece out of a hidden panel.

#7: Go to the part of Dry Dry Desert where you originally found Kolorado (far west part of the Desert with the path) and hit the tree to find a letter to Goompa. Deliver it to him for a Star Piece.

TOAD TOWN

#8: Near Merlon's place, you can hit a tree to find a Star Piece.

#9: On Mt. Rugged, you'll find a letter to Merlon. Give it to him for a Star Piece.

#10: In Gusty Gulch, you'll find a letter to Fice T. He's the guard outside of Forever Forest. Deliver him this creepy letter (it's from Bootler, poor Fice T.) for a Star Piece.

#11: Find the stolen Mailbag in the Toy Box (Pink Station) and return it to the Post Office for a Star Piece.

#12: Return the stolen Dictionary (found in the Toy Box's Green Station) to Russ T. for a Star Piece.

#13: In Jade Jungle, in the same area as where Sushie joined you, in a tree is a letter to Russ T. Give it to him for a Star Piece.

#14: In the first part of town, have Sushie swim you from one dock to the Star Piece at another dock.

#15: In the area before the Puff Puff Machine in Flower Fields, there's a letter to Minh T. behind some flowers. She's the Toad at the flower garden in Toad Town. Deliver the letter to her for a Star Piece.

#16: Across the path from the Dojo stairs, Spin Jump to flip a Star Piece out of a hidden panel.

#17: Near the guard outside Forever Forest, Spin Jump to flip a Star Piece out of a hidden panel.

#18: In the southeast part of the train station, Spin Jump to flip a Star Piece out of a hidden panel.

#19: In the port, between the Save Block and the door to Club 64, Spin Jump to flip a Star Piece out of a hidden panel.

#### TOAD TOWN TUNNELS

#20: From the entrance, keep heading left. You'll end up going through a pipe and getting to a room with a doorway on either end and a pipe in the lower area. You need to get to the ledge on the right, so get on the close platform. It will go down as the other goes up. Jump to the other one when it is high enough to get to the other ledge. Through that doorway, ride the moving platforms up and use Parakarry to get from ledge to ledge and get the Star Piece.

#21-23: In the room before the one with the pipe to Shiver City, go down the pipe and blow up the right wall. Through here is Rip Cheato. He sells items for 64 coins each. Keep buying items from him and within the first ten (or a little more), you will have gotten three Star Pieces from him.

#### SHOOTING STAR SUMMIT

#24: In the area before Shooting Star Summit, to the right of the bridge, Spin Jump to flip a Star Piece out of a hidden panel.

#25: To the right of the door to Merlulvee and Merlow's place, Spin Jump to flip a Star Piece out of a hidden panel.

#26: Before climbing up to the summit, simply go left to find this Star Piece.

#27: On the first "step" leading up to the Summit, Spin Jump to flip a Star Piece out of a hidden panel.

#28: In the area before Starborn Valley is a letter to Merlow behind a rock. Deliver the letter to him for a Star Piece.

#### PLEASANT PATH

#29: Two areas before Koopa Village, there's a lower path leading to the left. You'll find a Star Piece here. Use Kooper to reach it.

#30: In the area before Koopa Village, near the three blue things, Spin Jump to flip a Star Piece out of a hidden panel.

#31: In the area before Koopa Village, take the upper path to the right. Near the beginning of this next area, Spin Jump to flip a Star Piece out of a hidden panel.

#32: In the area before the Koopa Bros. Fortress, hit a tree for a Star Piece.

#### KOOPA VILLAGE

#33: Once the Fuzzies are gone, in the second part of town, push the blue block under the brick one. Use it to hit the brick block to get a Star Piece.

#34: In the first part of town, near the Bob-ombs, Spin Jump to flip a Star Piece out of a hidden panel.

#35: In the area just outside of Dry Dry Outpost, shake the trees to find a letter to Mort T. He's in the Toad House in Koopa Village. Give him the letter for a Star Piece.

#36-50: Run errands for Koopa Koot. Sometimes he gives you Star Pieces, three at a time, adding up to 15.

#### MT. RUGGED

#51: In the area with the second Save Block, to the right of the slide, Spin Jump to flip a Star Piece out of a hidden panel.

#52: At the top of a higher area (the fourth part of the mountain), you can go left or right. Go left and drop down to the Star Piece you see.

#53: Go to the fourth part of Mt. Rugged, and at the top of this area, go left. Keep going until you are at the last area you can get to (a letter is found in this area). On the left side of the area, use Parakarry to get to the Star Piece.

#### DRY DRY DESERT

#54: On the path, you'll find a Nomadimouse under a tree. Deliver him his letter to get a Star Piece. His letter is on top of the building in the second part of Dry Dry Outpost.

#55: In front of the stone cactus, Spin Jump to flip a Star Piece out of a hidden panel.

#### DRY DRY OUTPOST

#56: In the second part of town, on the roofs of the buildings, on the right side, Spin Jump to flip a Star Piece out of a hidden panel.

#### DRY DRY RUINS

#57: In the second room where you drain sand into a lower room, a Star Piece will be revealed when the sand is gone.

#### BOO'S MANSION

#58: In the first room, on the rug near the couch, Spin Jump to flip a Star Piece out of a hidden panel.

#59: In the first room, go through the left door on the first floor. Down the stairs, in front of the clock, Spin Jump to flip a Star Piece out of a hidden panel.

#60: Go through the right door on the second floor, and on the rug, Spin Jump to flip a Star Piece out of a hidden panel.

#61: In the same room as where you got the Super Boots, Spin Jump near the Boo (upper left corner) to flip a Star Piece out of a hidden tile in the ground.

#62: From the top of the bookcase, jump onto the pile of two boxes. Break them both with a Spin Jump to find a Star Piece.

#63: In the area to the left of Yoshi's Village is a letter on some rocks. Deliver it to Igor, the Boo who runs the shop in Boo's Mansion, for a Star Piece.

#### GUSTY GULCH

#64: In the area between Boo's Mansion and Windy Mill, to the right of the gate, Spin Jump to flip a Star Piece out of a hidden panel.

#65: In the area before Tubba Blubba's Castle is a Star Piece behind some rocks. It's at the back edge of the area, near several blocks (one contains a Super Shroom).

#### TUBBA BLUBBA'S CASTLE

#66: From the first room, go through the door on the left, then through the small door on the left. Climb onto the table and get the Star Piece.

#67: On the second floor, on the left side, you'll find a room between a corridor and stairs. Drop down the hole in the middle of the room to land on a table in the room below. Get the Star Piece up here.

#### TOY BOX

#68: In front of the Blue Station, Spin Jump to flip a Star Piece out of a hidden panel.

#69: From Blue Station, take the right path. Around the middle of the area, between a big, blue box and tall, blue things with holes in them is a Star Piece behind a green thing.

#70: From the Blue Station, take the right path. At the tall blue things, go in the middle one and up the steps to get to the top, then, have Parakarry fly you to the top of the structure to the left. There's a Star Piece here.

#71: In front of the Pink Station, Spin Jump to flip a Star Piece out of a

hidden panel.

#72: In front of the Green Station, Spin Jump to flip a Star Piece out of a hidden panel.

#73: From Green Station, take the only path. At the moving platforms, you can go to the far right side and into the area nearby (below where the chest containing the Dictionary is). There are coins and a Star Piece in here.

#74: In front of the Red Station, Spin Jump to flip a Star Piece out of a hidden panel.

#### LAVALAVA ISLAND

#75: One area east of the whale, hit a palm tree on the right side of the area for a Star Piece.

#76: In front of the raven statue in Yoshi's Village, Spin Jump to flip a Star Piece out of a hidden panel.

#77: In the area where you found Sushie, use her to swim over to the island with the Star Piece.

#78: In the area where you found the blue Yoshi (two areas west of the Raphael statue in the jungle), you'll see a Star Piece in the water. While riding Sushie, dive and get it.

#79: In the area to the west of Raphael's tree, to the right of two Heart Plants, Spin Jump to flip a Star Piece out of a hidden panel.

#### MT. LAVALAVA

#80: From the room with the first Save Block, go through the right doorway on the lowest level. On the right side of the room, Spin Jump to flip a Star Piece out of a hidden panel.

#81: In the room before the boss room, Spin Jump to the left of the Heart Block to get a Star Piece from a hidden panel.

#### FLOWER FIELDS

#82: About southwest of Petunia, Spin Jump to flip a Star Piece out of a hidden panel.

#83: In front of the Yellow Berry tree, Spin Jump to flip a Star Piece out of a hidden panel.

#84: Hidden in the flowers to the right of the Blue Berry tree is a Star Piece.

#85: On the right side of the area with the Bubble Berry tree, Spin Jump to flip a Star Piece out of a hidden panel.

#86: In the main area, take the northwest path. Cross the spikes and take the upper path to the right to find a Star Piece.

#87: From the main area, take the northeast path, and on the right side of the area, you'll find a spring behind some bars. To reach it, go under the arch to the right of it and through the left wall. Jump on the spring to get up to a higher area. Fly to the right over the hole using Parakarry and Spin Jump over the arch over here to make a Star Piece fall from the inside of the arch.

#### SHIVER CITY

#88: To the right of Mayor Penguin's house, Spin Jump to flip a Star Piece out of a hidden panel.

#89: In the part of Shiver Snowfield with the row of snowmen, hit the big tree on the left side several times until it loses all its branches and you get a letter to Mayor Penguin. Deliver it to him for a Star Piece.

#### SHIVER SNOWFIELD

#90: In the area with the row of snowmen, near the southern edge of the area, Spin Jump to flip a Star Piece out of a hidden panel.

## SHIVER MOUNTAIN

#91: From the Save Block shortly before the Crystal Palace, drop down to land on a ledge with a Star Piece on it.

## CRYSTAL PALACE

#92: Go to the back part of the first room and through the door on the left. Go through the doorway here to find a Star Piece in a cave.

#93: In the room with the single, big Albino Dino statue, on the left side, Spin Jump to flip a Star Piece out of a hidden panel.

#94: In the room with the single, small Albino Dino statue, on the left side, Spin Jump to flip a Star Piece out of a hidden panel.

## OTHER

#95-158: Answer Chuck Quizmo's 64 questions correctly for 64 Star Pieces. His questions and locations are listed in another section.

#159: One of the letters you need to find on Mt. Rugged is to Kolorado. Deliver it to him for a Star Piece. At first, he is found in Dry Dry Desert (just east of Mt. Rugged), then, later he is on Lavalava Island, then Toad Town, then Koopa Village.

#160: In Dry Dry Ruins, you'll find an Artifact in the room with the Pokey trap (see the walkthrough for the location). Give it to Kolorado for a Star Piece. At first, he is found in Dry Dry Desert (just east of Mt. Rugged), then, later he is on Lavalava Island, then Toad Town, then Koopa Village.

## ----- 10. SUPER BLOCKS -----

Super Blocks let you upgrade your partners. Each can only upgrade one partner, which increases their attack power and lets them learn a new move. Get the Ultra Stone from Raphael the Raven in order to upgrade already-upgraded partners from Super-rank to Ultra-rank.

#1: One Super Block is in the oasis in Dry Dry Desert. Go to the part of the desert just before Dry Dry Outpost and go south until you find it.

#2: In Dry Dry Ruins, there is a Super Block at the bottom of a pit. Nearby is the room containing the Diamond Stone.

#3: In Mt. Rugged, in the same area as the train, break the Stone Block to find a Super Block.

#4: In Tubba Blubba's Castle, just outside of the Basement, is a Super Block.

#5: In the Toy Box, go to the Green Station and take the left path. On the left side, from the top of a wall, ride the elevator up to find the Super Block.

#6: In the Toad Town Tunnels, you'll find a blue pipe that leads to Boo's Mansion. Go left to the next room. Use Watt to see three hidden blocks. (Push the blue block around to stand on it and jump into the hidden blocks to make them solid.) Cross them over to a Super Block.

#7: In the Toad Town Tunnels, from the entrance, keep heading left. You'll end up going through a pipe and getting to a room with a doorway on either end and a pipe in the lower area. You need to get to the ledge on the right. So get on the close platform. It will go down as the other goes up. Jump to the other

one when it is high enough to get to the other ledge. Through that doorway, ride the moving platforms up through a hole in the ceiling. Up here, go right and drop down the hole to find a room with a Super Block.

#8: On Lavalava Island, near the whale, hidden behind the bushes in the back is a path. Take this path to find the area with the Super Block.

#9: In Mt. Lavalava, go to the room with the first Save Block and go through the doorway on the right on the highest floor. Past the fire bars is the Super Block.

#10: In Mt. Lavalava, break the Metal Block near the first Save Block and go through the doorway. Grab the rope and let go at the light part of the wall to land on a ledge with a Super Block.

#11: In the first part of Toad Town, have Sushie swim you from one dock to a pipe at another dock. Go down the pipe. In here is a Super Block.

#12: In the Toad Town Tunnels, go left past the room with the three blue pipes. Ride the moving platforms up here and go through the pipe. In this room, go into the lower part and down the pipe. Break the Metal Blocks in here to get to a Super Block.

#13: Take the southeast path in Flower Fields and go along the upper path to find a Super Block.

#14: Take the northeast path in Flower Fields, and on the right side of the area, you'll find a spring behind some bars. To reach it, go under the arch to the right of it and through the left wall. Jump on the spring to get up to the Super Block.

#15: To the left of the pipe leading to Shiver City is a Super Block.

#16: In the second part of Shiver Mountain, some stairs go up and to the left, leading to a Super Block.

-----  
11. ENEMIES  
-----

Amazy Dayzee: These are rare, gold Crazee Dayzees found in Flower Fields. They have HP 20, attack power 20, and defense 0. They run away easily, so you'll likely have trouble beating them. They seem to be found near the Blue Berry tree, and I believe you get extra experience if you beat them.

Anti Guy: In the Toy Box, take the left path in Blue Station to find this beast of a Shy Guy. He may look like a normal Shy Guy, but he's not. HP 50, attack power 10, and defense 0. His acrobatic attack does 12. You'll want to damage him fast and have badges that let you dodge damage if you want to defeat him. When you do, open the chest he was guarding for the Power Plus badge.

Bandit: Bandits are found in Dry Dry Desert. They steal coins when they attack you, but you can just attack them to get the coins back. Defeat them before they run off with your stuff. Their HP is 5, attack 2, and defense 0.

B. Bill Blaster: Found in Bowser's Castle, these Blasters shoot Bombshell Bills every other turn. They have HP 10 and defense 4. Use Watt or strong attacks to hurt them.

Big Lantern Ghost: You fight this guy in a dark room in the Toy Box. You must

hit its lantern to make the light bigger. Then, you can see the ghost and attack it. It has 40 HP, attack power 5, and defense 0. It can also blow the lantern out or use a flash attack, which can do 2 damage to both you and your partner.

Bill Blaster: Bill Blasters are found once in the Koopa Bros. Fortress and shoot Bullet Bills, but don't actually attack. Their HP is 4 and defense 1. You'll want to get rid of them quickly and use attacks on multiple enemies on once to take out the Bullet Bills before they can ram you.

Blooper: Found in the Toad Town Tunnels, the Blooper has HP 30, attack power 3, and defense 0. It can attack directly or shoot ink at you.

Blue Goomba: You fight this guy early on, along with Red Goomba, when you're first heading to Toad Town. His HP is 6, attack power 1, and defense 0.

Bob-Omb: Bob-Omb's are found in the Koopa Bros. Fortress. They have 3 HP, 1 attack power, and 0 defense. If you attack one, it will get angry. Then, if you attack it again, it will blow up, so attack from afar or with Kooper or something so you don't get hurt. If you don't attack it when it's angry, it will come and blow up, doing 2 damage.

Bombshell Bill: Bombshell Bills are shot from B. Bill Blasters and have HP 3, attack power 6, and defense 0. They attack once, blowing up worse if their HP is lower.

Bony Beetle: The Bony Beetle is a creepy Buzzy Beetle found in Bowser's Castle. Attacking it usually makes it switch between spikes and no spikes. They can be jumped on and flipped onto their backs; this does not switch the spikes. They have HP 8 and defense 4. Without spikes, their attack power is 3 and with spikes, it is 5.

Bowser: The first time you fight Bowser, you stand no chance of winning. At the end of the game, you must fight him twice. The first time, he has 50 HP, defense 1, and several attacks. The attack power of his fire attack is 8, and the nail and stamp attacks do 6. The nail attack can poison you, so be careful.

Also, he can use the Star Rod to do 4 damage to Mario and 3 to your partner, and he can restore 20 HP. When he uses the Star Rod, you won't be able to damage him, and his attack power will double. Use the Star Beam on him to stop the Star Rod's power. Defeat him, then, head on to the final battle. Now Kammy Koopa will power up Bowser, making him bigger and stronger. His HP is 99, defense 2, and he does 10 damage with his fire attack and 8 with his Nail and Stamp attacks. When he jumps on you, you may lose one of your Commands. Also, he can use the Star Rod to do 6 damage to Mario and 3 to his partner or he can attack Mario with a lightning attack that does 10. He can also recover 30 HP at a time later on. When he uses the Star Rod to power up, it doubles his attack power and keeps you from hurting him, just like before. During the final battle, the Star Beam won't work at first, so Peach will help you out.

Bowser???: The Koopa Bros. will try to fool you with this cruddy disguise. All it can do is hit you with its arm. Its HP is 10, attack 1, and defense 1.

Bullet Bill: These are shot from Bill Blasters. Their HP is 2, attack power 2, and defense 0. Defeat them in your first turn, or they'll ram into you and blow up.

Buzzy Beetle: Buzzy Beetles are found in Dry Dry Ruins and the Toad Town Tunnels. Their defense is 2, but if you jump on them, you can flip them onto their backs, lowering their defense to 0. They flip back over quickly, though. Also, their attack power is usually 2, but if they fall on you from the ceiling,



they do 3 damage. Their HP is 3. Fire doesn't work well on them, by the way.

Buzzar: In Mt. Rugged, once you cross a bridge, a big vulture will talk to you. You can just say you're Luigi, and it will let you go, or say you're Mari if you want to fight it. Anyway, the vulture's HP is 40, attack 3, and defense 0. It has several annoying attacks. If she (Goombario says it's a she, I don't know if he's right) flaps her wings, press A quickly to take less damage. This attack will also damage your partner. She can also grab you. Press A quickly to get away, otherwise, you'll get hurt. She can also attack directly and do 3 damage or attack with feathers and do 2.

Bzzap!: These bees are found in Flower Fields. They have HP 3, attack power 6, and defense 0. They can poison you and also make a swarm of bees come you that do 1 damage per bee (with 5 bees) then leave.

Chan: Chan is the first person you fight at the Dojo. He's a Buzzy Beetle, so you can jump on him to flip him onto his back. His HP is 15, attack power 2, and defense 2. You get the First-Degree Card when you defeat him.

Chomp: Chomps are tough enemies that fight you in Dry Dry Ruins. Their HP is 4, attack power 3, and defense 3.

Cleft: Clefts are found on Mt. Rugged. They are spiky, and have 2 HP, attack power 2, and defense 2. Because of this high defense, you must use stronger attacks, such as Bombette's Bomb. If you use her bomb attack on a Cleft outside of battle, you will defeat it in one hit and not use any FP (you'll still have to go into a battle, though).

Clubba: These guys are found in Tubba Blubba's Castle. Their HP is 8, attack power 3, and defense 0. Often, you'll find them sleeping. This is a good time to use Bombette on them to do extra damage.

Crazee Dayzee: Crazee Dayzees are found in Flower Fields and can make you fall asleep. They have HP 8, attack power 4, and defense 0. If their HP is low, they will try to run away, so defeat them before they can.

Dark Koopa: These mean Koopas are found in the Toad Town Tunnels. If they are grinning, they will use an attack that makes you dizzy and unable to move for several turns. Their HP is 8, attack power 3, and defense 2. You can knock them onto their backs like ordinary Koopas, but they flip back over very quickly.

Dry Bones: These are found in Bowser's Castle and have HP 8, attack power 4, and defense 2. Once you defeat them, they can come back to life, so be sure to defeat them last. Or, you can weaken them all so that they can all be defeated easily around the same time. They can't recover, though, if you use fire attacks on them.

Duplighost: Duplighosts are found in and around the Crystal Palace. They can turn into your partners. They have HP 15, attack power 4 (without a disguise), and defense 0.

Electro-Blooper: This Blooper is found in the Toad Town Tunnels and has HP 50, attack power 4, and defense 0. It can attack directly or shoot ink. It can also electrictrify itself, which will hurt you if you touch it. Its attack power will then be 6, unless you manage to hurt it, then the electricity will go away. (Parakarry's Shell Shot can hit it without you getting hurt.)

Ember: These fire enemies are found on Star Way. They have HP 10, attack power 4, and defense 0. They can divide when you attack them, but they still have the

same HP when this happens. Be careful, because they can attack your partner.

**Forest Fuzzy:** These Fuzzies are found in Forever Forest. Their HP is 6, attack power 1, and defense 0. They suck your HP to add to your own. Sometimes, they multiply and make another Fuzzy, with full HP, appear.

**Frost Piranha:** Found in the Shiver Region, these piranha plants can freeze you, so watch out. They have HP 10, attack power 4, and defense 0.

**Fuzzipede:** In the whale's belly, use Watt to see in the dark to see a Fuzzipede. You can't use Tattle here because it's dark without Watt, but I think it has 22 or less HP, attack power 3, and defense 0. One attack can also take away one of your Commands. Fuzzipede hangs from the ceiling a bunch, but Watt can still damage it.

**Fuzzy:** Fuzzies are annoying things that hop around quickly and were causing trouble in Koopa Village early on in the game. In battle, they can grab onto you and suck HP, which they use to restore their own. (To avoid this, press A with good timing just before they suck HP, not when they first land on you.) Their HP is 3, attack power 1, and defense 0.

**General Guy:** General Guy is fought at the end of the Toy Box and is in a tank. His HP is 30, attack power 4, and defense 2. He can throw bombs at you, and he can use an electric attack that does 5 damage to you and 2 to your partner. Stop him from using it by attacking the Bulb. It will take several hits.

**Gloomba:** These are found in the Toad Town Tunnels and have HP 7, attack power 2, and defense 0.

**Goomba:** Goombas are common, weak enemies found in places like around Goomba Village and Pleasant Path. Their HP is 2, attack power 1, and defense 0.

**Goomba King:** You fight the Goomba King at his Fortress shortly before Toad Town. His HP is 10, attack power is 1, and defense is 0, but he can also do 2 damage once by using the nuts in the nearby Goomnut tree.

**Gray Magikoopa:** These Magikoopas can make other enemies transparent, which keeps you from attacking them. They have HP 11, attack power 3, and defense 0.

**Green Magikoopa:** These Magikoopas can raise the defense of others by 1 multiple times. They have HP 11, attack power 3, and defense 0.

**Groove Guy:** These are found in the Toy Box and have 7 HP, attack power 2, and defense 0. They can call in other Shy Guys and also spin in front of you to make you dizzy.

**Gulpit:** These chunky things are found in the Shiver Region. They have HP 12 and defense 0. They spit rocks at you; big ones do 7 damage and small ones do 5. Attack the rocks to get rid of them, then, the Gulpits can only attack directly and do 2 damage.

**Hammer Bro:** These guys are found in Bowser's Fortress and can't be knocked onto their backs. They have HP 12, attack power 5, and defense 1. They may throw one hammer or several. Try to use the Action Command, or the hammers may shrink you.

**Huff N. Puff:** Huff N. Puff is trying to cover Flower Fields with clouds. You'll find him on Cloudy Climb. Whenever you attack him, Tuff Puffs come out. These equal the number of damage you just did, and if he sucks these back in, he'll restore his HP. So you need to use attacks to damage everyone. This will

destroy the Tuff Puffs while bringing out new ones, but at least he won't restore all if his HP now. (I usually attack first with Mario, then, use Lakilester to attack them all. He's not very strong, so he gets rid of all the Tuff Puffs while creating fewer new ones than a stronger attack would have.) Anyway, the boss's HP is 60, attack power 5, and defense 0. He can blow air at you, and you must press A quickly to take less damage. Also, if he electrifies himself, use Bow's Outta Sight because he will do a strong attack on his next turn that does 10 or 12 points of damage. Near the end, he may also fly up and then hit the ground, which does 7. The Tuff Puffs each have 1 HP and 0 defense. No matter how many there are, they always attack as one group and do 2 damage until you press A fast enough to get them off.

Hurt Plant: These are evil Heart Plants (the curly ones) found on Lavalava Island and will only bother you if you press A at them, but you can't tell if it's a Heart or a Hurt Plant until it's too late. They have HP 8, attack power 2, and defense 0, and their bites can poison you.

Hyper Cleft: These extra nasty Clefts are found in Gusty Gulch. Their HP is 4, attack power 3, and defense 3, but if you flip them over with an explosive, their defense will drop to 1. They can also charge up their attack power to 8.

Hyper Goomba: Hyper Goombas are found in Gusty Gulch. Their HP is 7, attack power 1, and defense 0, but they can charge their attack and raise it to 8. Be careful.

Hyper Paragoomba: Hyper Paragoombas are found in Gusty Gulch. Their HP is 7, attack power 1, and defense 0, but they can charge their attack and raise it to 8. Be careful.

Jr. Troopa: Jr. Troopa causes you trouble several times in the game. The first time near Goomba Village (I forgot to find out his stats). The second time is after Chapter 1, right before Toad Town. He goes into his shell to raise his defense to 1. Also, his HP is 15 and attack power 2 during this battle. During his third fight (in Forever Forest), he has wings, and his HP is 40, attack power 5, and defense 1. After Lavalava Island, you fight him again, but he only has 20 of his 40 HP left. He has wings, a spike on his head, 6 attack power, and defense 1. Despite his improvements, you can still use items, Star Power, and partners such as Watt to defeat him. After leaving Shiver City for the first time, you'll find him again. Now he'll use magic attacks. He has HP 50, attack power 8, and defense 1. Last of all, you will fight him in Bowser's Castle. He has HP 60, attack power 8, and defense 2. First, he flies and has a spike on his head, and later, has no spike and no wings, but he fights with his magic wand. He can also recover 10 HP at a time.

Jungle Fuzzy: Found on Lavalava Island, these Fuzzies suck HP just like the others, but they don't let go until you press A enough. They can also divide. They have 7 HP, attack power 2, and defense 0.

Kammy Koopa: At the end, Peach and Twink will fight Kammy. Twink uses Dash to attack and Peach uses Focus. At first, Twink can't do any damage, but the more Peach uses Focus, the stronger he gets. (Kammy will drop a block on Twink, which does 3 damage at first, then less later.)

Kent C. Koopa: This huge Koopa blocks Pleasant Path after chapter 5 and makes you pay 100 coins to get past. You can also fight him. Just stock up on Sleepy Sheep, and you should be fine. Anyway, his HP is 70, attack power 10, and defense 6, though he also has an attack that does 3 damage. He can also attack your partner. His defense will go down if you jump on him twice in a row and flip him onto his back. If you make him fall asleep, it will be very easy to beat him. Since he's so strong, it's best not to try fighting him awake at all.

**Koopa Bros:** Each Koopa Bro can be knocked down like a normal Koopa, but they can also form a tower to do extra damage. As a tower, jump attacks don't work on them. Use Bombette's Bomb attack or a hammer attack followed by any attack to knock them down. Separately, each has 5 HP, 1 attack power, and 1 defense.

**Koopatrol:** These armored Koopas patrol Bowser's Castle. You can't jump on them unless you have the Spike Shield badge equipped, in which case they'll be knocked onto their backs like ordinary Koopas. Their HP is 8, attack power 4, and defense 3. They can call in reinforcements and charge up their attack power to 10. You can't stop this attack, as they are in their shells (so you can't knock them onto their backs), so it's helpful to dodge it with Bow.

**Koopa Troopa:** Koopa Troopas are weak enemies found in places like Pleasant Path. Their HP is 4, their attack power is 1, and their defense is 1. Jump on them or use a POW Block to knock them onto their backs. Then, their defense will drop to 0, and they won't be able to attack until they can get back up.

**Lakilester:** Before joining you, you'll have to fight this guy in Flower Fields. He has HP 50, attack power 4, and defense 0. He just throws Spiny Eggs at you.

**Lakitu:** Lakitu are found in Flower Fields and fly around on clouds. They have HP 12, attack power 3, and defense 0. They throw Spiny Eggs at you, which may become Spinies.

**Lava Bubble:** These enemies are found in Mt. Lavalava. They are balls of fire, so you'll get hurt if you touch them, but they are weak to water and ice. They have HP 9, attack power 4, and defense 0 and can attack your partner and do 2 damage.

**Lava Bud:** There are two of these when you fight the Lava Piranha. They have 8 HP, attack power 4, and defense 0 at first. Later, the second time you fight them, they make Petit Piranhas to fight you. But, they can now be stunned with water or ice, so it's easier.

**Lava Piranha:** You must fight a Lava Piranha and two Lava Buds in Mt. Lavalava. The big one has 40 HP, attack power 5, and defense 0. The Buds have HP 8, attack power 4, and defense 0. If you defeat the Buds, they may come back after a bit, but it's still worth getting rid of them. The Ice Power badge does not cause you to do more damage at this point, but it will later, so have it equipped. Just use strong attacks that damage all enemies. Once you defeat them, they'll come back, but now they're on fire. Now the Ice Power badge works. Ice and water attacks will stun all parts of the boss, so use them often. They have some pretty strong attacks. The Lava Piranha now has attack power 7, and the Lava Buds make Petit Piranhas. These attack once, which does 6 damage, but they have 1 HP, so you can beat them easily. So just use water and ice attacks and make sure you attack them all at once, and this battle won't be too bad.

**Lee:** Lee is the second person you fight at the Dojo (a Duplighost). He can change into your partners and use their attacks. His HP is 20, and his attack power and defense are the same as your partner. But, when he's himself, his attack power is 5. You get the Second-Degree Card for defeating him.

**Magikoopa:** Magikoopas use magic attacks and can fly on broomsticks, but if you jump on them hard enough, they'll fall. Their HP is 8, attack power 3, and defense 0. If a Magikoopa is the last enemy left in battle, it will run away. They have a bunch of annoying spells, such as raising others' attack power, electrifying them, or making them transparent. They can also split into two copies of equal HP, one being real and the other being a fake.

The Master: The Master is the third person you fight at the Dojo, but you can fight him three times. The first time, his HP is 50, attack power 6, and defense 0. Defeat him for the Third-Degree Card. The second time, he's tougher and has HP 75, attack power 8, and defense 0. Later on, he'll do extra damage, like 5 and 6 in one turn. Beat him for the Fourth-Degree Card. Last of all, he will have HP 99, attack power 10, and defense 1. He can also do 5, 6, and 7 damage all in one turn. The Power Bounce badge is very useful if you're good at it. Beat him for the Diploma.

M. Bush: On Lavalava Island, you must be careful messing with bushes because some (the bluish-green ones) will attack you. These things bite and can poison you and have HP 8, attack power 3, and defense 0.

Medi Guy: These guys are found in the Toy Box. They have 7 HP, attack power 1, and defense 0. They can also restore 4 HP to other Shy Guys or themselves.

Monstar: Some disguised Star Kids you fight just before Starborn Valley. Their HP is 20, attack power 1, and defense 0.

Monty Moles: These annoying moles are found on Mt. Rugged and often throw rocks at you. Their HP is 3, attack power 2, and defense 0. Stronger Monty Moles are found in Flower Fields with HP 12, attack power 3, and defense 0.

Paragloomba: These are found in the Toad Town Tunnels and have HP 7, attack power 2, and defense 0.

Paragoomba: Paragoombas are flying Goombas, found in places like around Goomba Village and Pleasant Path. Jump on them, and they'll become ordinary Goombas. Their HP is 2, attack power 1, and defense 0.

Paratroopas: These are flying Koopas found in places like Pleasant Path. Their HP is 4, their attack power is 1, and their defense is 1. Jump on them, and they'll fall and become ordinary Koopas.

Petit Piranha: During the second part of your fight with the Lava Piranha, the Lava Buds will make these things. They attack once and can do 6 damage. Their HP is only 1, and their defense 0, though.

Piranha Plant: These plants are found in Forever Forest. They pop out of the ground to bite you and can be very unpredictable. Don't jump on them, or you'll get hurt. Their HP is 5, attack power 3, and defense 0.

Pokey: Pokeys are spiky cacti found in Dry Dry Desert. They can fall on you or throw pieces of themselves at you. Their HP is 4, attack power 2, and defense 0. Occasionally, a Pokey may cause another Pokey to appear.

Pokey Mummy: These mummified Pokeys are found in Dry Dry Ruins. They have 4 HP, 2 attack power, and 0 defense, just like normal Pokeys. Unlike normal Pokeys, they can poison you.

Putrid Piranha: These piranha plants are found on Lavalava Island. They have 12 HP, attack power 3, and defense 0. They also have a breath attack that has attack power 2 and can poison you.

Pyro Guy: These flame-covered Shy Guys are found in the Toy Box. Their HP is 7, attack power 4, and defense 0. Don't touch them or you'll get hurt. Water and snow works well on them.

Red Goomba: You fight this guy early on, along with Blue Goomba, when you're

first heading to Toad Town. His HP is 7, attack power 1, and defense 0.

Red Magikoopa: These guys raise the attack power of other enemies. They have HP 11, attack power 3, and defense 0.

Ruff Puff: These are evil clouds found in Flower Fields. They have HP 10, attack power 4, and defense 0.

Shy Guy: Shy Guys are found in the Toy Box. They have HP 7, attack power 2, and defense 0. They can also do acrobatic attacks that do 3 damage.

Shy Squad: You fight these guys before General Guy. They have HP 15, attack power 1, and defense 0. The 15 Shy Guys do 1 damage each, which adds up. Defeat Shy Guys so they can't do as much damage.

Shy Stack: You fight two of these before General Guy. They have HP 10, attack power 1, and defense 0. Four Shy Guys per stack do 1 damage each. Use Spin Smash to knock a Shy Guy off each stack.

Sky Guy: Sky Guys are found in the Toy Box and have HP 7, attack power 3, and defense 0. They float from balloons, and if you attack those balloons, they'll fall down and become like ordinary Shy Guys.

Spear Guy: Found on Lavalava Island, these are Shy Guys with spears, obviously. They have HP 7, attack power 3, and defense 0. You can't jump on them when their spears are pointing up and can't get close in front of them when the spear points forward. Also, they can call in reinforcements, and if they throw their spears, they'll become like normal Shy Guys.

Spiked Gloomba: These are found in the Toad Town Tunnels and have HP 7, attack power 3, and defense 0.

Spiked Goomba: Spiked Goombas have spikes on their heads, so you must not jump on them or else you'll get hurt or even paralyzed. They are found in places like around Goomba Road and Pleasant Path, and their HP is 2, attack power 2, and defense 0.

Spike Top: These spiky Buzzy Beetles are found in the Toad Town Tunnels and in Mt. Lavalava, and they have HP 4, attack power 3, and defense 4. Fire doesn't work at all on them. If you flip them over, their defense is 0, but that is harder to do with the spike on top, so just use Watt on them.

Spiny: Spinies are found in Flower Fields (or the Toad Town Tunnels) and are usually thrown by Lakitus. They have HP 5, attack power 4, and defense 3. If you flip them over, their defense will go down to 0, but they have spikes on them, so that makes things more difficult. Watt is useful against them.

Spy Guy: Found in the Toy Box, these guys have 7 HP, attack power 2, and defense 0. Whenever you attack them, their weapon switches between a slingshot and a hammer. If they hit you with the hammer, you'll lose one of your Commands.

Stilt Guy: You fight two of these guys before General Guy. They have 7 HP, 4 attack power, and 0 defense. Jump on them to knock them down, and they'll be like normal Shy Guys.

Stone Chomp: These are tougher enemies found in Dry Dry Ruins, guarding special stones. Their HP is 4, attack power 3, and defense 1. They attack very quickly, so it's harder to block their attacks.

Super Blooper: In the Toad Town Tunnels, go in and drop down that hole in the

floor (or break the wood with a Spin Jump to reveal the hole). Swim across the water with Sushie. Over here, you fight the Super Blooper. It has HP 70, attack power 5, and defense 0. Sometimes, it has two Baby Bloopers. They have 6 HP and suck HP from you 2 HP at a time, so press A quickly to get them off. When you kill them, Super Blooper gets mad and turns red. It will then do 10 damage twice in one turn, so avoid this with Bow.

Swooper: These bats are found in Dry Dry Ruins. They hang from the ceilings and can be knocked down with earth tremors or with Parakarry. Then, they hover in the air and can be attacked like normal. Their HP is 4, attack power 2, and defense 0.

Swoopula: These bats are found in the Crystal Palace, and like the Swooper, hang from the ceiling, so hit them with characters such as Parakarry or Watt. They have HP 8, attack power 2, and defense 0. They will suck HP and add it to their own, so press A quickly to get them off.

Tubba Blubba: Usually, Tubba Blubba is invincible, but after you find out his weak point, you'll fight him, and he'll be pretty weak. His HP is 10, attack power 4 (6 with his "Hip Attack"), and defense 0.

Tubba's Heart: Tubba's Heart is his weak point. Well, the reason why his body is invincible, because it's not weak. Its HP is 50, attack power 6, and defense 0. It can charge its attack power up to 12, so use Bow to avoid it.

Tuff Puff: Whenever you attack Huff N. Puff, Tuff Puffs come out. These equal the number of damage you just did, and if he sucks these back in, he'll restore his HP. So you need to use attacks to damage everyone. This will destroy the Tuff Puffs while bringing out new ones, but at least he won't restore all if his HP now. (I usually attack first with Mario, then, use Lakilester to attack them all. He's not very strong, so he gets rid of all the Tuff Puffs while creating fewer new ones than a stronger attack would have.) Anyway, the Tuff Puffs each have 1 HP and 0 defense. No matter how many there are, they always attack as one group and do 2 damage until you press A fast enough to get them off.

Tutankooa: You fight this guy at the end of Dry Dry Ruins. His HP is 30 and defense is 0. He can throw shells at you to do 3 damage and make rocks fall from the ceiling to do a magic attack. This may do 2 damage to you or it may damage him instead and knock him off his ledge. Also, he can summon Chomps.

White Clubba: These are found in and around the Crystal Palace and have HP 12 and defense 0. They can attack once and do 5 damage or attack three times and do 2 damage each time.

White Magikooa: These guys can heal others, either 5 HP to one person or 3 HP to all. Also, they can attack you. Their HP is 11, attack power 3, and defense 0.

Yellow Magikooa: These Magikooas electrify other enemies, so you'll get hurt if you touch them. They have HP 11, attack power 3, and defense 0.

-----  
12. RECIPES  
-----

Tayce T. lives in Toad Town, and you can give her things to cook. Give her the Cookbook (you get it from Gourmet Guy) so she can cook two things at once. Here's the recipes you can make, though I probably don't have all the combinations.

Apple Pie: Cook an Apple and Cake Mix for an Apple Pie. It restores 5 HP and 15 FP.

Big Cookie: Cook Cake Mix and a Goomnut for this, which restores 20 FP.

Bland Meal: Cook a Goomnut and Koopa Leaf or a Mushroom and Dried Pasta for this. It restores 10 HP and 10 FP.

Boiled Egg: Cook an Egg and a Strange Leaf for this, which restores 8 HP and 8 FP.

Cake: Cook Cake Mix for Cake. It restores 15 FP.

Coco Pop: Cook a Coconut and Cake Mix for a Coco Pop. It restores 3 HP and 15 FP.

Deluxe Feast: Cook a Strange Leaf and a Whacka's Bump. It restores 40 HP and 40 FP.

Dizzy Dial: Cook a Strange Leaf and a Stinky Herb for this. It can paralyze all enemies.

Egg Missile: Cook a Fire Flower and an Egg for this. Throw it at an enemy to damage it.

Electro Pop: Cook Cake Mix and a Volt Shroom for an Electro Pop, which restores 5 FP.

Fire Flower: Cook a Dried Fruit and Strange Leaf for a Fire Flower. It attacks all enemies with an attack power of 3.

Fire Pop: Cook a Fire Flower and Cake Mix for a Fire Pop. It restores 1 HP and 20 FP.

Fried Egg: Cook an Egg to get a Fried Egg. It restores 10 HP.

Fried Shroom: Cook a Dried Shroom or Mushroom to get this. It restores 6 HP and 2 FP.

Frozen Fries: Cook a Fire Flower and Iced Potato for this. It restores 15 HP.

Healthy Juice: Cook a Special Shake and a Stinky Herb for this. It restores 40 FP.

Honey Candy: Cook Cake Mix and Honey Syrup for this. It restores 20 FP.

Honey Shroom: Cook Honey Syrup and a Mushroom for Honey Shroom. It restores 5 HP and 5 FP.

Honey Super: Cook Honey Syrup and a Super Shroom for this, which restores 10 HP and 10 FP.

Honey Ultra: Cook Honey Syrup and an Ultra Shroom for this, which restores 50 HP and 5 FP.

Hot Shroom: Cook a Volt Shroom for this, which restores 15 HP and 5 FP.

Jelly Pop: Cook Jammin' Jelly and Cake Mix for a Jelly Pop. This restores 64 FP.



Jelly Shroom: Cook Jammin' Jelly and a Mushroom for this, which restores 5 HP and 50 FP.

Jelly Super: Cook a Jammin' Jelly and a Super Shroom for this, which restores 10 HP and 50 FP.

Jelly Ultra: Cook a Jammin' Jelly and an Ultra Shroom for this ultimate snack. It restores 50 HP and 50 FP.

Kooky Cookie: Cook Cake Mix and Maple Syrup for this, which makes Mario electric, sleepy, or transparent, and restores 15 FP.

Koopasta: Cook Dried Pasta and a Koopa Leaf for this. It restores 7 HP and 7 FP.

Koopa Tea: Cook a Koopa Leaf for this, which restores 7 FP.

Lemon Candy: Just cook a Lemon and Cake Mix. It restores 5 HP and 15 FP.

Life Shroom: Cook a Super Shroom and Koopa Leaf for a Life Shroom. When Mario's HP drops to 0, he'll automatically come back to life and have 10 HP restored.

Lime Candy: Cook a Lime and Cake Mix for this, which restores 20 FP.

Maple Shroom: Cook a Mushroom and Maple Syrup for this, which restores 5 HP and 10 FP.

Maple Super: Cook Maple Syrup and a Super Shroom for this. It restores 10 HP and 10 FP.

Maple Ultra: Cook a Maple Syrup and an Ultra Shroom for this. It restores 50 HP and 10 FP.

Mistake: Cook something that wasn't meant to be cooked for a Mistake. It restores 1 HP and 1 FP.

Nutty Cake: Cook a Goomnut for Nutty Cake, which restores 10 FP.

Potato Salad: Cook an Iced Potato for this. It restores 10 HP.

Shroom Cake: Cook a Mushroom and Cake Mix for this. It restores 10 HP and 10 FP.

Shroom Steak: Cook a Life Shroom and Dried Shroom for this, which restores 30 HP and 10 FP.

Sleepy Sheep: Cook a Strange Leaf and Blue Berry for a Sleepy Sheep. It can make all enemies fall asleep.

Spaghetti: Cook Dried Pasta for Spaghetti. It restores 6 HP and 4 FP.

Special Shake: Cook a Lemon for this. It restores 20 FP.

Spicy Soup: Cook a Fire Flower for Spicy Soup, which restores 4 HP and 4 FP.

Strange Cake: Cook Cake Mix and a Strange Leaf for this. It can electrify Mario, make him transparent, or make him sleepy.

Super Soda: Cook Honey or Maple Syrup to get this. It cures shrinking or poisoning and restores 5 FP.

Sweet Shroom: Cook Cake Mix and an Ultra Shroom for a Sweet Shroom. This restores 30 HP and 20 FP.

Tasty Tonic: Cook a Lemon, Lime, or Coconut for this. It cures poisoning and shrinking.

Thunder Rage: Cook a Dried Fruit and Volt Shroom for this. This can attack all enemies with an attack power of 5.

Volt Shroom: Cook a Koopa Leaf and a Mushroom for this. It electrifies Mario, so most enemies that touch him will get hurt.

Yoshi Cookie: Cook a Melon and Cake Mix for this. It restores 15 HP and 15 FP.

Yummy Meal: Cook Dried Pasta and Dried Fruit for this. It restores 20 HP and 20 FP.

-----  
13. CHUCK QUIZMO'S QUESTIONS  
-----

You'll find this guy in a bunch of different places, and if you answer his questions right, you'll get a Star Piece. If you get it wrong, he'll ask it again next time. I may not have all the questions written exactly, but they should be close. The order is the order I got them; I don't know if they're always this way or not. Anyway, you find him in: Goomba Village, near Merlon's house, in the residential part of Toad Town, both parts of Koopa Village, and in the first part of Dry Dry Outpost.

#1: What is the name of Goombario's younger sister?  
Goombaria

#2: What is the color of the block you can break with the first hammer you got?  
Yellow

#3: What ability does Goombario frequently use?  
Tattle

#4: What color of pants was the Goomba king wearing?  
Red and white

#5: Which of Mario's battle Commands is on the far left?  
Strategies

#6: How many windows does the Goomba House in Goomba Village have?  
One

#7: What is the name of the leader of the Red and Blue Goomba Bros.?  
Goomba King

#8: What color are Luigi's pants?  
Blue

#9: How many members are there in Goombario's family?  
Six

#10: What will you receive when you get the right answer in a quiz?  
Star Piece

#11: What is the name of the smart Toad living in Toad Town?

Russ T.

#12: How many buildings are there in Koopa Village?

Six

#13: Of the following, who is NOT a member of the Koopa Bros.?

Blue Ninjakoopa

#14: How many coins are needed to buy a Mushroom in the shop in Koopa Village?

4 coins

#15: Where does Merlurvee, who tells fortunes about special things, live?

Shooting Star Summit

#16: What is the name of the character who joins you at the Koopa Bros.

Fortress?

Bombette

#17: What color is Bowser's hair?

Red

#18: How many Star Spirits do you have to save?

Seven

#19: What is the name of the elderly Koopa Troopa who always asks you to run errands?

Koopa Koot

#20: How many Bob-ombs besides Bombette were imprisoned in the Koopa Bros.

Fortress?

Four

#21: Where is the house of the explorer, Kolorado?

Koopa Village

#22: What is the destination of the train that departs from Toad Town?

Mt. Rugged

#23: What is the name of the fellow who sells Badges in Toad Town?

Rowf

#24: What treasure did Bowser steal from Star Haven?

Star Rod

#25: What is the color of the roof of the house in Koopa Village where you can listen to the radio?

Blue

#26: Who does Kooper idolize?

Kolorado

#27: What does Merlee in Dry Dry Outpost specialize in?

Casting spells

#28: Who hides inside a coffin in Dry Dry Ruins?

Pokey Mummy

#29: What can you get when you take Star Pieces to Merlow in Shooting Star Summit?

## Badges

#30: Who knew the location of Dry Dry Ruins in Dry Dry Desert?

Moustafa

#31: When you want Tayce T. to cook Lemon Candy, what do you give her besides a Lemon?

Cake Mix

#32: Who among the following lives in Forever Forest?

Oaklie

#33: What are Boos, exactly?

Ghosts

#34: What appears when you hit the Whacka living on Mt. Rugged?

Bump

#35: Other than Lemons, what fruit drops when you hit the trees in the oasis?

Lime

#36: What is the name of the strange person in Toad Town that can increase Mario's status?

Chet Rippo

#37: What ability does Bombette frequently use?

Bomb

#38: What does Gourmet Guy like?

Cake

#39: Who was the second companion to join your team?

Kooper

#40: Who tried to steal coins from you in the desert?

Bandit

#41: What is the name of the Star Spirit who can use Star Storm?

Skolar

#42: What are addressed to your partners and sent to the Post Office?

Letters

#43: Among the following, which building is NOT in Toad Town?

Mayor's House

#44: What kind of book did Gourmet Guy drop?

Cooking

#45: Who am I?

Chuck Quizmo

#46: Where do I show up?

In towns and villages

#47: What is the name of the plant that grows in Jade Jungle and blows out stars?

Trumpet Plant

#48: What color was the leader of the Yoshi's Village?

Green

#49: What is the name of the elderly man who tells fortunes in Toad Town?

Merlon

#50: How many colors of Yoshis did you see in Yoshi's Village?

Six

#51: How would the Yoshi kids in Yoshi's Village describe Sushie?

Bossy

#52: What building is across from the Toad Town Post Office?

Merlon's house

#53: What kind of card do you get when you defeat Lee at the Dojo?

Second-Degree

#54: What color is the brooch that Princess Peach wears?

Blue

#55: Who gave you Miracle Water in Flower Fields?

Lily

#56: What is the name of Lakilester's girlfriend?

Lakilulu

#57: How do you make the pipe leading to Toad Town's Playroom come out?

Hit a tree

#58: Among the following, who is inside Club 64?

Pop Diva

#59: Which of the following do Shy Guys never do?

Sing

#60: What best describes the relationship between Mario and Luigi?

Brothers

#61: Among the following, who is found in Starborn Valley?

Ninji

#62: How many companions do you travel with?

Eight

#63: What is the name of the Star Kid who is always with Princess Peach?

Twink

#64: How many Star Spirits have you saved in total?

Seven

-----  
14. KOOPA KOOT'S ERRANDS  
-----

Koopa Koot is an old Koopa that lives in the far right house in the second half of Koopa Village. You can do errands for him for coins and items. Most of the time, you only get 1 coin, but sometimes you get good things.

#1: First, Koopa Koot wants you to borrow a book called "Koopa Legends" from Kolorado. Just talk to Kolorado's wife for it, and she'll give it to you.

Return it to him for 1 coin.

#2: Next, he wants a Sleepy Sheep, which you can buy from a shop in Toad Town. He'll give you 1 coin and the Silver Credit, which lets you play at the Playroom in Toad Town.

#3: Next, get "The Tape" from Goomba to get 1 coin.

#4: Now he wants Koopa Tea. Have Tayce T. cook a Koopa Leaf for it. Now you get 3 Star Pieces from him.

#5: Next, he wants Luigi's autograph. Talk to Luigi for it. You'll get 1 coin.

#6: Next, you need to find his wallet. It's in a bush near the Save Block in Koopa Village. You get 1 coin.

#7: Next, he wants a Tasty Tonic, which you can buy in Toad Town. You get 1 coin.

#8: Next, he wants Merlurvee's autograph. Talk to her, and she'll tell you that she wants you to get a Crystal Ball from Merlee first. So, head to Dry Dry Outpost. In the second part of town, there is an alleyway blocked by boxes. Get onto the roofs of the buildings and drop off the back over the alley to get back here. Talk to Merlee for the Crystal Ball. Give that to Merlurvee for her Autograph. Give that to Koopa Koot for 3 Star Pieces.

#9: Now he wants you to read the Toad Town News to him. So read both the front and back of the bulletin board near Merlon's place, then, talk to Koopa Koot for 1 coin.

#10: Next, he wants a Life Shroom. The store in Boo's Mansion sells them. Now you'll get 1 coin and a Gold Credit for the Playroom in Toad Town.

#11: Next, he wants a Nutty Cake. Just cook a Goomnut. Give it to him for 1 coin.

#12: Next, he wants you to get his neighbors to stop being noisy. Go in there and talk to them with Bombette out so they stop. Talk to Koopa Koot for 3 Star Pieces.

#13: Now he wants a photo back from a Boo in Boo's Mansion. This Boo is in the first floor of the mansion, in the main room. Talk to him for an Old Photo. Give it to Koopa Koot for 1 coin.

#14: Now he wants Koopasta. Cook a Koopa Leaf and Dried Pasta (sold in Dry Dry Outpost). Give it to him for 1 coin.

#15: Now he wants you to find his Eyeglasses. They are in a bush in the first part of Koopa Village. Give it to him for 1 coin.

#16: Now he wants a Lime. It's found in a tree in the oasis in Dry Dry Desert. Give it to him for 3 Star Pieces.

#17: Now he wants a Kooky Cookie. You can cook Cake Mix and Maple Syrup for it. He'll give you 1 coin.

#18: Now he wants you to get a Package from a Boo in Gusty Gulch. This Boo is near the Save Block. Talk to him, then, wait. (He says he's looking for it, even though he doesn't go anywhere.) Talk to him shortly after for the Package. Give it to Koopa Koot for 1 coin.

#19: Now he wants a Coconut. Just get it from a palm tree on Lavalava Island. Give it to him for 1 coin.

#20: Now he wants a Red Jar. He says to go to Dry Dry Outpost and buy a Dusty Hammer, Dried Pasta, Dusty Hammer, then...he forgot. Well, buy these three things, then, buy a Dried Shroom. You'll get the Red Jar. Give it to Koopa Koot for 3 Star Pieces.

-----  
15. OTHER THINGS  
-----

Here are some, well, other things I didn't know where else to put.

-----  
A. THE DOJO  
-----

The Dojo is in the first part of Toad Town, and you can fight three people there in five battles (except not at the very beginning). You gain no experience, but you do get cards (and a diploma) proving your strength.

First-Degree Card: First off, you must beat Chan the Buzzy Beetle. His HP is 15, attack power 2, and defense 2. Just jump on him to flip him onto his back, and the battle will be a breeze.

Second-Degree Card: Now, you must defeat the Duplighost, Lee. He can turn into your partners and attack you. His HP is 20, and his attack power and defense are the same as your partner. But, when he's himself, his attack power is 5.

Third-Degree Card: Now, you must defeat The Master. He may look like an old man...well, he is, but he's still a tough opponent. Though, this first battle against him is nothing compared to the last two. His HP is 50, attack power 6, and defense 0.

Fourth-Degree Card: Now you'll see where The Master got his name. This time around, he's tougher and has HP 75, attack power 8, and defense 0. Later on, he'll do extra damage, like 5 and 6 in one turn. Make sure you have some strong attacks to defeat him as fast as possible, plus some healing items.

Diploma: The last time, he will have HP 99, attack power 10, and defense 1. He can also do 5, 6, and 7 damage all in one turn. The Power Bounce badge is very useful if you're good at it. This is a tough battle, but you can get him!

-----  
B. THE PLAYROOM  
-----

You can play a couple of games at the Playroom and earn coins, but you need the Silver and Gold Credits you get from Koopa Koot. To find the Playroom, go to the train station in Toad Town. Around the north side of the area, when you hit a tree to the left, a pipe should come out (to the left of the path leading back to the rest of Toad Town). That pipe leads to the Playroom.

Jump Attack: You need the Silver Credit for this game. It's down the left pipe.

For 10 coins, you can play the 5, 7, or 9-Block Option, which means you must hit that number of blocks without getting a Bowser Panel to win. For each option, 11 blocks will appear. Hit them, and you can get a 1-Coin Panel for 1 coin, a 5-Coin Panel for 5 coins, a 5-Times Panel to multiply the coins you've

gotten so far by 5, or a Bowser Panel, which means the game is over and you lose all the coins you earned. If you beat the 9-Block Option, your coins will double.

Smash Attack: You need the Gold Credit for this game, which is down the right pipe. It costs 10 coins, and you have 30 seconds. Hit the blocks and try to get 10 Peach Panels to win. You may also get enemies from the blocks. A Bob-Omb will slow you down and so does the Fuzzy; press A fast to get away from the Fuzzy. Watch carefully because you will see these things jump up from the blocks occasionally, so you'll be able to know what's in those blocks. If you win, you'll get coins based on the time that is left. For example, 1.9 is 19.

-----  
C. LI'L OINK FARM  
-----

The Li'l Oink Farm is located near the Toad Town train station. Jump and hit the bar to pay 10 coins, and an egg will roll down the ramp. Hit the egg with your hammer and a Li'l Oink will come out. There can only be up to 10 Oinks in the fence at a time, and if you go in there, they all run away. Once there are 10 Oinks, hatch another, and the first Oink will run away, leaving behind an item. They leave behind Repel Gels, Life Shrooms, Super Shrooms, and several others. More importantly, you can get Ultra Shrooms from the gold Oinks and Jammin' Jellies from the silver. Those are rare, so if you have any, it's likely better to get items from them rather than from the other pigs, since, like I said, they all run off if you enter their pen.

-----  
D. KENT C. KOOPA  
-----

This huge Koopa blocks Pleasant Path after chapter 5 and makes you pay 100 coins to get past. Now, you can just use the pipe in the Toad Town Tunnels to get to Koopa Village, but we're not going to let that big bully get away with this, are we?! You can talk to the Koopas in the first part of Koopa Village for some tips. Apparently, he falls asleep easily... Well, let's stock up on Sleepy Sheep, then go and fight him. His HP is 70, attack power 10, and defense 6, though he also has an attack that does 3 damage, and he can also attack your partner. His defense will go down if you jump on him twice in a row and flip him onto his back. But, we don't need to know any of that (besides flipping him onto his back), if we just make him fall asleep. He'll sleep for quite a bit, and then when he wakes, he'll attack, then you can put him to sleep again. This is actually an easy battle.

-----  
E. SHOPS  
-----

Here's the items you can buy from shops.

TOAD TOWN (ENTRANCE)  
Fright Jar-5 coins  
Sleepy Sheep-10 coins  
POW Block-5 coins  
Fire Flower-10 coins  
Honey Syrup-10 coins  
Mushroom-5 coins

TOAD TOWN (RESIDENTIAL AREA)



Stone Cap-30 coins  
Dizzy Dial-15 coins  
Thunder Rage-20 coins  
Tasty Tonic-5 coins  
Volt Shroom-10 coins  
Super Shroom-10 coins

#### KOOPA VILLAGE

Dizzy Dial-10 coins  
POW Block-4 coins  
Fire Flower-8 coins  
Honey Syrup-8 coins  
Volt Shroom-15 coins  
Mushroom-4 coins

#### DRY DRY OUTPOST

Thunder Bolt-5 coins  
Dusty Hammer-2 coins  
Honey Syrup-5 coins  
Dried Shroom-2 coins  
Dried Pasta-3 coins  
Mushroom-3 coins

#### BOO'S MANSION

Super Shroom-13 coins  
Life Shroom-50 coins  
Maple Syrup-25 coins  
Snowman Doll-15 coins  
Stop Watch-25 coins  
Mystery-1 coins

#### YOSHI'S VILLAGE

Snowman Doll-15 coins  
Thunder Rage-15 coins  
Fire Flower-5 coins  
Tasty Tonic-2 coins  
Honey Syrup-6 coins  
Super Shroom-15 coins

#### SHIVER CITY

Dizzy Dial-15 coins  
Shooting Star-30 coins  
Snowman Doll-8 coins  
Maple Syrup-20 coins  
Life Shroom-40 coins  
Super Shroom-20 coins

#### STAR HAVEN

Stop Watch-15 coins  
Shooting Star-15 coins  
Super Soda-3 coins  
Maple Syrup-10 coins  
Life Shroom-25 coins  
Super Shroom-10 coins

## BOWSER'S CASTLE

Super Shroom-30 coins  
Maple Syrup-30 coins  
Thunder Rage-30 coins  
POW Block-15 coins  
Dizzy Dial-25 coins  
Mystery-5 coins

---

## F. RARE ITEMS

---

There are only a couple of Ultra Shrooms and Jammin' Jellies in the game (unless you get some from the Li'l Oinks). Here's where they are (Sorry, I think I'm missing an Ultra Shroom.).

### ULTRA SHROOM

#1: One area north of where Kolorado was in Dry Dry Desert, hit the block here after it's empty and another block will appear. Hit it for a Mushroom. Then, hit the other block 10 times total. A block containing a Super Shroom will appear. Now, hit the first block for a total of 100 times to make another block appear. Hit that for an Ultra Shroom.

#2: In the first part of Shiver Mountain, near the end, is a brick block. Break it, then, Tornado Jump in this spot to hit an invisible block for an Ultra Shroom.

#3: After the Crystal Palace, sleep at the Toad House in Shiver City, and when you wake up, you'll find an Ultra Shroom and four Mushrooms.

#4: After the Guard Door in Bowser's Castle that gives you a quiz, you'll find a Save Block. Go up the stairs and through the left door. Go up the steps and drop down to land on the right of the lower ledges. Drop Bombette off here so she goes and hits the red switch. The two ledges will rise up, so cross them to the next room, where you'll find an Ultra Shroom.

### JAMMIN' JELLY

#1: Near the entrance to Mt. Lavalava, behind a big tree, is a Jammin' Jelly.

#2: At the end of Chapter 5, win Peach's quiz for a Jammin' Jelly.

#3: In a tree near Lily in Flower Fields is a Jammin' Jelly.

#4: In the Crystal Palace, in the room with the small Albino Dino statue, there's an invisible block. Use Watt to see it, then, hit it with a Tornado Jump for a Jammin' Jelly.

#5: In Bowser's Castle, right after the Guard Door that gave you the quiz, go up the steps, and at the top of the first set, drop off to land on a ledge with a Jammin' Jelly.

---

## G. TOAD TOWN TUNNELS

---

The Toad Town Tunnels are confusing, so I thought I'd summarize them in their own section. The entrance is found down the pipe near Tayce T.'s place.

### FIRST LEVEL

On the first level, there's a Stone Block to the left, a Save Block and Yellow Block to the right, and a wooden thing on the floor. The right path leads to an Electro-Blooper and a Shrink Stomp badge. The Electro-Blooper has HP 50, attack power 4, and defense 0. If it gets electrified, don't touch it directly or

you'll get hurt (you can use things like Parakarry's Shell Shot, though). Attack it to get rid of the electricity, or else it will attack and do 6 points of damage. Now, from the entrance, the left path leads to a Blooper. Its HP is 30, attack power 3, and defense 0. It can hit you directly or shoot ink. Defeat it to make a switch appear. Hit it and three blue pipes will appear. The left one leads to Dry Dry Outpost, the middle to Koopa Village, and the right to Goomba Village. You can continue to the left to look for badges and Star Pieces and such.

#### SECOND LEVEL

Now return to the entrance, and use a Spin Jump to break the wooden area. Drop through to get to the second level, there's pipe to get back up and a doorway to left. There's also water to the right. The main thing to the left is a blue pipe that appears after you defeat some Dark Koopas. The pipe leads to the outside of Boo's Mansion. Now, cross the water with Sushie to find a Super Blooper. It has HP 70, attack power 5, and defense 0. Sometimes, it has two Baby Bloopers. They have 6 HP and suck HP from you 2 HP at a time, so press A quickly to get them off. When you kill them, Super Blooper gets mad and turns red. It will then do 10 damage twice in one turn, so avoid this with Bow. Defeat it, and a switch will appear. Hit it to make a blue pipe appear nearby. It leads to Yoshi's Village. Past here, if you cross the spikes and go down the pipe, you'll end up finding the Ultra Boots. If you continue on past those spikes, you'll find a blue door. You get through the blue door later in the game; you'll read about it in the actual game walkthrough. Anyway, nearby is a pipe. Go down and blow up the wall to the right. Go through to find Rip Cheato. He sells things for 64 coins, but you don't know what it is until you pay for it. You can get a Bump Attack badge and some Star Pieces from him within the first ten or so items. Now, go through the nearby pipe. You're in the locked house in Toad Town. Use the Odd Key nearby to open the door.

-----  
16. COPYRIGHT STUFF  
-----

This game is property of Nintendo and Intelligent Systems, but I wrote the walkthrough, so no copying without my permission.