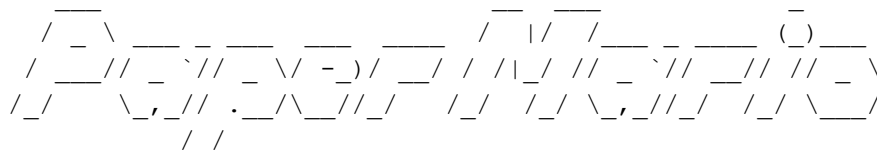


Paper Mario FAQ/Walkthrough

by Bonds Legacy

Updated to v0.55 on Aug 21, 2001



(N i n t e n d o 6 4)

FAQ/Walkthrough
Paper Mario (Nintendo 64)
Ryan Kavanagh (Bonds Legacy)
Version 0.55 - Updated: 08/21/01

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If you see any sites other than the ones listed above, then contact me immediately! The site may have my permission, but just not included in the current version, but tell me anyways...

Note from the Author..

Please check out the "Badge List" section of my FAQ, I have many badges posted, but only a few locations so please, if you know where a badge is, but the location isn't there, then send me an email or contact me by other means, above.

Introduction

Hi, this is my second FAQ/Walkthrough (my first being Conker's Bad Fur Day) so typing one for an RPG could be an all new experience. Bare with me. The FAQ could take up to a few months to complete. Except if there's alot of days where I just can't stop typing.

Well anyways. This is a FAQ/Walkthrough for "Paper Mario" for the nintendo 64. You star as Mario trying to do what? That's right, save the princess AGAIN. But this time, Mario's got a new look, he's paper! For more info, look in the review section of this FAQ.

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* means the section is not complete

1. F A Q / W a l k t h r o u g h H i s t o r y

---Start---

05/24/01-The grand opening of the FAQ, only a few sections are up
05/24/01-Well, all the sections are made now, but I still have to put something in them

05/25/01-Added some FAQs
05/25/01-Finished the Story section
05/25/01-Finished the characters section
05/25/01-Started the controls section, it's harder than I thought! More work on it tomorrow.

05/26/01-Finished the controls section and the review, walkthrough is next.
05/26/01-Started the Prologue, it may be a while before it's done....

05/26/01-Finished the Badges section

05/26/01-Added a couple more FAQs

05/27/01-Added a "Moves section" It's almost complete

05/27/01-Finished the Prologue

05/27/01-Reformatted the Badges List

05/27/01-Finished Chapter 1

05/27/01-Started Chapter 2

07/23/01-It's been quite some time since I last worked on this thing. I've done some work on Chapter 2, up to dry dry ruins.

---Finish---

2. S t o r y : Once Upon a Mushroom... (from the instruction booklet)

Far, far away beyond the sky, way above the clouds, it's been said that there was a star haven where 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 wonderous Star Rod, the seven 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...

3. C o n t r o l s (from the instruction booklet)

Start-Pause the game and view information about Mario. You can also equip badges on this screen. use the analog stick to select information, then press (A) to get details

Control Stick-Move in any direction. Your speed will change depending on how far you press the Control Stick. Press it a little to walk slowly and harder to walk faster.

Z Button-Spin around. Use [Z] along with the control stick to do a spin dash. Using this technique, you can move faster tan you do when you're running. You can also switch places with your partner during a battle.

A Button-Jump on enemies, jump to higher places, and hit blocks in midair. Use the (A) button to also talk to people and look at signs.

B Button-Hit blocks, trees and other objects on the ground, also used to speed up conversations. Pressing (B) can also let you use the hammer outside of battle, as long as yuo have found one, that is.

C Up-Get information such as HP and FP from the status bar at the top of the screen. Press C up again to make the bar disappear.

C Left-Use an item. Make your selection from the menu that appears. Press (A) to finalize your decision or (B) to cancel.

C Down-Use one of Mario's Friends special abilities. Press (B) or C down to cancel.

C Right-Switch Mario's friend for another, if you have found others to add to your party.

4. C h a r a c t e r s (from the instruction booklet)

Mario-One mustached marvel must once again match his wits and courage against Bowser's evil schemes. The Star Spirits held by Bowser's henchmen are waiting for Mario to rescue them!

Princess Peach-Loved by all her subjects, the princess of Mushroom Kingdom is constantly being targeted by Bowser's wicked kidnapping plans. She won't give up, though, and may even lend Mario a hand in this adventure.

Star Spirits-After being captured by Bowser, the seven Star Spirits have been seperated from one another and imprisoned in distant reaches throughout the kingdom. It appears that they are being guarded by Bowser's nasty troops.

Luigi-Mario's friend and younger brother almost always plays an active role in Mario's adventures...but will he this time?

Twink-This Star Kid is too young to have much power, but he's determined to help out Princess peach and Mario whenever he can.

Mario's Friends-Mario will need to combine his talents with those of his newfound friends to thwart Bowser's evil plan.

King Bowser-Will Bowser use the Star Rod to become the ruler the world? It's up to Mario to make sure that that never happens!

Kammy Koopa-As one of Bowser's underlings, she uses her mysterious magic to torment Mario and his pals.

5. R e v i e w

Introduction-My first impression of this game was, PAPER! are they crazy,but that was my first impression,after playing it,i was pleasantly surprised.The game is fun easy to play and lasts for about 24 hours,more if you're one of those people that like's to go off,collecting every last item in the game.

While you are traveling throughout the game,you will meet special characters that you add to your party,theses party members have different abilities and help you on your quest. One more thing, this game is rumered to be the sequel to the classic ''Super mario RPG'', so if you liked Super mario RPG, then you will like this one. The one thing that would've made this game much much better would have been a multiplayer option. Imagine,a paper deathmatch,that would rule,of course instead of guns and stuff,there would be hammers and stuff, but it's just a thought well, now on to the review...

Story line-8/10-Well not much has changed since the first Super mario for the NES,mario is still fighting bowser, and bowser is still kidnapping peach. Except this time...Bowser has stolen the star rod,a magical rod that allows the star spirits to grant wishes to people. Well,with the rod, Bowser has made himself invincible. Mario's job is to recover the star rod from Bowser and return peace to Star Haven.

Gameplay-10/10-The gameplay is great in this game.If you make a 'first strike you get to have a free attack before the fight starts. The battling, is basically classic RPG style (choose an attack from a menu) except for the fact that there are 'action commands',theses commands do different things depending on the attack,you might have to press A right before you hit an enemy,or you might have to hold A for a certain amount of time.There are ,ots of different ones and they make your attacks do more damage,increase your defense,scare enemies out of the battle,etc. Also on the field,it is like any other Mario game(except it's paper),you see enemies running around,etc. to solve puzzles you may have to use the abilities of one of your parteners,or use your trusty hammer or boots.

Graphics-9/10-Well although not what many people were expecting, these geaphics are quite nice for what they are supposed to be,paper. I was expecting really nice 3D graphics when i heard of this 'sequel', although the sprites are not 3D,the are in a semi 3D world,it is almost like a pop-up book.

Sound-7/10-We all know that it is hard to get really nice sound on a cartridge (Conkers Bad Fur Day was a huge exception),the sounds were good,sure the music didn't get your heart racing or anything, but it was still ok sound. The one thing i didn't like is that ALL of the music is in this sort of a happy, chirpy kind of song

Replayability-7/10-Some people might want to play this game again,while others ,will never totally complete the game. But i think you would want to play it again,I've played it over 3 times already and I'm still not tired of it,but thats me,i still have things to do on my first file,that I probaly wont complete for a while

Rent/Buy-Well if you like RPG's and/or you like Super Mario RPG,then i definately recommend buying it. If your not to fond of the whole RPG genere, then i suggest renting and if you like it,the go out and buy it.

7. W a l k t h r o u g h

Intro

There are MAJOR spoilers ahead, read at your own risk.

NOTE I will NOT always tell you when to save, this is up to you to save whenever you see a save block

=====
6. The Beginning...
=====

The letter

It seems that Peach is throwing a party, and she wants Mario to come along. You recieve a letter from the mailman and you and your brother, Luigi are on

your way. You will get to control Mario in front of the castle. Go straight ahead into the castle. Next, go up the big stairs straight ahead of you. In the next room, go to the stairs leading upwards on the left and right sides of the room, go through the door at the top. Follow this hallway to the right until you reach another door, go through it to find Peach waiting for you.

After a very brief conversation, Bowser will interrupt the moment. Challenging you to a fight. You may have beaten him in the past, but now he has the Star Rod, so he is much more powerful than you thought. You will lose this battle any way you fight it so just keep selecting "jump" as your attack. When Bowser finishes you off, you will be thrown out of the window. Bowser lifts his castle up underneath Peach's castle, making both lift up into space. Mario will land on the ground, unconscious. The Star Spirits will appear and give Mario the power to live. Later, a little Goomba finds Mario and she takes him back to Goomba village, waiting for him to wake up...

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6. Prologue: A Plea From the Stars
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Goomba Village

When you wake up, you will be in Toad House, this house will be very important to you, as it can give you back all of your FP, and HP. There is one in every town that you will encounter.

Well, anyways, when you wake up, walk out of the door. There will be a few Goombas walking around. One of them will be at the right, trying to fix a gate. Go inside the other house. Now go to the back right of the room and go up the stairs and through the door. There is another Goomba, talk to him to learn that he is fixing the veranda. Now go back outside and talk to the Goomba that is fixing the gate. Kammy Koopa will fly down and throw a big block in the way so that you can't get through the gate. After, Goompapa tells you to go to the veranda and get Goompapa's hammer to break the block. Go back into the house and through the back door. Goompapa seems to have done something wrong, since the veranda isn't there any longer.

Hammer

When you get to the bottom, Goompapa will talk to you, it seems he lost his hammer on the way down, and you need it to break the block blocking your only way back to Goomba Town. Go to the screen to the left. You will be in a big field with lots of bushes and trees. Goompapa will tell you to press (A) behind the bushes to see what's inside of them. Go down a little and start pressing (A) by the bushes there until the hammer pops out. Use (B) to use it. Walk over to the trees in this field and hit them, a doll of Princess Peach should fall out. It comes in handy later...

Now go back the way you came, except when you're going through the doorway, you will encounter Junior Troopa. He isn't happy that you're "trespassing" on his property, and will engage in a fight with you.

He is pretty easy, keep using your hammer until he's finished and runs away. So to the screen to the right again. This time however, you'll be able to break the block covering your path. On the other side of the block is a Heart Block, hit it to recover your HP. Then go to the back and jump on the springy thing to reach a ledge with a fire flower. Jump down and continue on down the path to your right.

In the next room, there are lots of "Bowser's minions" Goomba will tell you about "First Strikes" Now go to your right and jump on the Goomba to get a first strike, after that, choose which move you want to do, to finish him off. Follow the steps up to another set leading upwards, follow them and jump past the tree to find a Star Piece. Now go back, and follow the main path along to the right.

Goomba Bros.

Walk over to the gate and Goomba will open it. After that, he will run into the house to get something for you, meanwhile the children will talk to you. Goomba will back out and hand you a "Power Bounce" badge. He will also teach you how to use badges if you want. After he teaches you, Goombario will join your party. Now go back to the block that Kammy Koopa dropped in the middle of the gate, and break the block, now go through the new opening.

Walk straight to the right, along the path, but be careful because the path is full of enemies that will attack you. When you get to the next screen, go to your right again. In the next screen, walk towards the springy thing. A red and blue Goomba will come out and want to fight you.

The fight is fairly difficult, if you mess up that is. Attack the red Goomba first, keep attacking it until it's dead, then attack the blue, you shouldn't lose like this. After you've beaten them, go back until you get to the heart block. Hit it to get full HP and FP. Now go back and jump on the springy thing to reach the higher ledge. Go through to the next screen. ignore the sign to your left and continue on down the path. On the next screen you will have to fight the red and blue Goombas again, but with them is the King Goomba! Simply aim for the tree as your first hit.

This will make a nut come down and do 3 damage to everybody, killing off the Goomba brothers. Then continue to alternate between Mario and Goombario to defeat the Goomba King. After he runs back in his castle go over to the side of it and press (A) on the bushes, one will contain a coin, while the other will contain a switch, jump down on the switch to make the castle open up and a bridge stretch across to the other side. Go through the castle and across the bridge, into the next area.

It will present you with a few options:

Save and Continue
Save and Quit
Don't Save and Continue

Choose what ever one you want.

Shooting Star Summit

Next, it will go to Peach's castle and a conversation between Bowser Kammy Koopa, and they meet the Koopa Bros, the captures of the first Star Spirit. After the conversation, you're left to play as Mario. Go straight to your right and through the opening to get to Toad Town. Once inside, go to the screen on the right. Then go north (up), through the big blue doors. This is where Peach's castle "used" to be, now there's a hole in the ground. Anyways, follow the path past the hole and then across a bridge. Keep going straight onto the screen to the right, once again.

You will now be on Shooting Star Summit, now you have to get to the top of the mountain though. Go straight and jump up on the rock, then jump to the next

rock. Now follow the spiral path all the way to the top of the summit. Here is where you will find the Star Spirits. They will tell you some important information. The you're left with the "Save and Continue/Quit" option again. Choose what you want.

The next scene will be back in Peach's castle. Peach and Bowser will have a conversation and after it's over, Twink (the star) will knock on the window. After a short conversation, Peach will send Twink with a Lucky Star and a message to give to Mario.

You will then get control of Mario again. You will be out of shooting star summit. Start going back to Toad Town, but when you start crossing the bridge, Twink will crash into you. He gives you the Lucky Star, which allows you to use the action command. He will ask you if you want to know how to use it. Choose "Yes" or "No" Afterwards, a minion of Kammy Koopa will fly down and challenge you. This battle is basically just to test out the action command. It's a VERY simple battle. Afterwards, keep following the path back to Toad Town.

A toad will stop you and tell you that Merlon is looking for you. Walk to the left. There is a house with a spinning roof. Try to open the door. It will say nobody's home. Try to open it again to make Merlon come out and knock you to the ground. He gets you up and you follow him into the house. We tell you what his role in the game is, he can predict the way that you must travel. Go back outside and go to the right. There will be 4 "dark" toads blocking the way out of town. They will tell you NOT to go see Merlon, so obviously go see Merlon. Don't talk to him from across the table, go right up beside him and talk to him. He will go outside and zap the toads, revealing that they're the Koopa Bros! After Merlon leaves, go through the exit and after those Koopas!

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6. Chapter 1: Storming Koopa Bros. Fortress
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Blue Shelled Koopa

Keep following the path to the right. Watch out for enemies on the way, so that they don't get a first strike. Once you get to the next screen, walk up to where you can't get across the water, kill the Koopa around here, then hit the tree with your hammer. A switch will fall out, so push it to make a bridge appear over the water. Continue to the right as you avoid and/or fight enemies . When you get to the next screen, there will be a sign. Read it if you want, but after, go to the path leading to the south (down) and follow it to get to Koopa Village.

It seems that Koopa Village has been invaded by Fuzzies! the Fuzzies have stolen the Koopa's shells and it's up to you to get them back. The first one you encounter is the Koopa that talks to you, his shell gets stolen, so smash the Fuzzy with your hammer to get the Koopa's shell back. Now go down a little and break the block that has a shell on top of it. Now hit the tree in the middle to knock down another shell. Now go to the right screen. In this area, there are 3 more shells to recover. The first is right below you. You will have to walk very slowly to get near it, then smack it with a hammer. The other is on the other side of the area.

You have to push the little block around the square, get it in the middle, then jump on it to be able to hit the block that's holding the shell. The last one is in the house with the blue shelled roof (the one that is shaking) Go knock on the door, the koopa will come out and tell you to go in and get his shell. When you enter, the Fuzzy will jump through the back door, so go after

it. It will elad you to a long path, so keep to it, Fuzzies will jump from the bushes lining the path, so be careful. On the next screen, the Fuzzy with the shell will jump into a tree. This is almost like a mini-game.

The fuzzy will jump from tree to tree and you have to figure out which one he's in, you need to have a careful eye. When he's done moving around, hit the tree that you chose with your hammer to make the shell fall down, the Fuzzy will bring it back up. You will need to play two more rounds of this "game" before you get to keep the shell. Be careful though, because if you pick the wrong tree, a Fuzzy will jump down and attack you. Once you have the shell, start going back, you will run into Kooper, the koopa which asked you to go get his shell, he will ask for it, so give it to him. After that, he will join your party. When you try to leave again, the Fuzzy that had stolen Kooper's shell will challenge you to a fight. It is basically to test out Kooper. Just attack the Fuzzies one by one. Use Koopers Power Shell move if you want.

Koopa Bros. Fortress

Now go all the way back to Koopa Village. Leave the ay you came and follow the path up to the sign that you saw before. Now go to the right, the way to Koopa Bros. Fortress...

Be aware of enemies, as usual. When you come to a break in the path, you will see a switch on the other side of the gap. Use Kooper's special ability (C-Down) to hit the switch and make a bridge appear, cross it and continue along the path to the right. There are lots of flying koopas in the next screen, so be extra careful. Keep following the path until you reach a heart block, recover your health and continue down the path, on the next screen you will find Koopa Bros. Fortress! One of them will be waiting outside, but will run inside as soon as he sees you. Follow him.

Inside the Fortress

In the first room, follow the path around the water to find a Koopa, kill him and get a key to open the door beside you. In the next roo, are two Bomb-ombs, do with them what you want, but go through the door on the right side. It will show one of the Koopa Bros put a gate around a key, he then runs away. Run across this room, doing what you want with the enemies. In the next room, there is a single koopa, and a locked door. Kill him to make a switch fall down from somewhere up above.

Press the switch to make the big set of stairs fall down. Climb down them. Once at the bottom, go to the left and through the opening. The entrance will lift up behind you, trapping you in the room. Kill the two flying koopas and the one on the ground to open the doors again. Go to the left. Now you will have to keep going left, running around the flame things. When you get to the end, a key will be waiting for you. Now with the key in hand, go back to where the stairs fell. Go back up the stairs and open the locked door. Go through it . Now go upwards and start walking up the ramp. Keep following it until you reach the yellow block that the yellow koopa bros. was near. Hit it to fall into the underground prison. You will meet Bombette in the prison.

Talk to her a second time for her to join your party. When she walks over to the crack in the wall, press C_Down to make her blow it up. An escape route! Fill your health up with the heart block if nesicary. Then go out the crack and turn right and follow it until you find a door, when you go near it, a guard will come in. Time for a battle. Kill him and go through the door. Your back by the big set of stairs, so go up them and into the door on the left. There is a key in the cage as soon as you go through the door, Use Bombette

to blast away the cracked part and retrieve the key.

Now go back through the door and go into the door on the right side of the room. Now go back up to where the Yellow Koopa Bros. tricked you. This time though, go through the door. Walk around the balcony and open the lock on the door and go through. When you go through it, get out Kooper. You will need to kick him across the gap and hit the switch, this will make a series of "bridges" pop up. Walk across them as far as you can go, then turn around and hit the switch again. Now go a little further and hit the next switch.

Go as far as you can go, then turn around and hit the switch again. Go through the doorway that you should be at. Now walk around the stone and hit the blue switch. It will make a set of stairs fall down. Go down them and jump on the platform with with the cracked wall. Blow it up and go inside to get a key. Now go back up the fallen stairs and climb up them, at the top is a locked door, use your newly gotten key to open the door.

Inside, walk around the stone thing again and hit the blue switch to make the stairs rise from inside the water. Climb up them until you reach the door. Go out of it and walk forward a few steps. This is when the camera will zoom ahead of you and show that there are a few cannons that will be firing missiles at you. Run up the middle, either avoiding the missiles or jumping on them to fight them, when you reach the cannons themselves, jump on them and defeat them. Now go down, following the short path to find a heart block. Now go through the big door to fight with "THE KOOPA BROS."!

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Mini-Boss Battle: Bowser???

Max HP:10
Attack Power: 1
Defense Power: 1

It seems the Koopa Bros. have made a Bowser costume, it can only do 1 damage so take it out quickly. Your regular "jump" attack will not work against him so use your hammer or Power Jump.

Boss Battle: Koopa Bros

Max HP: ?
Attack Power: ?
Defense Power: ?

Now to fight the Koopa Bros. At first, they stand in a tower. You must knock it down and attack them individually. They really aren't that hard.

After they are defeated, a card will appear, get it to free the first Star Spirit.

=====

Princess peach

It now goes to a part of the game where you have to take control of Peach. Star by going to the picture on the wall beside the fireplace. Press it to open a secret passageway in the fireplace. Go through it. Go to the left and push the red button. Once you're in the room, go to the left and read the diary on the desk. Bowser will come in and catch you reading his diary. He

will send you back to your room, but you've learned where the second Star Spirit is anyways.

A Rescued Star Spirit

It will go back to Mario, he will have a talk with the Star Spirit he has just rescued, then Star Spirit will give him Star Power to use during battle. After he leaves, it's time to head back to Toad Town, you SHOULD know the way by now. but anywys, just keep going to the left. Watching out for enemies the whole way, you never know when one might jump out.

Toad Railway

When you get back to Toad Town, go to the area where Merlon is. Now go to the south. A little kid will stop you and say that he just opened up a badge shop, stop in every once in a while, they get some pretty good badges. Anyways, go to the south into another part of Toad Town, now go south one more screen. There will be a train in this area so hop aboard! It takies you to the next chapter...

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6. Chapter 2: The Mystery of Dry Dry Ruins

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The Mountain

When you get off the train go to the left and up, follow the path up the mountain. Follow the arrows. When you get to the heart block, recharge if you have to, then take another couple of steps to the right. ParaKerry will come out and ask you to look for his letters, so get looking....

The Letters

Now continue to the right. In this next area, there will be lots of enemy moles that will pop out of the ground, so bge careful. Keep going to the right , following the arrows. On the next screen, continue to the right some more. Keep going until you can see a letter on a ledge above, now to get it.... Keep going right and hop up on the stone steps, pull out Kooper if he's not already out and send him flying across the gap to retrieve the letter. Now with the letter in hand, return to Mr. Parakarry.

Apparently, he's also lost 2 other letters, so now you're off to find them. Go back, past where you found the first one, and through to the next screen. Keep going until you find a path with arrows leading up. Follow it to the top. Go left, past the enemy that transforms from a rock into a ????. Keep going, behind the rocks, until you reach the entrance to the next screen. You will have to open up the wierd little gate thing in front of you. You will slide down the ramp and be launched into the air. When you land on the other side, go to the left screen. From here, keep going left, doing what you want with the scattered enemies. When you get to the springy thing, jump on it to reach another letter. Great, only one more to go. Go all the way back, back to where you went up the path with arrows. This time, go right. On the next screen, fall down into the crevass. Down below is the last letter! Jump on the spring to get back up. Then go and see Mr. Parakarry.

He will explain that he has lost letters all over the world and that he wants to go with you to find them all. So now, you have a new member to your party.

Go back to where you found the last letter, down in the crevass. Instead of falling down, fly over the gap using Parakarry's special ablility. Go onto the

next screen (to the right) Keep going and you will find a big bridge. Cross it , when you get to about the middle, a big eagle will come and talk to you. It seems that he's looking for Mario, but he doesn't know what Mario looks like, he presents you with 3 options:

Mario = He will challenge you to a fight

Luigi = He will let you go, with out fighting him

Peach = He knows Peach is in Bowsers castle, so he'll fight you anyways

After whatever you choose to do, keep heading right.

Folow the arrows down the mountain. When you get tot he flat area, there will be a save block and a heart block. Do what you have to do and go through the wooden path on the right.

The Desert

Now, you're in Dry Dry Desert. Thgis place is pretty big, I have a map of it below...

	A	B	C	D	E	F	G
1	_	_	_	_	_	_	_
2	_	_	_	_	_	_	_
3	_	_	_	_	_	_	_
4	_	_	_	_	_	_	_
5	_	_	_	_	_	_	_
6	_	_	_	_	_	_	_
7	_	_	_	_	_	_	_

A1: There is a fright jar hidden in one of the blocks, hit it with a hammer

A2: A block with thunder rage is on this screen

A3:

A4: This is where you start off in when you enter dry dry desert. Kolarado's base camp is in the upper right part

A5: All enemies, shy guys and pokeys

A6: Blank, absolutely blank!

A7: If you walk around enough, a shy guy will charge at you....

From your starting point, head right. Follow the path, keep following it until you get to the very end, to Dry Dry Outpost.

Dry Dry Outpost

Whatever you do, don't use your lemon. You will need it. Head along the city. Rest in toad House if you want, but continue on to the right. When you get to the end, there is a mouse with a big cloak on. Talk to him and he will ask you to give him something if you want information about Mustafa, the mouse that knows how to get to Dry Dry Ruins, where the next Star Spirit is being held captive. After you give him a lemon, He will tell you to be a dried mushroom and a rusty shovel. By them in the order he tells you to. (You buy them at the shop) When you do, the shop owner will tell you where to find Mustafa, at the top of the city.

Head back to where the hooded mouse was, he's gone now. Go through the door he was "guarding" Go inside and to the right. Head up the stairs and on top of the roof. Run to the left and jump over the gap, onto the next building. On this building is a door, go through it to find Mustafa. Surprise! It's the hooded mouse fellow from before. He will give you the red stone. It will tell you when you're near Dry Dry Ruins. So head back into the desert. In about C1,

the stone will really start glowing and beeping.

This is where Dry Dry Ruins is located. Run up to to the strange rock in the center of the area and place the pulse stone in the hole in the rock. This is the secret to unlocking the ruins. The ruins will rise up from the sky and you will be able to go in them.

Dry Dry Ruins

In the first room, save and continue to the right. Run past all of the coffins unless you want to fight a couple of pokey's. At the end, you will see 2 doors. One up the stairs with a lock on it and one down the stairs, open. Go down the stairs. In the corner of the next room is a key. take it and run up to the room above you. In this room, press the switch to make all of the sand in the room sink through the floor. Now, go back down the stairs into the room below. All of the sand is now in this room. Run across it to reach a door that you couldn't get to before. Go through it.

In this next room, go up the stairs that are in front of you. Use parKarry to cross the small gap, then use Bombette to blow open a section in the wall. Hit the switch in the past room. The sand will all exit the room, unveiling a star peice in the corner. Grab it and go back outside. Go to the room below and cross the sand to get a key. Then go back outside.

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6. Chapter 3: The "Invincible" Tubba Blubba
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6. Chapter 4: Trials in the Toy Box
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Toy Box

Once you're in the Toy box, go to your

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6. Chapter 5: Hot Hot Times on Lava Lava Island
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6. Chapter 6: Dark Dark Days in Flower Fields
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6. Chapter 7: A Star Spirit on Ice
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6. Chapter 8: A Star Powered Showdown
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6. The End
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A message from the Author...

Thanks for using my FAQ/Walkthrough, I hope that you found it useful. The game wasn't so hard, was it?

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7. Move List / Party Members

Mario

Description: This red clothed plumber is off to rescue Princess Peach again

Special Ability: Can use a hammer to smash objects

Attacks: Hammer-Mario smashes the enemy with a hammer

Jump-Mario jumps on the enemy

Goombario

Description: Goombario is a clever young adventurer who admires Mario

Special Ability: Goombario can tell you anything unusual about the area

Attacks: Headbonk-Headbonk an enemy

Tattle-See enemies' descriptions and HP during battle

Charge-Raise attack power by 2

Multibonk-Headbonk continuously until you miss the action command

Kooper

Description: This adventure loving-koopas wants to be an archeologist

Special Ability: Kooper can go into his shell and be kicked across gaps

Attacks: Shell Toss-Throw a shell at an enemy

Power Shell-Throw a shell at all enemies on the ground

Dizzy Shell-Daze and paralyze all enemies on the ground

Fire Shell-Attack all enemies with a flaming shell

Bombette

Description: Hot-headed Bombette was once jailed in Koopa Bros. Fortress

Special Ability: Bombette can blow up walls

Attacks: Body Slam-Body slam an enemy

Bomb-Explode and destroy an enemy on the ground

Power Bomb-Explode and destroy all enemies on the ground

Mega Bomb-Explode and destroy all enemies

ParaKarry

Description: He's a mail-carrying Paratroopa who's looking for lost mail

Special Ability: ParaKarry can fly you across gaps.

Attacks: Sky Dive-Kick an enemy

Shell Shot-Attack an enemy in the air by bumping into it

Air Lift-Carry an enemy away from battle

Air Raid-Fly around like crazy, attacking all enemies

Bow

Watt

Sushie

Lakilester

8. Frequently Asked Questions

Q: Is Mario made of paper?

A: No, but the game is based on a Mario that is made of paper...

Q: What is the maximum level you can level up to?

A: Everything evens out at level 27

Q: How long is this game

A: Well, the length varies from person to person, but it takes roughly 24 hours to complete this game, not including all badges, star pieces, etc

Q: Where can I find a melon!?

A: Give the yellow Yoshi in Yoshi's Village an item from Tayce T.'s house

Q: Can you play as Luigi in this game?

A: No, there are rumors, but as of right now, the answer is no

Q: Can you take control of Peach in this game?

A: Yes, after each Chapter, you must play a min-role with Peach

Q: Is this a good game?

A: Yes, now I command you to get it!

Q: How can I get some cake mix!?!

A: As soon as you drop into the toybox, head left, keep going until you get to the last room. Inside will be lots of shy guys with items on their heads. Fight one of them with a bag of cake mix. Beat him and you will then be able to keep the cake mix.

Q: How many players does Paper Mario support?

A: Only 1 player, no multiplayer

Q: Is Paper Mario an RPG?

A: It is considered an RPG, but a very unique one at that

Q: Did you write this entire FAQ by yourself?

A: Yes

Q: How come you're not answering me when I try to contact you?

A: Most likely, I'm busy, or I might even be on vacation, who knows...

Q: How can I contact you?

A: Look at the top of this FAQ/Walkthrough for all my contacts.

Q: Can I post this Walkthrough on my site?

A: Yes, as long as you have MY permission. Email me and I will reply to your question

Q: Why doesn't your FAQ cover everything?

A: It's not complete then.

