

Paper Mario FAQ/Walkthrough (w/ me frog) Final

by Yami Shuryou

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You see those weird collecting of two letters and two numbers? Punch those in when you bring up your comptuer's FIND ability to instantly skip to that section. It's an easy way to get to one part of the FAQ without having to slow down.

Complete 100%: The chapter has been completed and no changes will be made from here on UNLESS there's an error in the section

Complete: The chapter has been completed, but changes can still be made

Near completion: The chapter is nearly done (90%+ complete)

Good progress: The chapter has a lot of information, but it is not yet complete (60-89% complete)

Halfway: The chapter is or is a little over halfway (50-59% complete)

Not complete: The chapter has enough solid info, but hasn't been fully completed yet(15-49% complete)

Small progress: The chapter has been started, but very little info is inside (1-14% complete)

Not started: The chapter has not yet begun (0% complete)

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| (01) | WALKTHROUGH | - | Guide on how to beat the game | Complete 100% |  
| -- | Prologue 1 | PTPTTC | Prologue 1 guide | Complete 100% |  
| -- | Prologue | PRAPFS | Prologue guide | Complete 100% |  
| -- | Chapter 1 | C1SKBF | Chapter 1 guide | Complete 100% |  
| -- | Chapter 2 | C2MDDR | Chapter 2 guide | Complete 100% |  
| -- | Chapter 3 | C3TITB | Chapter 3 guide | Complete 100% |  
| -- | Chapter 4 | C4TTTB | Chapter 4 guide | Complete 100% |  
| -- | Chapter 5 | C5HHLI | Chapter 5 guide | Complete 100% |  
| -- | Chapter 6 | C6DDFF | Chapter 6 guide | Complete 100% |  
| -- | Chapter 7 | C7SSOI | Chapter 7 guide | Complete 100% |  
| -- | Bowser's Castle | C8SPSH | Bowser's Castle guide | Complete 100% |  
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| (02) | Sidequests | 02SDQS | Sidequests | Complete 100% |  
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| (03) | Enemies | ENMDSE | Enemies | Complete 100% |  
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| (04) | Items | 04ITES | Items | Complete 100% |  
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The game starts off as Mario and Luigi receive an invitation from Princess Peach to a party. The two obviously go, and the game gives us a rundown on a few areas until we reach the castle. After Mario and Luigi part, talk to the toads if you wish (notice that the castle layout is much like that of Super Mario 64?), and then head up the center stairs and through the door. Talk to any you want to here,
then go up either length of stairs, and through the wooden door. Continue along the route through the last door.

Here, you'll meet Peach, (Who o_0 enough is taller than you) whom invites you to her private chambers. Your plans are however disrupted as a castle belowground submerges, taking Peach's castle with it into the sky. Bowser then comes crashing through a window, and reveals that they are indeed in the sky, with Bowser's castle below Peach's. Mario rushes to stop Bowser, and Peach tells Bowser that he can't win. Bowser retorts that it is different this time. Mario is quickly beaten as Bowser reveals a magical artifact, the Star Rod, that he stole from Star Haven. After a few traded hits, Mario is sent out the window Bowser came through, and falls to the planet below. Peach looks onward, praying.

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|                                                                                      |  
|                                Prologue                                             |  
|                                A Plea from the Stars                                 PRAPFS|  
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Goomba Village
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Mario is lying unconscious on a forest floor when seven stars appear and give him their energy. A goomba then comes out, and after figuring out who Mario is calls her parents.

As Mario is resting on a bed, one of the stars from earlier appears. He introduces himself as Eldstar, and tells you to come to Shooting Star Summit where he'll have the strength to tell you of something.

A toad then comes in and relives to Mario the current situation. After Mario comments on Eldstar, the toad tells you what it may mean. After the conversation, go out and talk to the Goombas. For now, you can't get to town, so save at the Save Block, and head into the second building, then head through the second door. Speak to Goompa, then leave the house altogether. Goombario tells you the gate is fixed, so go and talk to Goompapa. He and the sister wish you good luck, when suddenly the witch who was accompanying Bowser appears. She expresses her surprise at Mario being well, then introduces herself as Kammy Koopa. She suddenly summons a block to stop you from proceeding, then leaves!

Goompapa is not pleased, and he tells you to go and fetch Goompa's hammer after he

learns of Princess Peach's plight. Save at the Save Block, then go and see Goompa. However, when you try to go see him, the veranda is missing, and Mario falls for the second time in one day. Poor Mario! <<

=====
Wildness outside of Goomba Village
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Go to see Goompa, who after telling you of the veranda, discovers a block and tells you that his hammer is missing. Go left, and after getting some coins from the other bushes, get the hammer from the centre west bush. With your newfound weapon, hit the trees and the blocks for some coins and a Dolly. Head right then. Goompa will be knocked back, and a Koopa with egg shells on him comes out. Introducing himself as Master Jr. Troopa, he then fights you.

(Master Jr. Troopa)

????????????????

5 HP, 20 Star Points

Strategy: Although this is an introductory battle to the game, it will only introduce the basics of the hammer, as you've already gone through the basics with Bowser. After he says that he is powering up, one more hit will do Jr. Troopa in.

After losing, Jr. will bawl, and run away, after telling you he'll be back. Now, save at the Save Block, then head right.

Here, hit the immediate block for a coin, then continue right and destroy the larger yellow block with your new hammer. Proceeding along, ignore the platinum block, and hit the clear block with a heart to heal yourself. Head up and jump onto the spring to get some coins, then drop off left to get a Fire Flower. With all that you can do here done, continue heading east onto the next screen.

Here, Goompa will warn you of the enemies, which happen to be some Goombas. With the next few battles, you'll learn some of the battle mechanics. After you dispatch the winged Goomba, head left along the upper cliff, and make your way to Star Piece. With that done, head off the cliff, then go right again, this time all the way, to make it back to the Goomba residence. Here, you'll encounter a locked gate, but Goompa will open it for you.

=====
Goomba Village
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Goombaria and Goombario will welcome you back. Goompa will go to fetch something, and then Goombario will notice the Dolly, saying that that is the one that Goombaria lost. Give it back to her, and she'll give you a Star Piece, plus a kiss! Goombario asks Mario how he seems to beat up enemies so easily, and then Goompa comes back out, and gives you a Power Jump badge. He'll explain about badges and the Heart Blocks. After some more bereft conversation, Goompa will let Mario use his hammer, then tells Goombario to go along with Mario! Goombario will be excited, and then join you. Basically, Goombario will be your source of information on your surroundings. Goompa then leaves. Go and rest at the Toad

House, then smash the block that was blocking your way. Start heading for the path to Toad Town.

=====
Path to Toad Town
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Here, look at the sign to attract a Goomba, and then fight it. Goombario will give you some advice on allies, though it won't be required until later. With the chance to test out Goombario and allies in general, fight the next few Goombas that litter the road. Hit the three blocks for some coins, and then fight the next enemy. Continue into the next area.

Here, fight the lone enemy, and hit the block for the Close Call badge. Look at the sign to get a Mushroom, then dispatch yet another enemy. Hit the Heart Block, then head into the next area.

Here, you'll encounter two oddly coloured Goombas, who will forbid you from passing. They then decide to fight.

(Blue Goomba, Red Goomba)

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Blue Goomba: 6 HP, 1 Attack Power, 10 Star Points

Red Goomba: 7 HP, 1 Attack Power, 10 Star Points

Strategy: These guys aren't really hard. With your new Power Jump, eliminate Blue

Goomba with the taste of it twice, then defeat Red Goomba with your remaining resources.

"He's the younger of the two notorious Goomba Bros. As you heard in his little speech, he's one of the Goomba King's men. He doesn't look that healthy. He's weaker than his brother." - Blue Goomba

"He's the older of the two notorious Goomba Bros. The Goomba King ordered him to try to stop you. You can take this guy, no prob. He has just a little more HP than an ordinary Goomba." - Red Goomba

After you defeat the two, they'll cry and run away, letting you have free access.

Before you go jump onto the spring, save at the Save Block. Jump onto the spring now, and go into the next area.

Here, fight the Goomba disguised as a Mushroom, and head onwards. Here, you'll see a cut scene with the Red and Blue Goombas, pleading to King Goomba and going into King Goomba's Fortress. Mario and Goombario march onto the scene, and Goombario tells Mario about a bridge. Suddenly, the three Goombas pop out and start fighting Mario.

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(King Goomba, Blue Goomba, Red Goomba, Goomnut Tree)

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Blue Goomba: 2 HP, 1 Attack Power, 10 Star Points

Red Goomba: 2 HP, 1 Attack Power, 10 Star Points

King Goomba: 10 HP, 1 Attack Power, 10 Star Points

Goomnut Tree: 1 HP

Strategy: Start by hitting the Goomnut Tree, which will drop a nut on the three

Goombas, eliminating Red and Blue, and taking a chunk off of King Goomba's. From there, continue attacking King Goomba.

"He's really big. I mean, look at him! He looks really powerful. He's the boss of the Red Goomba and Blue Goomba. Who cares if he's strong? You're much stronger. I wonder what he ate to become so big? I'd like to be a bit bigger, too." - King Goomba

"He's the younger of the two notorious Goomba Bros. As you heard in his little speech, he's one of the Goomba King's men. He doesn't look that healthy. He's weaker than his brother." - Blue Goomba

"He's the older of the two notorious Goomba Bros. The Goomba King ordered him to try to stop you. You can take this guy, no prob. He has just a little more HP than an ordinary Goomba." - Red Goomba

"Spikey Goomnuts will fall down if you hit this tree. They'll definitely hurt if they hit you, but it may be worth it to use them against the enemy."

The three will flee into the fortress, and listening in on them, you'll learn about a switch of sorts. Hit the upper tree for a Star Piece, and then check the bush for a switch. Jump on it to make the fortress collapse and the bridge to rebuild itself. With that done, cross the bridge to get into Toad Town. That done, you will also see Kammy Koopa, as she flies off.

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The Two Castles
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Kammy Koopa informs Bowser that Mario has defeated Goomba King, and is now heading for Toad Town. Bowser is infuriated, commenting that Goomba King was a wimp. Kammy then reassures Bowser that they cannot be defeated. Bowser then asks if the Star Spirits have any way of giving Mario their power, and Kammy again reassures Bowser. Bowser then asks if the Koopa Brothers guarding the nearest star can defeat Mario if he somehow reaches them, and the four Koopa Brothers come in. Although they do seem quite a bit quirky, they show Bowser a special attack. They are pleased, until Bowser learns that nobody is guarding the star they were tasked to do. They then run back to their fortress. We now regain control of Mario.

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Path to Toad Town
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Head down the cliffs to start. At the end, go down and left, and get from the Block a Sleepy Sheep. Continue right, and just before the large roof, hit the tree above for a spring to come down. Jump onto it, and go across the roof. Open the chest for the Hammer Throw badge, then fall off the left. Continue across into Toad Town now.

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Toad Town
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As you walk into the residency of Toad Town, one toad tells you what we already

know, and pleads you to save Peach. You now have a good portion of the town to yourself, though a good amount is blocked off by some wood that fell in the middle of the road. Rest up at the Toad House; buy some Items at the shop, (signified by a Fire Flower) and save at the Save Block. With all that done, head up past the blue gate with a star.

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Path to Shooting Star Summit
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Talk to the toad here to learn that Luigi made it out of the castles, then continue along the pretty much straightforward path. After you come to a crossroad, go up the cliffs into the Shooting Star Summit.

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Shooting Star Summit
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Here, head up the cliffs, and at the top, speak to the star that keeps fading in and out. The seven Star Spirits then appear, and explain the plot in whole to you; they grant wishes to good people, and ignored the wishes of the selfish. Bowser was one of the selfish, and when he found out that they were not granting his wishes, he came up to Star Haven and stole the Star Rod. For now, he's content with his evildoings, but it may worsen. If Mario can rescue all seven of the Star Spirits, they may be able to help him. For now, their power is diminished, and they disappear. After some conversation between Goombario and Mario, we go back to The Two Castles.

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The Two Castles
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Crying in her chambers over the situation, Peach is suddenly intruded on by Bowser and Kammy. Kammy discourages Peach of hoping for Mario, and Bowser tells her that if she has a wish he finds suitable, she can ask of him to grant it for her. Kammy warns Peach to not make trouble, and the two Koopas then leave.

Peach wishes that somebody could help her, and suddenly, a Star Kid (A small star) comes in through the windows! He introduces himself as Twink, and tells Peach he came from Star Haven to grant her wish. When he admits that he cannot get the Star Rod back from Bowser or take her away from The Two Castles, Peach gives him the task of taking a message to Mario plus a Lucky Star. Twink leaves, happy he could help. Peach then goes out onto the cathedral, wondering where Mario is, as we switch back to the person in question.

=====
Path to Shooting Star Summit
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Morton's fortune, accept. As you try to leave, however, the Fuzzy along with three of his friends will show up.

(Fuzzy x4)

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3 HP, 1 Attack Power

Strategy: The thing is, it's a bit hard for precise timing on dodging their attacks. Nevertheless, if you hit them with Mario's hammer and use Kooper's Power

Shell to hit all four of the Fuzzies, you'll defeat them easily.

"Why do Fuzzies always jump up and down? They need to chill out! The problem with

Fuzzies is their quickness. It's really tough to time their attacks. If they latch

on to you, watch out! They'll absorb your HP."

After you win, the Fuzzies will run off. Head left now.

When you come to the stumps in the former area, jump up onto the second one, and use Kooper's ability to toss him over, thus granting you an HP Plus Badge. Head all the way back to town now.

Back in Koopa Village, push the blue block in the small plot of land and hit the brown block for a Star Piece this time. In the far right house, talk to Koopa Koot to do some favours if you wish. Finishing that, rest at the Toad House, save at the Save Block, then leave Koopa Village.

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West Mushroom Region

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Out of Koopa Village, head up the stairs and go left. Back on this screen, take the down path and use Kooper to get a Star Piece. Head back to the last screen, and go behind the third striped pole for a Honey Syrup. Then, head across the bridge onto the next screen. Claim the coins as your own here, fighting the Koopa

Troopa that will pop out of the tree. Heading down, fight the Spiked Goomba, ignoring the block for now. Continuing, kick Kooper across to hit the switch, thus

allowing you access across. Head onwards the next screen.

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Koopa Brothers Fortress

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On the next screen, save at the Save Block, then try to go up to the door. The black Koopa Brother will come out, panic at the sight of Mario, and then run back

in. Follow him inside.

In here, defeat the Koopa Troopa, whom will drop a Fortress Key. Pick it up and use it on the locked door near you to open it. Go through, and defeat the two Bob-ombs who occupy this room. Finishing that, head on.

Here, you'll see the green Koopa Brother be all high and haughty, but he will run

away when Mario comes in. Defeat the Koopa Troopa, then head on. Dispatch the second Koopa Troopa that will come out running from behind a cell, then continue to fight a third Koopa Troopa. That done, go into the next room.

In this section of the fortress, fight the lone Koopa Troopa for a switch to drop down from nowhere. Go and jump on it, and the stairs will lower. Head down for now, and go left. The two exits will rise up out of reach, and you'll be left in a room of three Koopa Troopas, two of them Paratroopas. Defeat all of them, and the two exits will plop back down to earth, so go through the left exit.

In this room, a fire will be spinning around. Time your jump to cross the flame, then continue through a second flame to nab another Fortress Key. That done, head back to the top of the set of stairs, and unlock the door to the right. Head in. We'll catch a scene of the yellow Koopa Brother making a block, then runs after he spots Mario. Inside this room, go down and outside to save at the Save Block, then come back into the fortress. Climb the long length of ramps, and at the top, hit the yellow block with a ? expression. The floor will collapse under you, and the yellow Koopa Brother will come out and snicker at your misfortune.

Down to earth, you'll meet Bombette, a Bob-omb, who will tell you of the problem the imprisoned Bob-ombs have had with the Koopa Brothers, and why they are in a prison. She'll then ask Mario to help her get out, so accept. Bombette will now join the party. She'll be able to make things explode, then will show you a spot in the wall that you can destroy. Do so, then recover at the Heart Block after a bit of general silliness chat. Now, try to leave the room. A Koopa Troopa and two Bob-ombs will find out Mario has escaped, so you'll end up fighting them. After that is done, head up the stairs, and go left.

Here, explode over the immediate wall to retrieve a Fortress Key. Head left, and when you see another crack, destroy it, and head inside the cell to get a Power Bounce badge. This is highly useful, so you'll likely want to equip it now. With that particular out of the way, head back up the ramps, and go left through the door this time. Here, fight the Paratroopa. Continue left to unlock the door, and head on inwards.

In this room, switch to Kooper, and kick him across the floor to hit a switch, which will cause both floors and barriers to come out of the walls. Walk across the two platforms, then hit the switch again to bring the floors and barriers back into the wall. Go past where the second barrier was, and kick Kooper for the third time into a switch to the left. This will cause two more floors and another barrier to lengthen, so again, go over the floors, then hit the switch for the last time for the barrier to disappear. Head up the stairs now.

In this room, head down, and fight the Koopa Troopa. Hit the switch for the stairs to lower, and then go down. Use Bombette's explosion to destroy the crack in the wall, then head through. Here, grab the Fortress Key, then head back up the stairs and unlock the door.

Hit the switch in the lower part of this room to bring up some stairs from the pool downstairs. Go up the stairs, fighting the two Koopa Troopas, and the two ramps. Fight the Bob-omb, then get the Smash Charge Badge. Go back down a ramp, and head right through the door to get outside again.

Out here, along a long and narrow hall, you'll meet up with the Koopa Brothers

again, who will start shooting Bullet Bills at you. You'll have to run across the whole hall, jumping over the Bullet Bills when necessary. Also, there are some parts where you can go down out of the way of the Bullet Bills. At the first stop, use Bombette's explosion ability to destroy the rock, and get from the yellow ? block a Maple Syrup. At the second stop, recover at the Heart Block and save at the Save Block. At the end, clear out the Bill Blasters, and recover and save again afterwards. Now, head up through the door.

In here, the black Koopa Brother will come up and be a bit surprised, but then asks Mario if he is ready. After some general off-chance mischance, Bowser walks onto the scene! Wait...he WHEELED ONTO THE SCENE?

(Bowser ???)

????????????

10 HP, 1 Attack Power, 1 Defense Power

Strategy: Uh...Bowser looks kind of lame. Anyways, Bowser doesn't really have any strength or weaknesses, but you'll want to skip out on the Jump attacks, as they likely won't harm him. Instead, hit him with attacks that do 2 damage, meaning Mario's Hammer, and Kooper's or Bombette's normal attacks. He should go down quite quickly.

"Bowser...? But he looks kind of...lame. I mean, he's lame anyway, but...does Bowser really look like this? I always imagined him looking, well, a lot scarier."

Afterwards, we discover that Bowser was really a sham, a costume adorned by the Koopa Brothers. The four pile up into a tower, and begin to fight you.

(Koopa Brothers)

????????????

B Ninjakoopa: 5 HP, 1 Attack Power, 1 Defense Power, 8 Star Points

G Ninjakoopa: 5 HP, 1 Attack Power, 1 Defense Power, 8 Star Points

R Ninjakoopa: 5 HP, 1 Attack Power, 1 Defense Power, 8 Star Points

Y Ninjakoopa: 5 HP, 1 Attack Power, 1 Defense Power, 8 Star Points

Strategy: The Koopa Brothers will first start off by forming a tower. Use Bombette's Bomb attack to make them all topple over, leaving their stomachs open.

After they get up, they will try to regroup as a tower, but you will have two free turns in between.

"The Koopa Bros. have formed a tall Koopa tower! They do a spinning attack with the whole gang piled high atop one another. Hit 'em with a Hammer or something to

make 'em unstable. After that, any attack should knock 'em down. If you use an explosion, you can make 'em fall down at once. If you flip 'em over, the battle will nearly be ours! Beat 'em one by one!" - Koopa Bros. Tower

"Black is pretty fashionable." - B Ninjakoopa

"He looks exactly the same as a normal Koopa Troopa." - G Ninjakoopa

"He's the Koopa Bros. Leader. He's pretty much just a normal Koopa Troopa, though." - R Ninjakoopa

"Yellow reminds me of curry. Isn't that as weird thing to think of in the middle of a battle?" - Y Ninjakoopa

"He has a little bit of defense power, but you can turn him over by jumping on him, just like a normal Koopa Troopa. Let's flip him over quick! Otherwise, the Bros. may form a tower and do their famous spinning attack!" - All Ninjakoopas

After you defeat the Koopa Brothers, they'll fall down to the bottom and trap themselves in their own cell. Suddenly, the card imprisoning Eldstar will appear,
so go and touch it to free Eldstar.

=====
The Two Castles
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Peach will be pacing around with Twink, and after Twink reassures her over what's going on with Mario, she decides to escape. She then remembers hearing about a secret passage in the room. Go look at the small painting besides the fireplace, which will reveal a secret switch. Press it, and the embers in the fireplace will extinguish, thus revealing a secret passage. Go through, and press the second switch to go into Bowser's room. Read Bowser's diary at his desk, and you'll find out that the next Star Spirit is held in Dry Dry Ruins. Peach will ask Twink to tell this to Mario, and Twink will accept. However, Bowser will suddenly come back into his room, and Twink will hide. While Bowser sends Peach back to her rooms with the guards, Twink will escape.

=====
Koopa Brothers Fortress
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Outside the fortress, Eldstar will thank you, and then give you his Star Spirit Power. He'll offer you a tutorial, then tell you that you must save the other six Star Spirits, quickly. He then leaves to Star Haven. With that out of the way, save at the Save Block, and then go left a screen. Here, explode on the wall with Bombette, then go through the pipe and right to get an FP Plus badge from the chest. Go back one, and drop down, then head all the way back to Toad Town.

However, just as you're about to reach Toad Town, out of the bushes will come Jr. Troopa. He'll prepare to fight, but then fall into the water. After, he'll challenge you to a battle.

(Jr. Troopa)
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15 HP, 2 Attack Power, 1 Defense Power, 20 Star Points
Strategy: Jr. Troopa has a new attack this time around, where he can retreat into a shell. Because of this, Bombette's Bomb attack will be likely the only one of which can harm Jr. Troopa, so set up a cross of Bombette's Bomb attack and having Mario use Focus in complement with Refresh, or just use FP-recovering items.
"What was his name? Jr. Troopa? I don't remember exactly... ..Just joking, kid! He looks so adorable hiding in his egg, doesn't he? So cute! It should be a snap to beat him now. ...I think."

Finishing off your battle, head into Toad Town.

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Toad Town

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Here, Twink will come down, and tell you that another Star Spirit is being held in Dry Dry Ruins. After he reassures us about the Princess, he leaves. Now, try to head down a screen. You'll be stopped by a girl, who will take you to the newly opened Badge Shop. Get whatever you want, then head down.

Here, you have a new shop and Tayce T. to access, but for now, go to the bottom, head left, and go into the pipe to reach... the Toad Town Undergrounds.

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Toad Town Undergrounds

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Here, head right immediately, and save at the Save Block. Destroy the yellow block with your hammer, and head onwards. Here, fight the Gloomba, and hit the second to last block for another Gloomba. After you win, continue east. Go across the second pipe, and a Blooper will come out of nowhere, forcing you to fight it.

(Blooper)

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30 HP, 3 Attack Power

Strategy: This'll be a tough battle for this early in the game, but use the Power

Bounce attack, and you can win easily, recovering when necessary. Otherwise, you will be in a tough spot, but you can still get through by having Goombario along with Mario for hitting him in the air.

"Bloopers lurk in the dark pools of Toad Town Tunnels. They seem pretty unremarkable. Although... you have to wonder how they float in the air like that..."

After you win, garner from the chest the Shrink Stomp badge. Head back, and leave the Toad Town Undergrounds.

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Toad Town

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Head down a screen.

Here, go down, and across the train tracks. Apparently, the train is unable to run due to a large rock, so get out Bombette, and use her to destroy the rock.

Go and talk to the conductor, who will tell you that the train is going to Mt. Rugged, then asks if you are coming. Accept. We now are departing for Mt. Rugged.

section of Mt. Rugged. Here, go up the long ramp, but this time, head right. Out on this last screen, drop down, and head right to claim the last letter. That done, make your way back to Train Station.

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Train Station

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Fork over the two letters to Parakarry, and he will offer his services.

Parakarry

can lift you for a short period of time, so it's bound to come in help. For now, recover at the Heart Block, and heading right two screens, save at the Save Block.

=====

Mt. Rugged

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Head right, up the two large steps, and then fly over the small gaps to your left.

Doing so, you can gain a Quake Hammer badge. Head right completely now.

Out here, climb up the two steps, and take the lower path, battling the Cleft.

Fly

over using Parakarry's power, and talk to the flower for a Magical Seed. Fly back

now, and go up the ramps. Go left, fighting the Cleft, and go down the slide, flying over. Once you land, head left, until you reach a gap. Fly over for a Star

Piece and some coins. Done that, fly back, and go to the part where the rock pillars cover up some of the background. Inside the small cave, go left and jump up. Travel through, and at the end, get the Damage Dodge badge. Jump up the spring, and take the ramp to the end. Get off, and head right.

Back in this part of the mountain, take the path back all the way up to the two ramps. Now, at last, go right along the high path. Use Parakarry to cross the gap,

then continue across the bridge. You'll suddenly be stopped by Buzzar, a giant bird, who's apparently looking for Mario for a bounty. Answer Mario or Princess Peach to end up fighting Buzzar, or Luigi to avoid battle. For those who want to battle;

(Buzzar)

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40 HP, 3 Attack Power, 20 Star Points

Strategy: Buzzar is pretty defenseless compared to all the Clefts you've been facing lately, but he can pack a punch. As he sticks to the air, use your newfound

ally Parakarry in complement with Mario's jumping attacks. Use Refresh also when you get the chance. Alternatively, that Power Bounce can come in handy right now.

""He guards Mt. Rugged. Wow! That's one big bird! If you get caught in the clutches of his sharp claws, you'll lose 4 HP! Try to wriggle out of his grip.

His

special attack is flapping his wings to create wind. This attack damages your party members, too. But he was hatching eggs, wasn't he? Is it possible that he's

really a she? I wonder..."

After you win against Buzzar, he'll run off. Head down the ramps and steps, and

at the bottom, save at the Save Block and recover at the Heart Block. Continue into Dry Dry Desert.

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Dry Dry Desert

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Out here, you'll notice an archaeological group. Talk to the mustached Koopa, and you'll learn that he is Kolorado, the archaeologist Kooper mentioned earlier, and that he's looking for Dry Dry Ruins. Talk to him again with Parakarry to deliver a letter and get a Star Piece in return, and switch to Kooper for some conversation between the two. That done, head east along the path, fighting various enemies, until you reach Dry Dry Outpost. Watch yourself though when you're near a tornado, as they can warp your elsewhere, messing up your sense of direction.

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Dry Dry Outpost

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Start by saving at the Save Block, then when you see the mouse run off, follow the direction it was taking until you see a back alley with some crates. Go back there and jump over the boxes. Get a fortune if you wish, then go back. Go and see the green guy at the end, where the purple mouse dashes off. He wants some items from you, but unfortunately, it doesn't yield anything good for you. For now, go and leave town. HOWEVER, if you want to skip a small part of the game, just refer to the next Dry Dry Outpost section for the shop order.

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Dry Dry Desert

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Just outside of the Outpost, head down a screen, and after fighting the enemies, hit a coin out of the box. Head down another screen, into the Dry Dry Oasis. Here you can find your first Super Block, and a Heart Block. Hit the trees for some lemons and limes; have at least one lemon with you. Continue south, where you'll encounter a ton of Bandits. Fight them off while visiting the Heart Block for recovering, and get coins from all six of the boxes. It'll also allow you to use your new Super Ability, if you please. Head back to the Outpost after you are done.

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Dry Dry Outpost

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Back in Dry Dry Outpost, start off by heading to the end of the town, and fork over a lemon to the green guy. He'll offer to tell you a multitude of things, including how to see Moustafa. Choose how to see Moustafa, and the green guy will tell you how to find him, so head to the shop here.

In the shop, buy a Dried Shroom, then a Dusty Hammer. The shopkeeper will

recognize the sign, then tell you that Moustafa is on the highest level of Dry Dry Outpost. With that in mind, leave the shop and go to the second screen. Go through the door where the green guy originally was, and climb up. Start heading left, and grab the letter when you see it, until you reach the door. Enter. Inside, the green guy will reveal himself to be Moustafa, and tells Mario what he knows so far. He then gives Mario the Pulse Stone, which flashes more quickly the closer that it gets to the Dry Dry Ruins. Moustafa then tells you to go where the Pulse Stone flashes the hardest, so let us leave out to Dry Dry Desert again.

=====
Dry Dry Desert
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For short and easy directions, the Dry Dry Ruins entrance is four screens west and three screens north of the Dry Dry Outpost entrance. When heading west along the path, talk to the mouse with Parakarry to deliver a letter and get another Star Piece in return.

At the trace location, look for the signature object of a Pulse Stone, magnified in rock form. Use the Pulse Stone, and an awesome cut scene will occur where the Dry Dry Ruins will emerge from the ground, casting the sky into night. Heal at the Heart Block to the left, then head into the Dry Dry Ruins.

=====
Dry Dry Ruins
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Inside, somebody will call out to you, identifying himself as Tutankooa. He warns you from this place or else, but we aren't going to listen to him, now are we? Now save at the Save Block, and head right.

Here, head along the hallway, fighting off the Pokey Mummies that you run into who will pop out of the coffins. While you're at it, grab the Spike Shield badge from the second coffin - if you equip it, it'll be quite useful. At the end of the room, head down the lower path into the next section.

In this area, head right and grab the Ruins Key. Go back now and climb up the stairs. In the previous room, take the upper path, unlock the door with your key, and head through. In here, head right and jump on the switch, which will cause the sand in the room to flow to the room below that you were just in. Go back to this room, and head through the new door.

Here, Tutankooa will declare war on you. Once he's done his rant, head right, staying on the same level, then head left up the stairs. Defeat the lone Buzzy Beetle, and with that done, switch to Parakarry. Use his ability to carry you right across the gap, then switch to Bombette. Use her specialty to destroy the wall, then head right on in.

In here, hit the switch for the sand to gush out to the floor below again. Grab the Star Piece that is belayed on the floor visibly, then leave the room.

Outside

once again, just drop yourself down, and head through the lower room. In this lower area, get the Ruins Key, then head back.

Now, head down a flight of stairs, and fight off the Buzzy Beetle. Head left, and unlock the door. Go through. In this spot, head across the hallway and hit the yellow block for three coffin doors to open, and the only exit to close.

Dispatch

all three of your enemies, and a Ruins Key will fall out of nowhere. Retrieve it, and head left through the to-be unlocked door.

In this new room, use Parakarry to fly across the gap now. Go through, and Tutankooopa will try to warn you away; however, he fails, allowing us to know that this room is important. Head up the first flight of stairs, and step on the green switch for the flights to reverse. Head up now, and hit the second green switch. Head right now up and down two flights, and hit the red switch. Drop off, then go right, and climb up the stairs in a northwest direction. At the top, head down and drop down to the floor below. You'll be trapped, but there'll be a treasure chest, so open it to obtain the Super Hammer! Destroy the block to progress. Now, leave the room.

Back here, fly across the gap, and head right into the room with the coffins. This time, climb the steps, hit the red switch, and climb the stairs again. Hit the Stone Block, and grab the Artifact. We still aren't done yet, so drop off the 2nd floor, and continue heading right.

Back out here, head up just one flight of steps, then head up the two steps into the unexplored room. In here, hit the Stone Block, fight the Stone Chomp, then grab the Pyramid Stone. Now, go back to the room just before the place you get the Super Hammer. Here, drop down and destroy the wall with Bombette's Explosion ability. Now, head in.

Here, drop down the ledge, and power somebody up at the Super Block. Now use Bombette again on the crack to destroy the wall, then head left. Destroy the Stone Block here and fight off the Stone Chomp, then grab the Diamond Stone. Head back out of this room, then head right again. In the long hallway, Spin your way across if you wish to avoid the enemies. At the end of the long hallway in a new room, hit the Stone Block and jump on the switch to cause some stairs to come out of the wall. Get the Ruins Key, then head all the way back to the room before the Super Hammer room. Back here, fight the Buzzy Beetle, then head right through the bottom door.

In this area, Tutankooopa will once again warn you. Ignore him, and head right. Unlock the upper door, and head through. In here, hit the switch for the sand to sift, and notice the placement of the objects in the statues. For now, head

left,
go down, and go through the second door.

In this totally new section of Dry Dry Ruins, walk across, and head into the next room. In this area, hit the Stone Block, and grab the Lunar Stone, then ward the Stone Chomp off. Head back to the room with the five statues (and nothing in them) to finish the puzzle of Dry Dry Ruins.

You have five statues, and three stones. Put the Pyramid Stone in the far left statue, the Diamond Stone in the middle statue, and the Lunar Stone in the far right statue. All this will cause a part of the floor to sink, thus forming a flight of stairs. Head down, hitting the Heart Block, then at the bottom, head right. Tutankooa will warn you one last time, but we're very close, so let's just ignore him, OK? ^_^ Save at the Save Block, then continue.

Here, you'll meet with Tutankooa, who is very pissed. He inadvertently reveals that he is a follower of Bowser, then forces you to fight him.

(Tutankooa)

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30 HP, 3 Attack Power, 20 Star Points

Strategy: Tutankooa will attack from a two-way front: He will attack from above, with shells and magic, and from below, with Chomps that will come out of a gate. Because of this, keep out as your partner a ground-based partner, either Bombette or Kooper, to deal with the Chomp. Use Mario to hit Tutankooa from above, preferably with the Power Bounce attack, which WILL come in handy now. If worse comes to worst, switch your partner to Parakarry to attack Tutankooa, and use Mario's hammer on the Chomp.

After a few turns, Tutankooa will by accident cause himself to fall to the floor.

With this in hand, attack with force. After he gets back up, repeat.

"He's one of Bowser's followers and he's been assigned to guard one of the Star Spirits. I've heard that he has some sort of a pharaoh complex. He attacks by throwing shells from that high perch. Try to dodge when he uses magic: its attack power is 2 and it'll sting for sure. And he also summons Chomps, his loyal subjects. These Chomps have some serious attack power. Think hard about who to attack first, Tutankooa or Chomp." - Tutankooa

"It's a Chomp. You've heard about Chomps before, I'm sure. They're made of such hard stuff that most of your attacks won't even faze them. I heard a rumor that the Chomps are a little peeved at Tutankooa because he works them so hard." - Chomp

After you defeat Tutankooa, he will run off with his pet Chomp chasing him, having finally realized his master's wrongs. A card will appear, so go and touch it to free the Star Spirit Mamar! After the brief summary of events, we'll be taken to the Two Castles.

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The Two Castles
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Back at the Two Castles, Bowser will arrive in Peach's room, and ask for her smile. Peach will refuse, and Bowser will reveal that Tutankooa has also been

defeated by Mario, and that he won't forgive Mario for being disrespectful.

Kammy

Koopa then comes in and tells Bowser that an imprisoned Star Spirit flew away.

He

and Kammy then leave for a more private talk. Back with Twink and Peach, they

decide to explore to find a weak point in the supposedly invincible Tubba

Blubba,

the next guardian in line. So, with that out of the way, hit the hidden switch,

and go to Bowser's room. Here, head outside.

Now, guards will be patrolling the dark castle, so make sure not to get caught in

their spotbeams, or you'll be returned to Peach's room, and be forced to start all

over again. Anyhow, head down into the room below the one you exited down from, which is a library.

Here, there'll be guards patrolling again. For a better idea of where they are, their path of patrolling, and the objects that block their sights, here is a map.

P = Power Rush Badge

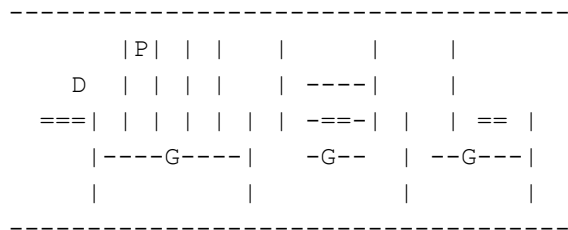
= = Obstacle for guard's line of sight.

| = Bookshelf, can block guard's line of sight.

G = Guard

D = Destination

- = Guard's line of patrol



Once you reach the destination site, you'll overhear two of Bowser's followers.

A

rumor springs up about Tubba Blubba liking to eat ghosts, and we learn that

Tubba

Blubba lives in Forever Forest, at Gusty Gulch. There's also a rumor that Tubba

Blubba has a secret he doesn't want to get out. Suddenly, the two followers

discover Peach, and in an extremely polite manner, they escort Peach back to her

room. Twink is however undiscovered as he escapes. We're now taken back to Mario

in Dry Dry Desert.

IMPORTANT NOTE: From now on, me frog is doing the walkthrough, until the end of Chapter 7. Any number of inconsistencies may result from this, such as twice being told to get a one-time item, or certain names.

=====
Dry Dry Desert
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After the Peach scenario, Mario and your partner will be talking to Mamar, the star spirit you just saved. She'll give you her star power, as well as increase your star energy up to two. Her power is LULLABY. Using Lullaby, you can make

all
of the enemies on the field fall asleep. It's HIGHLY useful in some situations
as
you might've guessed. After a little more chat, Mamar will fly back to Star
Haven. Watch her fly away and you'll be back in control once more. First thing
you want to do is start heading west. The next screen has two Pokeys. Fight them
if you wish and continue west again. Two more Pokeys here, but there are also
two
blocks on the around. One has a single coin and the other has a Fright Jar, an
item that wards off enemies with scary spirits.

Head south into the next screen. This screen has no enemies and a block that you
should've already hit before entering the ruins. Continue down south to the next
screen. Fight all of the bandits here if you wish (they aren't really worth
anything, only one star point each) and head south another screen. Kolorado and
his crew are working here. Assuming you found the artifact in Dry Dry Ruins (I'm
assuming Yami told you how; if not, it's behind one of the breakable blocks)
talk
to Kolorado. He'll give you a Star Piece in return. Nice! You should have at
least ten Star Pieces now so we're going to get a very important badge soon. Now
head west into the next area.

=====
Mt. Rugged
=====

You probably haven't lost any health or Flower Points yet but hit the Heart
Block
just in case. Also be sure to save your game before moving on. Now climb the
steps into the next area. Go up a few steps and then climb the ramp. Cross the
bridge to the other side and use Parakarry to fly across the gap (if you fall,
use the spring to get back up). Go into the next area. Go down the hill and keep
going straight, past the stairs and the enemy. Head through the little cave and
follow the path to the next screen. Go forward and head down the slide. When you
land, go to the next area. Run forward and go down and up some stairs. Just in
case you haven't gotten these yet (please don't sue if you have) use Parakarry
to
cross the gap with the coins and the Star Piece.

You can also enter the little cave and go left, up a semi-hidden passage. Open
the chest at the end and get the Damage Dodge Badge. If you use the action
command, Mario's damage will decrease by one each time. Now go right into the
next area. Slide down the slide here. Go left and save your game when you get to
the Save Block. Go to the next screen and head left all the way out of the
actual
mountain of Mt. Rugged. At the next screen, heal with the Heart Block. Continue
left and you'll find a gray block. Thanks to your new Super Hammer you can now
crush this block so do so. Head left to find a SUPER BLOCK. You should already
have Parakarry and Bombette (if you were smart enough) upgraded and that leaves
Kooper and Goombario.

They both get pretty decent attacks so choose whichever one you want. Now go
down
the steps and to the train. If you want an Egg, shake the bush closest to the
girl. Save your game and climb the train, then take it back to Toad Town.

=====
Toad Town
=====

Go north and hatch some Lil' Oinks if you want. Otherwise, go to the next area. This is where you need to be to get to Chapter Three (RHYME OMG) but first we're going to take a couple of trips to get some stuff. Go north again into the next area. The Badge Shop has some new badges in store so take a look if you want (nothing interested me). Otherwise, head into the Post Office. You should have some new letters for Bombette and Parakarry. Parakarry has one from Mt. Rugged, the guy you kept whacking for Whacka's Bumps... poor dude, he was so innocent... whatever. Anyway, exit and go north. Open the door to where Peach's Castle used to be. Follow the path into Shooting Star Summit. Here, go forward and cross the bridge.

However, don't take the steps. Head past them and into a new area. Enter the house in this area. There's a fortune teller here who can read your fortune and tell you where to find Star Pieces, Badges, or Super Blocks (the cost varies depending on what you want). If you had Peach transfer her badges that she got by means of the chest, you can pick the badges up in the chest here. Head up the stairs and onto the second floor. This guy is why you collect Star Pieces. He has the biggest collection of pieces and he'll give you badges for Star Pieces. You should have at least ten Star Pieces now, assuming you haven't sold any. Talk to Merlow and trade ten Star Pieces for the Peekaboo badge. This is my favorite badge in the game because it lets you see the health of all enemies.

Really useful when you don't want to waste a turn having Goombario tell you. After buying the Peekaboo badge, Merlow will offer to trade some more. Unless you want the Attack FX A badge (makes different sounds when you attack) or the Pay-Off Badge (the more damage you take the more coins you'll get) you won't be able to get anything else. I recommend getting Attack FX A because once you find all five Attack FX badges it's a pretty cool mix. Save your remaining Star Piece(s) if you have any and head out of there. Go out and exit Shooting Star Summit and then return to the main part of Toad Town. Head into Merlon's house (in case you don't remember, it's the house to the left of you with the spinning roof). You should have a letter for him.

Talk to him close-up and Pararkarry will give him the letter. In return, he'll give you a Star Piece to add to your collection. Now exit Merlon's house. Save your game using the Save Block near the Toad House. Then take the path to the right of the Toad House out to Pleasant Path.

=====
Pleasant Path
=====

First off, ignore any stupid Goombas or Koopas you see because they no longer give you star points since you've leveled up so much. Just go left for a while passing through some areas. Cross the bridge when you get to it and keep following the path until you can hop down some steps on your right. Go down and at the bottom, enter Koopa Village.

=====
Koopa Village
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Save your game on the west side of town when you get there. Then head to the east side of town. Go to the far house to find an old Koopa. If you haven't learned already, he constantly asks favors of you. At first, they are simple and the rewards plain suck. But the tasks get harder and the rewards get better as you

get further into him. Your first task (after accepting it) is to get a book from Kolorado's wife. Head out and enter the far left house. Talk to the wife and she'll give you the book. Return to gramps and give him the tape. He'll give you one. lousy. coin. Talk to him again. Turns out he has another favor to ask you. He wants a Sleepy Sheep this time. Head out and go into the west side of town. Enter the shop and buy a Sleepy Sheep.

The man will give you a Silver Credit this time. This is a game card that allows you to play games at the Playground in Toad Town. Talk to the man again. SHOCK he has another request. This one involves a bit of traveling. He wants you to go to Goomba Village and get a tape off Goombario's grandfather. We need to go there anyway to deliver a letter so head back out of Koopa Village.

=====
Pleasant Path
=====

You know where to go. Climb the steps and go left for quite a while until you get back to Toad Town.

=====
Toad Town
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Go left, directly across this area and into the next one. Again, keep heading left (jump in the pipe and rest at your house if you need to) and then exit Toad Town.

=====
Goomba Road
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Head left and climb up a couple of steps. Continue going left into the next area. Cross the bridge and go through King Goomba's used-to-be fortress. Keep heading west and get on the next screen. Keep going west for a while. When you get to a Save Block, save and then continue your epic adventure west. The next screen has a Heart Block and enemies will begin to appear. Like on Pleasant Path, ignore them because they give you no star points and they're a damn waste of time.

=====
Goomba Village
=====

Open the gate and save using the Save Block. Talk to Goompapa (the father of Goombario; he's the one with the moustache) and give him his letter. Instead of a well-deserved Star Piece, Goombario will ask you to deliver a letter -_- Oh well, Parakarry IS a postman after all. Now enter the house and talk to old man gramps. Mention "The Tape" and he'll go and get it. When you ask him what's on it, he'll say it's a secret but it was great. Put two and two together and... HOLY CRAP! 0_0 Anyway, now exit Goomba Village.

=====

Goomba Road

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Just go right for a long while until you get back to Toad Town.

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Toad Town

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Go to the main part of town which is the next area on your right. Go right and north through the star door. Head up to Muss T. who is the Toad lying near the castle ruins. Talk to him with Parakarry and Parakarry will deliver the letter that Goombario asked you to deliver. Instead of giving you a well-deserved badge (delivering two letters without a reward calls for a badge) he'll give you another stupid letter. You're supposed to deliver this to Koover in Koopa Village. That's perfect since our next destination is Koopa Village. Head to Pleasant Path.

=====

Pleasant Path

=====

Go right until you can climb down some steps to your right (it's quite a few screens ahead). From here, go into the next area to get to Koopa Village.

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Koopa Village

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Talk to the first Koopa you see. That's Koover. After delivering the letter, he'll give you a damn letter instead of your well deserved 1000 coin present. This letter is to Fishmael who is at the Toad Town Port. Oh well, at least it's not super far away like Goomba Village. Enter the Toad House. Here, talk to Mort T. Parakarry has a letter for him as well (I forgot to tell you to deliver it last time). Mort T. will thank you by giving you a Star Piece. ABOUT FREAKING TIME TOO! Now use the Save Block and head to the east side of town. Go into gramp's house and give him the tape. You'll get your freaking one coin reward. Joyful indeed. He wants some Koopa Tea, and the only way to get that is to receive it from Toad Town's cook.

With luck, you may already have made some Koopa Tea but maybe you haven't. What do I know, I'm just some stupid FAQer. Go to the west side of town and shake some bushes. A Koopa Leaf will pop out. Grab it since it's the ingredient for making Koopa Tea. Head out of Koopa Village.

=====

Pleasant Path

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Go left all the way into Toad Town.

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Toad Town

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At Toad Town, head south into the next area. Enter the first house on your left and you'll be at the cook's house. Talk to the Toad and give her the Koopa Leaf. She'll whip up some Koopa Tea after about two seconds. Exit and go left into the next area. Keep going left until you get to the port. You'll spot a really odd guy at the port. Talk to him and deliver his letter. Instead of your well

deserved Star Spirit, Fishmael will give you a ****ing letter. Luckily, it's addressed to Koover, the Koopa who we delivered the last letter to. Now return to Pleasant Path. I'm not gonna bother to list it as a separate section 'cause you know the path by now. If not, you might as well quit playing.

=====
Koopa Village
=====

Talk to Koover and Parakarry will give him the letter. Naturally, you won't get your well deserved mansion like you should. You'll get a ****ing letter to Mr. E who lives in the ****ing desert. ****. Head east into the next area and go into the old Koopa's house. Give him the Koopa Tea. This time, gramps will give you THE coolest thing: 3 Star Pieces! Yeah, I told you the rewards would get better. Talk to the Koopa again. He has another favor to ask you. He wants Luigi's autograph. Who would want Luigi's autograph? WHO! Who is Luigi anyway? Some kind of stupid Mario fanboy? Anyway, we have to *sigh* deliver that letter in Dry Dry Outpost so head out of Koopa Village and then return to Toad Town...

=====
Toad Town
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It might be a good idea to save if you haven't been doing so. Currently, Luigi is singing from his secret passage in the house so you can't get his autograph. If you're curious, Mario should have three letters at his house (for him; he will have four if you've already met Chuck Quizmo). Otherwise, go to the southern part of Toad Town and take the train to Mt. Rugged.

=====
Mt. Rugged
=====

There's not much description I can put here since you've passed by quite a few times already. Climb up the steps and start going right. right. right. Ignore all the enemies since they no longer give you star points and instead just spin/rush by them. At the end, cross the bridge and enter Dry Dry Desert.

=====
Dry Dry Desert
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You could've never asked for a more simpler path. Go right. Right for quite a while I might add, until you enter Dry Dry Outpost.

=====
Dry Dry Outpost
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Go east into the east side of Dry Dry Outpost. Head right until you get to the Toad House. To the left of the Toad House is a man in blue. That's Mr. E, the man you have to deliver the letter to (NEVER end a sentence with a preposition bastards!). Not surprisingly, he won't declare you king of the Mushroom Kingdom. Instead, he'll ask for a damn letter to be delivered. Okay, I'm REALLY getting sick of this. The letter is to Miss T who hangs out by the dojo. Speaking of the dojo, you should have at least a first degree card by now. You're strong enough

Strategy:

Your second Blooper battle isn't too bad. I recommend using Parakarry since he is the only one that can currently reach enemies floating in the air. Mario is limited to his jump attack while Parakarry should use his Shell Shot. You should have at least twenty HP and twenty FP, and twelve BP. I recommend the Peekaboo badge (I ALWAYS recommend the Peekaboo badge) as well as the badges that increase your HP and FP by five (HP is one badge, FP is another). If you have more Badge Points available, the badges are your choice. Electric Blooper has one added attack. After you damage him a little, he'll charge up electricity and create a shield. Mario's jump attack is useless but you can still use Shell Shot with Parakarry.

If you can't hit a target as big as Electric Blooper, then you're totally hopeless. As Mario, you'll want to use Lullaby (when the Blooper is electrified) and pray that it puts Electric Blooper to sleep. Once Parakarry knocks out Electric Blooper with Shell Shot, the electricity fails. Use Mario's jump and Parakarry's Shell Shot again. Electric Blooper's other attacks include a blast of ink and a body slam of some sort. Right as the body slam touches you press A. Wait about half a second after Blooper blasts his ink before pressing A and you'll guard yourself. The damage is greater than the regular Blooper's though. Repeat the above strategy until the Blooper is dead.

Once Blooper is dead, a switch will drop down. Smash it and three warp pipes will rise. The left one takes you to Dry Dry Outpost!

=====

Dry Dry Outpost

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There IS a reason I had you travel through the areas before getting the warp pipes, which would've made it easier. Before killing me, let me explain one of the worst reasons in history: I wanted you to know the environment better. As in, you get so used to the areas so that when you are FORCED to go through them, I can skip a guide to that area entirely. Okay, now that you've thrown flaming torches at me, calm down and go to the shop. Talk to Little Mouser and deliver the letter to him. Instead of your hard-earned eternal riches, you'll get another damn letter. Will the horror never end? Probably not, but let's live with it. Use the Warp Pipe to get to the sewers.

=====

Toad Town Sewers

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The other two warp pipes lead to Koopa Village (middle) and Goomba Village (right). This makes things much easier so I'll mostly be able to skip long directions. Now smash the left block and head into the next area. Hit the three blocks to get two coins and a snowman. Now let the elevator take you up to the warp pipe. Head through. Use the platform on your right and wait until the second platform is higher than the first. Jump to the second and jump to the ledge. Head through the door. On the other side go up the elevator and then use Parakarry to cross the gaps to the Star Piece. Head to the previous room and cross the

platforms again. Now head through the next door. Go to the right and hit the block to lower the spring.

Use the spring to reach the Power Smash Badge. Now head back out and cross the platforms again. Inside the Star Piece room, stand on the elevator and don't get off. You'll go into a hidden area. Head right and drop through the hole to find a Super Block. Upgrade the only remaining character and then go left. Jump into the Warp Pipe. Now make your way back to the start of the sewers, where you should return to Toad Town.

=====
Toad Town
=====

___FINALLY___ it's time to perform Chapter Three. Go right, north a tiny bit, and cross the bridge. A Toad will be freaked by a ghost. You'll catch a glimpse of the spirit before it disappears. The guard will ask you if you saw it. Regardless of your answer the ghost will always appear behind Mario's back. Eventually it'll fly off into Forever Forest. The Toad will point you into the correct direction, so head onto the Forever Forest path (make sure you're fully healed though). Follow this path and hit the Save Block, then continue. The ghost will appear again. It will tell you that his "master" requests Mario to come and visit at their mansion. He'll also say that his master has news regarding the star spirits.

After some more talk, you'll get control. By the way, when that Boo appeared so suddenly like that after he disappeared the first time it scared the **** out of me. For now, continue into Forever Forest.

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|                                     Chapter 3                                     |  
|                                     The "Invincible" Tubba Blubba                               C3TITB|  
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Forever Forest
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This is one of the most confusing labyrinths I have seen in a video game, but it can be solved eventually. At the start, go forward and open the gate. Follow the circular path in any direction until you pas a shaking bush. The flowers will laugh and you'll know this is the area you want to be. Open the gate nearby and head into the next area. A strange man is standing on a tree stump. He'll warn you of the dangers and then block your path. Talk to him and he'll let you pass because you're invited to Boo's Mansion. After the man gives you some advice, he'll hop off. Go through the gate and go around the circular path. Forest Fuzzies roam the area so fight them for star points 'cause you should level up at least once at the moment. Eventually you'll pass a tree who will have glowing eyes.

Open the gate near that tree and go through. In the next area, open the gate. Follow the path left (quickest way) until you see four very strange looking flowers. Head through the gate and go into the next area. Head left into the next area (after opening the gate) and then you'll find a path leading into the

center
of some trees. There's a strange flower here. Pull it to get a Magical Seed.
This
is useful for later. For now, head back to the outside of the circle and
continue
left. Eventually, a tree will have glowing red eyes and a mouth. It'll laugh at
you, and you'll know that this is the area you want to be. Head through the
closet
gate and into the next area. You have to fight piranha plants in this area as
well.

Follow the path left until you see a bunch of mushrooms. If you stand by them
and
press A, about a dozen mushrooms will light up and flash. If only a few
mushrooms
light up, you're at the wrong area. When you're at the area with the dozen
mushrooms, go through the gate. Now head left. When you get to your fourth
flower
patch, press A. If the flowers don't disappear, then go through the gate. If
they
do, you're at the wrong spot. In the next area, go right until you get to a
signpost. Head through the gate to arrive at Boo's Mansion.

=====
Boo's Mansion
=====

We're FINALLY out of that freaky forest. After talking with your partner, head
through and open the gate. The same butler ghost will appear. After explaining
that you need to get to the third floor to hear the start spirit news, go
forward. Heal with the Heart Block and save with the Save Block. Now enter the
creepy mansion. This isn't the dungeon we're supposed to be in, but we're
certainly going to be in here for a long enough time. First thing you can do is
jump on the odd-colored cushion on the couch. This will spring you up to a
creaky
chandelier. You'll bring it down and open a secret passage. However, the passage
closes when you jump off the chandelier. This means we need to find a weight of
some sort...

Head up the two flights of stairs and go all the way to the right. There's a
frame with no picture that's shaking. Talk to it and it'll say that you can get
up to the third floor if you recover the picture. Head through the door to your
left and be prepared for a shock as a Boo flies out of it. Here, open the middle
drawer and a bunch of Boos will fly out. One Boo holds a record. After some
taunting, you'll start to play a little game. The Boo will drop the record to
one
of the other Boos. It's not that hard to follow the Boo that holds the record.
When you get the chance, smash the correct Boo with your hammer and the record
will fly out. The Boos will disappear, so grab the record. There's nothing else
in this room so exit.

Head left, to the next room. Here, there's an old Boo guarding a chest as well
as
a phonograph. Head up to the phonograph and start playing the record. Your first
instinct is to probably press it so the meter is all the way full. No, you want
to keep it in the center so to keep rhythm. The Boo will fly over and start to
dance. Press B and quickly rush over to the chest. Open it to get the weight
that
we need. Exit the room and head down to the first floor, then jump on the
discolored cushion again. When it hits the bottom, use the weight to hold the

chandelier down. Now go through the secret passage. Opening the chest in here will only cause the chandelier to fall on you so ignore it and head down the set of stairs.

Head south into the next room. You can't do anything here at the moment so head right, into another room. Go to the huge chest and whoopee, out fly a bunch of Boos. These Boos hold the Super Boots. You need to play the guessing game that's very similar to the first one. This time, the Boos toss the chest to each other. It's still extremely simple though. Hit the correct Boo with the hammer and it'll

drop the Super Boots. The Super Boots allow you to do the Ground Pound (double tap A), which lets you break floorboards. It also increases your jump power in battle. Very nice. The Boos will disappear and one small Boo will appear in the corner. It tells you that a hidden floorboard lies here. It's not the one in the middle.

A little south of the Boo there's a shaky part of the floor. Ground Pound near it

and it'll shake. Ground Pound VERY close to it (not on it, close to it) and it'll

flip, revealing a Star Piece. After you have the piece bust the floorboard to fall down into a room below. Go left all the way to find a Boo. Lady Bow (the maser of the house) has instructed the shopkeeper not to sell any items to Mario so you're out of luck. You can, however, whack the switch with your hammer. This causes another switch to appear. Whack that and a giant switch appears. Jump onto

the chair, then the brick. From here, jump to the switch and Ground Pound it. A set of stairs leads up to an upper floor. Up here, smash the right block located on your left (there are two blocks on your left, that's why it sounds confusing).

This reveals a Super Shroom. Head through the north door and you're back in the room with the grandfather clock. Climb the stairs back up to the first floor and go outside. Head through the door on your right. Here, you can jump into the vase

and become an 8-bit Mario. When you've had fun with the Mario, jump back in to become paper Mario again. Head to the set of blocks on the right. Jump up to the highest block and Ground Pound it to reveal an apple. Ground Pound one of the lower blocks (the left one) to get another apple. Now Ground Pound the floorboard

and fall through. Head north and you'll see a bookshelf on your right. Use Parakarry to fly to it and grab Boo's Portrait. Now fly back to the previous bookshelf and go south (don't drop off).

On your left, there are some boxes. Jump on top of the first one and Ground Pound

it. Ground Pound the second one and get the Star Piece. Now blow up the cracked wall using Bombette. Head through to be in a familiar room again. Climb the steps and head through the door. Up here, climb the steps up to the second floor.

Head to the far right and talk to the portrait. Give him his picture and then jump into the picture. You'll warp to the third floor. Head through the door and then the butler and another ghost named Bow will appear. The butler introduces himself as Bootler. Lady Bow will tell Mario that she has a favor to ask of him if it isn't too much trouble. Bootler will then explain the situation to Mario. He'll ask if Mario knows about Gusty Gulch.

He'll explain that there's a monster named Tubba Blubba who eats ghosts. He's eaten many ghosts already. All Boos call him the Invincible Tubba Blubba. Then

Bootler mentions that there is a secret regarding his weak point but no one knows what that is. Lady Bow will ask if Mario will defeat Tubba Blubba. In return, she'll give you a captured star spirit. The name is Skolar and he escaped from Tubba Blubba's castle but he was caught by the Boos. After talking, Lady Bow will tell Mario that she's accompanying him to Tubba Blubba's Castle. This freaks Bootler out greatly. After some shouting between Lady Bow and Bootler, Boo will join your party! Even if you don't want her, she doesn't give you a choice. Tough little girl, isn't she?

If you press down C she can make you invisible. This is useful because in Tubba Blubba's Castle you'll have to go undetected against guards. Okay, you have Lady Bow with you (now just referred to as Bow) but switch to Parakarry for two seconds. Head out to the third floor and drop down all the way to the first floor. Talk to the Boo lying around the area and give him his letter. Instead of your well-deserved widespread MEGA fame, you get a stupid letter. I'm running out of ideas for what you should get. Now switch back to Bow and exit Boo's Mansion. Outside, save and then go right. Head forward and have Bow open the gate and then enter Gusty Gulch.

=====
Gusty Gulch
=====

Some deserted western area. Nice, isn't it? Go into the next area. There's a bunch of flying Goomba-like enemies here as well as a huge building with a lock. Tubba Blubba's secret to his weak point is in that building but we're not going in for a LONNNG time. So defeat all the enemies 'cause you're going to need to build up your star points and head into the next area. This is the deserted and disoriented town, but that doesn't matter since it's populated by Boos. No, then I guess it's not deserted after all... heh heh... anyway, a Boo will tell you that the Invincible Tubba Blubba came by yesterday and ate one of the Boos. After hearing this, go right to a save point. Enter the room with the broken door and jump up to hit a coin block.

Go back outside and continue right. Keep going until the next part of the town. Hit the Heart Block and continue right. You'll be stopped by a Boo who will cheer you on about beating Tubba Blubba... and then you'll hear a thump. All Boos but one will disappear. Press down C to hide yourself and the Boo will tell you that it's okay. But then Tubba Blubba will go behind and eat the Boo! He'll then turn to leave. All Boos will shriek with horror and you'll be back in control. Go right, out of the town. Continue right and hit the block, then defeat the enemy. Go up the path and then out on the ledge. Use Kooper to reach the Dizzy Dial item. Go right and hit the two blocks, then get the Letter behind the fallen tree branch.

In the next area go behind the rocks and get the Star Piece. Hit the two coin blocks and continue. Here, hit the Save Block and enter the castle.

=====
Tubba Blubba's Castle
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There are strange looking guards floating all over the castle. This is why you need Bow. If they spot you, they'll pick you up and throw you outside so you'll have to start all over again no matter where you are! There are four guards in the first room. Run left and if they spot you, quickly use Bow's power to make

Mario invisible. In the next room, sneak up on the guard and strike him. After defeating the guard, go forward to find another guard (these are called Clubba's by the way; that's how I'll refer to him). This one's awake. Defeat him and enter

the second room here (not through the big door). There's a sleeping Clubba here. Jump on the boxes, onto the chair, and onto the table (without waking the Clubba).

Grab the Star Piece, drop down, and defeat the Clubba. Now exit. Go through the big door. Defeat the two Clubbas guarding the big table. We can't get the Star Piece yet so ignore it and go through the left door. Head down the many sets of stairs, being sure to make Mario invisible when you pass by the guard. At the bottom of the stairs is a Super Block. Upgrade Boo's level and she'll master Spook, which can scare away enemies. Now that her Slap is upgraded as well, defeating the Clubbas should become easier. In the next room, talk to the Boo. Head went to find Tubba Blubba's weak point and he found out there's something important on the upper floor that leads to his weak point. After listening to his story, use the Heart Block.

Exit and climb back up the stairs (turning invisible for the guard) and at the top, head through the door. Go through the upper door and start heading down the stairs. Defeat the first sleeping Clubba and continue down. Defeat the Clubba guarding the floorboard. Once he's dead, break the floorboard. Here, get the castle key and drop down. Head through the door and then let the guard capture you. After he throws you out, Boo will tell you to use her invisibility to stop the guard. Uh, we know. Head back into Tubba Blubba's Castle. This time, head right. There's a lock on the door but we can open it with the castle key. Head through the door. Go right and defeat the two Clubbas, then climb the stairs to the second floor.

There are two guards here that can take you back to the castle. Avoid them by becoming invisible. At the end, go through the door. This area has nothing so go all the way left into the next room. Defeat the first Clubba and you'll find it was guarding a cracked wall. Destroy this wall using Bombette. Inside, Ground Pound the upper two floorboards and then drop down the right one. Use Parakarry to fly to the other table and get the D-Down Jump badge. Now use the spring to fly through the left floorboard. Back out here, switch to Bow again. Head left and become invisible for the guard. Keep going left and defeat the Clubba, then enter the northern room. Wait for the spikes to lower, rush in, and become invisible.

The spikes will go right through you. When they lower again, rush forward and then become invisible again. Repeat until you're on the other side, where you should grab the Castle Key. Repeat the same strategy as before to get to the beginning and head through the door. Here, go through the large door. There's a totally stationary grandfather clock. Push it aside to reveal a secret passage! Go through and run up to the shelf. Pull out the lower shelf and jump to the upper one. Use Parakarry to get to the end. Collect the coins on the bed and jump

onto the back ledge. Jump to the bookshelf and jump across some shelves. At the top, go left into a tiny, hidden room. A hidden room in a hidden room nice... Anyway, get the Mega Rush Badge, climb the stairs, and exit this room.

Head through the locked door back in this little room. Hit the block in the next

room and grab the Maple Syrup. Now climb the stairs to the third floor. In the next room, Tubba Blubba will walk out. He thinks something's not right so he'll start to patrol the area. Rush forward and make yourself invisible if Tubba Blubba spots you. If he touches you, RUN AWAY!!! You can't fight him so don't try. When you get to the end, head through the unlocked room. There are six sleeping Clubbas. This is a great opportunity for star points so fight and defeat them all. Once they're all dead (they should be worth about twenty star points total) collect the Castle Key at the end of the room. Now exit this room. Tubba Blubba is no longer patrolling the hallway.

Unlock the door and go through. A Heart Block and a Save Block. That should tell you something's about to come up... Heal and save, then enter the next room. Go down this long hallway and into the next room. This is Tubba Blubba's bedroom. Run over and try to open the chest. Tubba Blubba will walk in and after talking to himself, he'll go to sleep. Open the chest and talk to the key known as Yakkey. He'll confront you and say you want to steal him to open Windy Mill. If you say yes or no, the key will yell that he's being stolen. Grab the key and rush out. Tubba Blubba's still drowsy, so he hasn't noticed anything suspicious yet. Go to the middle of the next room and Tubba Blubba will walk out. He'll pound the ground and smash the whole hallway.

You'll fall to the second floor. You want to Spin Dash while outrunning Tubba Blubba so I hope you got the Speedy Spin badge. In the next room dash down the stairs and left into the entrance hall. Quickly rush outside of Tubba Blubba's Castle.

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Gusty Gulch
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You'll see a group of Boos outside. They're about to enter Tubba Blubba's castle to help Lady Bow. Mario and Bow will rush out and explain that Tubba Blubba's about to come. They'll hold the door for you, so you're safe for now. Quickly save and rush to the next area. Spin Dash through all areas. The enemies here only give you a single star point so ignore them as you rush into the Gusty Gulch town. Rush through and heal yourself at the Heart Block. Continue out of the town. Outside, head to Windy Mill.

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Windy Mill
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Tubba Blubba's weak point lies here. Jump on the well and Ground Pound the floorboard. At the bottom, head through the door. Fight the Hyper Goomba and go through the next door. There's another Hyper Goomba in this corridor. In the next corridor defeat the final Hyper Goomba. The next room has a freaky heart of some kind. The hear will accuse Mario of coming here to destroy the heart because it's the secret to Tubba Blubba's weak point. Tubba's Heart will tell Mario that he can't let him out knowing that he's the secret to the "Invincible" Tubba Blubba.

(Tubba's Heart)
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HP: 50, 6 Attack Power

Strategy:

I strongly recommend Bow for this fight, since her Outta Sight ability is highly useful when facing Tubba's Heart. Tubba's Heart has fifty HP, and that should be

no problem for you. Start off the scenario by doing a Ground Pound for four damage. Bow should use her Smack attack to deal four or five damage to Tubba's Heart. After some conversation between Bow and Tubba's Heart, Tubba's Heart will get charged up for a powerful attack. Do a Ground Pound and hide yourself with Lady Bow. Tubba's Heart will release a bunch of little hearts. They'll have no effect on Mario since he's invisible. Do another Ground Pound the next turn. Tubba's Heart will charge up once more. Again, use Outta Sight to hide Mario and do a Ground Pound.

At some points in the battle the heart will hop off and just try to run into Mario. This does six damage unless you block it. Repeat your Ground Pound/Smack/Outta Sight attacks until you get Tubba's Heart to low HP. Instead of letting you deprive it of HP, it'll rush off when it's low (I think when it's below five). Follow it out of Windy Mill.

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Gusty Gulch

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Outside, Tubba's Heart will reunite with Tubba Blubba. Tubba will exclaim that with his heart and body reunited, there 痴 no way to beat him.

(Tubba Blubba)
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HP: 10, 4 Attack Power, 30 Star Points
Star Points: 30

Wow, Tubba Blubba's a freaking idiot. Did he not realize that with his heart in him, he's completely vulnerable? Do a Ground Pound and a Smack to get Tubba Blubba down to one HP. He'll run up and try to squash you. This will do six damage unless you block it. Finish Tubba Blubba off with another Ground Pound to win the battle!

Tubba Blubba will start crying and he'll surrender all the ghosts that he's eaten. It looks like he's eaten about twenty-five. He'll tell you that he's a really sensitive guy trapped in a huge body. He'll then run off still crying. Bow will explain that the Boos used to scare Tubba Blubba at night since he is a big coward, but she'll tell the guys to lay off Tubba Blubba. This time, Lady Bow will actually ask you if you want her to accompany you for the rest of the game. No matter what you say you're going to end up with "yes" so just say yes the first time. Bootler will arrive and surrender the Star Spirit, Skolar.

END OF CHAPTER!

=====
The Two Castles
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Peach and Twink will standing near the fireplace and Twink will suggest they try to listen in on Bowser once more. Lower the picture and activate the switch to reveal the secret passage. Take the passage to Bowser's room. Bowser and Kammy Koopa will be talking with Bowser's cool theme music playing in the background :)

Anyway, Bowser will be totally freaked out that Mario has recovered the Star Spirit from Tubba Blubba's Castle. Bowser will shout at Kammy Koopa because he was supposed to be invincible. Kammy Koopa will mention that Mario will probably head to Shy Guy's Toybox next. Bowser will then notice Princess Peach standing

right in front of them -- Bowser will ask Princess Peach what Mario's three weak points are.

The first question has the answers Goomba, Clubba, and Mushroom. You want to answer Mushroom. The next question has Fuzzy, Hammer Bros., and Thunder Rage. Answer Thunder Rage. The final question involve Pokey, Koopatrol, and Super Soda.

Answer Super Soda. Bowser will be sure to place all of those enemies in Shy Guy's Toybox. If you want to go for a bigger challenge, chose Clubba, Hammer Bros., and Koopatrol but I suggest going for the three healing items. Bowser is overjoyed that they have discovered Mario's "weaknesses" and then they'll order that Princess Peach be taken back to her room.

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Gusty Gulch
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Bootler will have left and it'll just be Skolar, Mario, and Lady Bow. After thanking you, Skolar will increase your Star Energy up to three. You can also use the attack Star Storm. This is a powerful attack that does seven damage to all enemies. Highly useful in the upcoming level, Shy Guy's Toybox. Skolar will then give Mario some bad news: Bowser seems to be getting stronger and stronger thanks to the Star Rod. Skolar will now fly back up to Star Haven. Before he goes, he'll ask Mario to keep it a secret that he got lost in Forever Forest :) With all your energy back, head to the next screen and go through the gate to enter Boo's Mansion grounds.

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Boo's Mansion
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There's nothing to do at the mansion other than save by means of the Save Block. Now open the gate and head to Forever Forest.

=====
Forever Forest
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Head through the gate and a mysterious person will wail about bugs flying all over them. Ignore the voice for now and head left or right and then our old friend Jr. Koopa will appear.

(Jr. Koopa)
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40 HP, 5 Attack Power, 1 Defense Power, 21 Star Points
Strategy: Since you are going straight back to Toad Town, where there's a Toad House, feel free to completely empty your Star Energy by using Skolar's new move. It will do seven damage to Jr. Koopa each time. Jr. Koopa has sprouted wings and can now fly in the air. Goombario, Kooper, Bombette, and Lady Bow are all useless because their attacks aren't strong enough. Parakarry can use his Shell Shot to deal damage though so make sure to switch to him at the start of the battle.

When

you don't have enough Star Energy to use Star Storm, start using your Ground Pound. It only does two damage but that's your only way to attack except for Parakarry. Parakarry can do five damage, which is pretty good. Jr. Koopa has a dive bomb attack.

It does five damage unless you block it. Just keep Ground Pounding/Shell Shotting until Jr. Koopa is defeated.

Jr. Koopa will run off. Take any of the WRONG paths in the forest to end up at the start. Exit Forever Forest.

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Toad Town

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Jr. Koopa will be overjoyed that he finally exited the forest and he'll run toward Toad Town. You'll notice the music is much faster than usual. Something exciting is obviously going on. Talk to Fice T and give him his letter. It says that Bootler's going to scare him at night. Hahaha. Anyway, you'll get a Star Piece for your troubles. Talk to him again to learn that Shy Guys are wrecking havoc all over the place. Go forward and Tayce T will scream from inside her house. A Shy Guy runs out holding Tayce T's favorite frying pan. Follow the Shy Guy into the next area. Twink will fly down to Mario. Twink will tell Mario about Shy Guy's Toybox and that a Star Spirit is being imprisoned there. Twink will then fly away.

Head left all the way and enter the closest house to the exit of this area. Jump on the blocks and become invisible. A Shy Guy will walk in and reveal a secret passage through the wall! This leads to Shy Guy's Toybox, but we're not going there just yet. Head back to the previous area. Enter the pipe and go down.

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Toad Town Sewers

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Ground Pound the floorboard on your left. When you fall through, go left to another area. The doors will all close. Defeat the three Dark Koopas and a switch will drop. Smash it to reveal a Warp Pipe that leads to Boo's Mansion. Exit through the same way you entered and then take the pipe up. Drop down and return to Toad Town.

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Toad Town

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Head south to the Train Station. A Shy Guy is running in front of the train, halting the schedule. If I were the conductor, I'd just run right over the little bastard but that's not happening here. Whack him with your hammer to resume the schedule again. Now go right and talk to the red toad (with Parakarry). Parakarry will give the Toad his letter. Instead of the ability to breathe underwater, you'll get another letter. This is to a Yoshi in Yoshi's Village. We can't reach the village until the next chapter so the chain of letters has stopped for now. Head back north. Go north once more and you'll find a Shy Guy running off with

Rowf's Calculator! This closes up the Badge Shop unfortunately. Head right and whack the two Shy Guys around Flower Fields.

They'll run off. Go north and save with the Save Block then enter the Post Office. A Shy Guy will run out with a whole sack of undelivered letters! DAMMIT! Exit the Post Office and head over to Merlon. He'll say that he had a dream where someone told him to run around the red tree in Dry Dry Outpost five times and something good will happen. Don't head to Dry Dry Outpost and actually do so since we can get what happens anyway. Head inside Merlon's house and Ground Pound three times. The Quick Change badge will fall down. This lets you switch party members and attack on the same turn! It's the most expensive badge yet, costing four badge points. Exit Merlon's house and then travel left into the next part of Toad Town.

Go left for a little and Russ T will scream from inside his house. A Shy Guy runs out with his Dictionary. Jump into the warp pipe that goes to your house. Luigi is trying to take care of a Shy Guy bouncing around the lawn. Defeat it and talk to Luigi. After some talk, Mario will say that Koopa Koot wants his autograph. Luigi will give Mario the autograph. Great. Now climb the stairs and enter your house. You should have two more letters waiting for you, but that's not the concern. Get onto the oddly shaped floorboard and Ground Pound it to fall into Luigi's secret room! His diary is in here. Wanna read it? Of course! He has only two entries so far but he gets more as the game progresses. Read the two and head out.

Return to the Toad Town Sewers.

=====
Toad Town Sewers
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Go left, past the hole, and into the next room. Jump into the middle Warp Pipe to get to Koopa Village.

=====
Koopa Village
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Head into Koopa Koot's house and hand him the autograph. As thanks, he'll give you one coin. Talk to Koopa Koot and he'll ask for another favor. He's lost his wallet and wants you to get it back. Luckily, you don't have to leave Koopa Village. Head outside and go to the west side of town. Shake the closest bush to get Koopa Koot's empty wallet. Return to Koopa Koot and give the wallet to him. He'll give you another one-coin reward. Talk to him once more. He wants a Tasty Tonic. They aren't found in most shops but you can buy them at one of the two Toad Town shops. Head to the Toad Town Sewers.

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Toad Town Sewers
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We're not actually going to get the Tasty Tonic just yet but head to Toad Town all the same. There's another sidequest we're gonna start.

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Toad Town

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Go west two areas to be in the port area. Go inside the club. Talk to Chanterelle, the lady on your right. Now talk to the lyrics writer. After some talk, he'll give you the Lyrics to deliver to a famous composer around the world.
Exit and return to the Toad Town Sewers.

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Toad Town Sewers

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Go left, past the hole, into the next room. Jump into the left Warp Pipe to go to Dry Dry Outpost.

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Dry Dry Outpost

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Enter the first house in front of you to find the Composer. Talk to him and give him the Lyrics. In return, he'll give you the Music. Now take the pipe back to Toad Town Sewers.

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Toad Town Sewers

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Go left and then take the Warp Pipe back up to Toad Town. Go left into the next area. You'll pass a second shop. A Shy Guy will run off with the storage room key. After talking to Harry, buy a Tasty Tonic from the shop. Now leave and continue left into Toad Town Port. Enter Club 64 and give the Poet Master the Melody. Chanterelle will start to sing her song. It's pretty good, I dunno, for a game. The lyrics plain suck but ah well. You'll get the Attack FX D badge in return. Another FX badge! These things are the coolest. Return to the Toad Town Sewers and get to Koopa Village (I'm assuming you know the way... if you don't, you're hopeless).

=====
Koopa Village

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Give Koopa Koot the Tasty Tonic. He'll give you a stupid coin as thanks. His next favor involves getting an autograph from Shooting Star Summit's fortune teller. Head out and return to Toad Town.

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Toad Town

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Go north one screen and then open the star door. Head past the destruction site and go over the bridge into Shooting Star Summit. Take the lower path and enter Merluvee's house. Talk to the fortune teller and she'll tell you that she'll give you an autograph if you get a Crystal Ball from her twin sister in Dry Dry

Outpost. Head out and then return to the main part of Toad Town. Make your way to the Toad Town Sewers and then to Dry Dry Outpost.

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Dry Dry Outpost
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Head to the east side of Dry Dry Outpost. Go back to the alleyway with the boxes.

Jump over the boxes to be in an area with a tent. Talk to the girl in the tent, Merlee, and she'll give you the Crystal Ball. Now return to Toad Town.

=====
Toad Town
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Go north one screen and then open the star door. Head past the destruction site and go over the bridge into Shooting Star Summit. Take the lower path and enter Merluvee's house. Give Merluvee the Crystal Ball and you'll get her autograph. Okay, now that we have the autograph we can head back to Koopa Village. So do just that.

=====
Koopa Village
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Give Koopa Koot the autograph. He's so overjoyed that he's going to give you 3 Star Pieces again! Great! Talk to Koopa Koot one more time. He wants you to do a smaller favor (luckily). This time he wants you to read the Toad Town news. Return to Toad Town.

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Toad Town
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Head north and then you should notice a billboard near Merlow's house. Read the front to find a story of how Mario saved Skolar the Star Spirit. Read the back and you'll see a bunch of scribbles. Return to Koopa Village.

=====
Koopa Village
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After giving Koopa Koot the lowdown on what's happening, he'll give you a coin. The next favor he wants is for you to go and get him a Life Shroom. These things are freaking expensive, costing fifty coins, but just keep telling yourself "3 Star Pieces" and that should encourage you. Head to the Toad Town Sewers and make your way to Boo's Mansion from there.

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Boo's Mansion
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Go inside the mansion and then into the not-so-secret passage that was behind the case. Here, head down the stairs and through the door. Drop down to the lower

level and buy a Life Mushroom. Exit Boo's Mansion and warp to Koopa Village.

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Koopa Village
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You know where to go. One coin is your reward after you deliver the mushroom, as well as the Gold Credit. The Gold Credit lets you play the second game at the Playroom. The next favor Koopa Koot has is that he wants you to get him a Nutty Cake. Unfortunately, with Tayce T's frying pan away, that's not possible to do. So we're ready to head off to Shy Guy's Toybox! Go to Toad Town.

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Toad Town
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Go west into the next area. Head west to the end and enter the Shy Guy house. Go through the secret door that you revealed earlier to find a toybox and a spring. Use a spring and you'll shrink as you jump into the toybox.

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|                                     Chapter 4                                     |  
|                                     Trials in the Toy Box                               C4TTTB|  
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Shy Guy's Toybox
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This level is much, much bigger than the last few levels. But we can get all the items that we saw stolen back and we can get a few new items as well, including a new ally! Okay, hit the Save Block. You're in front of a giant train station at the moment. Turn around and head through the door. You'll see a cut-scene of Kammy Koopa dropping one of the three things that Peach said Mario hates. Once that's done, go forward and kill the pink Shy Guy. Then jump on the box with the coins above it. Ground Pound the box and you'll spring up, grabbing all of the coins. Head over to the box near the blocks. Use it to get to the top of the blocks. Now use the next box to get across the gap (make sure to grab the coins on the way).

Continue right, fighting the balloon Shy Guy. When you see a yellow peg near the back, go behind it and grab the Star Piece. Keep going past a little building with a hole and hit the coin block. Now head through the hole and climb the steps. At the top, use Parakarry to cross the left gap. Get the Star Piece and then cross the gap once more. Jump across the right gap. Drop down and grab the coin block, then grab or defeater whatever's in front of the chest. Open the chest to get the stolen Storeroom Key. Now use the block to get over the wall. Head right, crossing gaps and such, to the first room again. Here, save your game once more. Now exit Shy Guy's Toybox.

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Toad Town
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Exit and go right until you get to Harry's shop. Talk to him and hand him the Storeroom Key. He'll open the Storeroom and he'll let you take anything you want from it! There are four items in the Storeroom: a Snowman Doll, an Electric Shroom, a Toy Train, and a Dizzy Dial. Grab them all especially the Toy Train since it's vital to your quest. Buy anything you want from the store (you have a difficult boss battle coming up in about a minute) and head into Shy Guy's

Toybox.

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Shy Guy's Toybox
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Now go into the room on your left. Defeat the yellow Shy Guy and continue left.

You'll find a black Shy Guy guarding a chest. Talk to him and select "Fight" to enter a boss battle.

(Anti Guy)

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50 HP, 10 Attack Power, 30 Star Points

This is the first of the Anti Guys that you'll see in Shy Guy's Toybox. They're much, much tougher than regular Shy Guys but they're always guarding some kind of valuable treasure. You'll want to start off by using Skolar to bring a hail of stars down onto Anti-Guy. Bow should use Outta Sight whenever you get into a tight spot. Anti Guy is TOUGH, no doubt about that. Their two attacks can do ten and twelve damage to you unless you block them. Even then, they're going to do lots of damage. I recommend an Electric Shroom (you grabbed one from the Storeroom) as well as a Life Shroom if you have one. You might want to take out a Whacka's Bump if you have any of those since they restore 25 HP and 25 FP. Remember that there are only eight in the game so use them only if you MUST.

Even with the Whacka's Bump, and extra protection from Mushrooms, it can still be

tough. If you have a Repel Gel, USE IT! It makes Mario invisible and invincible for two turns!

Once you win, you'll get the Power Plus badge. This badge increases jump and hammer by one. It costs six badge points, but PUT IT ON! Take off anything you need but wear it! It's VERY powerful. Once it's on, go left and defeat the Groove

Guy. Then continue into the next area. Defeat all of the Shy Guys here to get two

Cake Mix, Rowf's Calculator, a Fire Flower, and a Mushroom. There are two archways here. To the right of the left archway, jump up in the air to reveal a hidden block with a Mystery. Now head back through the previous two areas. Save your game again and then talk to the conductor of the train. Show him the Toy Train and he'll ask how they're supposed to ride on a train like that. Odd, isn't it?

Exit Shy Guy's Toybox.

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Toad Town
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Stand next to the toy box and press A. Drop the Toy Train inside and it'll land full-sized onto the tracks. Now exit the room. Outside, go right into the next area. Here, go north one area. Talk to Rowf and give him his Calculator back. In return, you'll get the I Spy badge. Exit and re-enter the area to find that Rowf has opened his Badge Shop again. Buy some badges if you want then head to the

Toad House to restore all your energy. Once all of that's done, return to Shy Guy's Toybox.

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Shy Guy's Toybox

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With the train now in session, the REAL journey through the toy box begins. That sounded like some add for an epic adventure movie didn't it? My bad. Talk to the conductor of the train and he'll explain that by some huge piece of good fortune the train happened to fall onto the tracks. Good fortune my ass. Anyway, on the first blue step there are two cylinder switches. One has red arrows and the other

has pink. Hit the right switch (the pink arrowed one) and then jump onto the train. You'll be taken to the Pink Station. Save your game at the Save Block before you do anything. Now head right and you'll spot a chest. Open it to get the Mailbag, which is missing from the Post Office. Head south into the next area.

You'll see Kammy Koopa spawn an enemy/item depending on what Mario's supposed to "hate." Go right and defeat the Shy Guy, then use the block to get over the wall.

Go left, defeat the Shy Guy, and open the chest. Grab the Defend Plus Badge. Now go right all the way and use the block to get back to the main part of the floor.

Go right until you see a blue section of the wall. Stand on the right side of it and wait. A Shy Guy will twist the wall, pushing you to the other side. Head through the tunnel and hit the coin block. Grab the Ice Power badge from the chest and head right. Grab the Thunder Rage and then the Frying Pan. Now head left, all the way through this room once more. At the end, save your game and then take train back to the Blue Station.

To do that, hit the blue button on the first step (it's on your left). Once you're back at the Blue Station, save again if you wish and take the spring back up and out of Shy Guy's Toybox.

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Toad Town

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Head out of the Shy Guy house. Follow the path east, out of this area. Continue east until you see a yellow house by a signpost attached to a light. Enter it and you'll be at Tayce T's house. Give her the Frying Pan and she'll bake you a Cake as thanks. DO NOT eat this cake because you'll need it later. Now head north, out of this area. Go to the Post Office and give the mailman your Mailbag.

He'll give you a Star Piece as thanks. Now you can read two new letters that are for Goombario and Lady Bow. Exit and take a rest at the Toad House if you need it. Okay, we're now done here so return to the Shy Guy House and enter Shy Guy's Toy Box once again.

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Shy Guy's Toybox

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Head to the first blue step near the train tracks and hit the Pink Station switch

(the right switch). Now board the train and head over to the Pink Station. Hit the Save Block when you arrive and head left, into the next area. Go left and hit

the coin block, then defeat the Shy Guy. Continue left into the next area.

You'll

find a VERY fat Shy Guy blocking an entrance. Talk to him and he'll introduce himself as Gourmet Guy. Give him your Cake and he'll grow extremely hyper.. And rush about fifty different places before flying up into the air and dropping the Cookbook. This handy item allows Taste T to cook with two items at once, so she can make even more delicious foods! Go north and then head right, defeating the Shy Guy.

Hit the two coin blocks and enter the next area. Defeat the Shy Guy and then hit the three coin blocks to get twelve coins. Continue on and defeat the flaming Shy

Guy. In the next room, pull the switch to flip a section of the track. You can now continue on to the Green Station! Now go back left into the area where you met Gourmet Guy. In the middle of the two blocks, jump to reveal a hidden block with a Dizzy Dial. Now go left and then south, then right until you get to the Train Station area. Save your game and head up to the train. Whack the green switch (the switch on your right) to have the arrow point right. Jump onto the train and head to the Green Station. There's a slot machine here, as well as new areas for you to explore.

Head left and save your game, then go right. Hit the blocks in the order green, yellow, red, and then blue to make four coins appear. Grab them and head through

the door into the next area. You'll see Kammy Koopa making one of the "hating" items or enemies appear. Take the upper conveyor belt and then take the conveyor belt down. Let it take you to the middle conveyor belt on your left and then grab

the coins. Take the upper and lower conveyor belts again and take the conveyor belt right (the one in between the fence). Defeat the yellow Shy Guy here and grab the Mystery Note that it holds. Go right and play the slots if you wish. Otherwise continue right and defeat the enemy. Then jump on the elevator blocks. At the end, in the corner, let the block lower and head into a hidden tunnel.

Get the coins and the Star Piece in here. Now take the elevator up to the blue elevator. Switch to Parakarry and wait until the blue elevator has risen up, then

fly over to the ledge. Grab/defeat whatever is near the chest and then open the chest to find the Dictionary. Now head left, all the way out of this room and back to the Green Station. Save your game and hit the left switch, then tell the conductor to take you to the Blue Station. When you arrive at the Blue Station, exit Shy Guy's toybox.

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Toad Town

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Exit Shy Guy's house and go right. In the next area, continue right and then north. In the next area, check out the Badge Shop to see if the lineup's changed to fit your interest. Then enter the Toad House and get some sleep to restore your HP, FP, and Star Energy. Now go left into the west gate of Toad Town. Enter Russ T's house and give him back his Dictionary. He'll give you a Star Piece in return. Now give him the Mystery Note that you got at the toybox and he'll translate it for you: "Hit yellow, green, red, then blue." That's what the note says. Hmmm... Now return to Shy Guy's House and enter Shy Guy's toybox. Time to get our new character and finish the toybox for good.

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Shy Guy's Toybox

Big Lantern Ghost will disappear and you'll get control again. Walk up to the lantern and press A. The little light inside will call herself Watt and request that you get her out of the lantern. Whack the lantern with your hammer to free Watt. She'll be so overjoyed she'll come with Mario to help him out as best as she can. Whenever you enter a dark room with Watt, press down C and she'll illuminate the area around you. Even in a bright room, Watt lets you see invisible blocks! Press down C in this room to light Watt up. Carry her into the next room to see an invisible block with a Snowman Doll. Take the elevator up and over the wall. Drop down and if you're carrying Watt you should see a red block in between the two you already hit.

Hit this block to get the Deep Focus badge. Now jump onto the elevator that takes you up to the previous wall. From here, jump onto the elevator that takes you even higher. Switch to Parakarry and have him take you over to the ledge. You'll find a Super Block here so you can upgrade Watt already! Nice! He'll master Turbo-Charge and that increases Mario's attacking power. Highly useful in boss battles. Anyway, head to the start of this room and pick up Watt to reveal another hidden block with a Volt Shroom. Head to the Red Station room. There's a hidden block here with a Super Shroom so use Watt to reveal it. Now head over to the Heart and Save Blocks. Use them both then head through the passage that's south.

You'll spot a Shy Guy. He will see you and then run over a wall. Use Bombette to blow the wall up to reveal about twelve Shy Guys. You now have to fight them all, and they each have an army of three in them. This is the boss battle. No, just kidding they'll see you and then run away in a cowardly fashion. Head through the now blown-up wall and then defeat the Shy Guy. After that, hit the block to get the Sleepy Sheep and head through the door. You'll hear a strange screaming voice sounding like twelve Shy Guys up against a wall trying to escape by breaking through. Use Watt to light the room and you'll see twelve Shy Guys up against a wall trying to escape by breaking through. After they actually break through, follow them.

You'll see General Guy and ten Shy Guys up in front of him. General Guy will demand that you're trespassing and he'll therefore attack you with his Shy Squad.

(General Guy and his Army)

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15 HP (Shy Squad), 7 HP (Stilt Guys), 10 HP (Shy Stacks), 30 HP (General Guy)
1 Attack Power (Shy Squad), 4 Attack Power (Stilt Guys), 1 Attack Power (Shy Stacks),
4 Attack Power (General Guy)
2 Defense Power (General Guy)
34 Star Points (General Guy)

The first part of the battle involves you fighting a group of fifteen Shy Guys all at once. Luckily, they're classified as only a single enemy so it should be easy to defeat them. Use Mario's Ground Pound and he'll take out many of the Shy Guys. As Watt, use Electric Dash and that should take out an additional four Shy Guys. You should only have five to seven Shy Guys left (depending on if you're wearing the Power Plus badge or not; I certainly hope you are!). They'll rush up to you and start kicking you individually. It only does one point of damage but try to block them because we want to be at full health when facing off against

General Guy. On your next turn, you should be able to finish off all of the Shy Guys.

General Guy will come after you himself. He won't attack you directly though. He'll send out two Stilt Guys to do his work. Stilt Guys have seven HP each and they're pretty simple. You should be able to take out one per turn. Once they're both gone, General Guy will send out two Shy Stacks to take care of you. A Shy Stack is four Shy Guys stacked on top of each other. They have ten HP each and if you have the Power Plus badge you'll be able to take one out per turn. Otherwise it's gonna take four turns to take them out, sorry. Once they're gone, General Guy will realize that he needs to take you out himself. Jump on the bulb attached to the back and then use Watt to shock the bulb. It should shatter, taking out one of General Guy's attacks.

Now it's time to actually fight General Guy. Start smashing his machine with your hammer and use Electric Dash on the hatch. General Guy will try to throw bombs at you, so make sure to block them or you'll suffer a good deal of damage. Also make sure to throw in a Star Storm to deal seven damage to him. Eventually, General Guy's machine will fall apart, causing defeat.

All Shy Guys, and General Guy, will run away. After Watt talks a little, the Star Spirit will rise from General Guy's throne. Rush up to free the fourth Star Spirit, Muskular!

END OF CHAPTER!

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The Two Castles
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You're in for a much longer adventure with Princess Peach. Peach will point out to Twink that the guards have stopped watching them. Peach will tell Twink that they should try to find out some secrets for Mario. Use the secret passage to Bowser's room once more. Outside, you need to sneak all the way to the opposite side of the castle. Avoid the guard's lights as you carefully make your way

around. Go through the door opposite the one you came through. A giant chest, as well as a second Deep Focus badge, is here. Open the chest and place the Deep Focus badge in, as well as any other badges you might've obtained. Mario can pick them up later. Exit the room and head into the room below that to meet a familiar face...

That's right, Gourmet Guy is standing there, as fat as ever. Well, he's not familiar to Peach but he's familiar to us. Gourmet Guy will tell Peach that if she makes him something good to eat, he won't report you to Bowser. Gourmet Guy will give you the Castle Key to access a lower floor of Peach's Castle. Exit the room and go to the big, locked door. Open it and head down the stairs. Enter the door to the right of the stairs to be inside the kitchen. Twink will look through one of the cookbooks and find the Special Strawberry Cake. Twink will start to read Peach the recipe. Twink will tell you to put sugar and eggs in the bowl on the table.

Locate the ingredients on the shelves and place them in the bowl, then talk to Twink. Now you have to rapidly press A for ten seconds to mix it all together.

If you think you did a good enough job, say "yes" to Twink's question. Now put flour

and butter in the bowl and talk to Twink. Peach will pour it into the pan. Now she'll put it in the oven. You have to place it with "A", wait thirty seconds, and then press "A" again. Once that's done, place the cake on the table and add cream and strawberries. You need to put the cream on FIRST or it won't work. Now talk to Twink again and you'll automatically bring the recipe to Gourmet Guy, who will try it out. If you made it correctly, Gourmet Guy will bounce around all hyper once more.

If it's incorrect Gourmet Guy will tell you to make it again using the same ingredients. Gourmet Guy will then tell Peach a secret: one Star Spirit is one Mr. Lavalava on Lavalava Island. After telling you this, Gourmet Guy will leave and Peach will ask Twink to report the information to Mario. After Twink leaves, Kammy Koopa will appear. She'll tell Peach that she needs to keep it down and she'll order Peach back to her room.

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Toad Town

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You'll be talking to Muskular and he'll thank you for saving him. He'll increase your Star Energy to four and allow you to use Chill Out. Chill Out allows you to lower the attack of all enemies for a short period off time. It's one of the best

Star Attacks out there. Twink will appear before Muskular leaves. Muskular and Twink will talk for a little before Muskular takes his leave up to the sky. Twink will tell Mario that one of the Star Spirits is being held on Lavalava Island just like Gourmet Guy said. Twink will return to Princess Peach, giving you control once more. Surprisingly, we are only going to have to do a few things

before we can start adventuring in chapter five! First, go and head to Tayce T's house.

I assume you know where she lives since you've been there so many times now. Give

her the Cookbook and she'll be very overjoyed at you. Now enter the Toad Town Tunnels and use the Warp Pipes to get to Goomba Village.

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Goomba Village

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We haven't been here in a while, have we? Save using the Save Block. To the right of the Save Block there's a tree. Hit it with your hammer to get a Goomnut. With that in your hand, head back to Toad Town.

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Toad Town

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Go back to Tayce T and give her the Goomnut. She'll make a Nutty Cake. Now give her your two Cake Mixes and try to throw other items with the two Cake Mix for different cakes. Cakes are powerful, so save them for moments when you really need them. Now warp to Koopa Village

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Koopa Village

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Talk to Koopa Koot and he'll ask you to bring him a Nutty Cake. Give him the Nutty Cake you just made and you'll get the one coin reward. Now Koopa Koot will tell you that there's too much noise coming from Kooper's house and I think he's right. Enter the house to find some Bob-ombs exploding. Talk to them as Bombette and they'll calm down. Return to Koopa Koot and you'll get three Star Pieces! That's all the favors we're gonna do now (we can do more but let's give it a rest) so head back to Toad Town.

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Toad Town

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Go north all the way and head through the Star Door. Follow the path to Shooting Star Summit and take Merluvee's route. Inside Merluvee's house, open the chest similar to the one we saw in Princess Peach's Castle. Take out all of the badges and then go upstairs to Merlow's level. You should have at least twenty-five Star

Pieces so you can trade for the best badges. I recommend another Power Plus badge

and you can save it for when you have more Badge Points. Now exit Shooting Star Summit. In Toad Town, head south on and then west all the way until you reach Toad Town Port. Go west and south to find Colorado, then go right, onto the dock.

Here, head onto the whale and Ground Pound him. He'll throw you off and scream. He'll then explain that there's something jumping around in his belly.

Apparently, it's driving him mad. Enter his belly and use Watt to brighten up the

room. Head into the next room where a Fuzzipede is bouncing around. Catch him to enter a boss battle!

(Fuzzipede)

フズィペデ

20 HP, 5 Attack Power, 1 Defense Power, 15 Star Points

The boss music is playing, it has more than fifteen HP, and it's worth over ten star points. I'm classifying it as a boss. However, the Fuzzipede is certainly a very easy boss, especially if you have two Power Plus badges attached to you (you should at least have one). Just use Mario's Ground Pound and Watt's Electric

Dash to damage it. The Fuzzipede will charge at Mario for a three-point attack. After that, it hangs on the bones of the whale. Mario can't reach it now, except for using attacking items. He can use Skolar but I don't recommend wasting two units of Star Energy on this battle. If you can't attack in any other way, skip Mario's turn and use Watt's Electric Dash again. After another attack, it jumps back up onto the bones.

Skip Mario's turn if needed and use Electric Dash. Repeat this strategy until you

defeat the Fuzzipede. The whale will then fill itself with water and blow the Fuzzipede and Mario. The Fuzzipede will thank Mario for getting him out and forgive the whale for eating him and then he'll hop off. The whale will tell Mario that he should be called Dr. Mario :) Talk to the whale and then hop on his

back. Colorado will jump on as well and the whale will swim to Lavalava Land.

wildly around. Talk to Yoshi Chief and he'll explain that the kids ran off deep into Jade Jungle (not the side we were just on). Apparently, the kids don't know the dangers of the jungle so everyone is freaking out. Rest at the Toad House if you need to and then take the west exit into Jade Jungle (make sure to save your game and store the Jammin Jelly first).

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Jade Jungle
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Defeat the strange looking bush that's disguising itself as a heart plant. Shake the bushes to reveal a path, then shake the M. Bush disguising itself as a regular bush. Hit the tree to make a coin drop down the go east into the next area. You'll hear a shouting voice telling someone to get back instantly. Rush forward to find Sushie trapped in a tree. Whack the tree three times and she'll fall to the ground. Talk to her and she'll realize you're looking for the Yoshi kids as well. She'll offer to help you look for them, so Sushie is now an official member of your party! When you find wooden docks you can stand at the edge and press down C to jump into the water. While in water, hold down C to dive under.

Use that to dive under low objects. When you want to get out of water, locate another dock and press down C. With this in mind, go right, down, and left. From the dock, jump into the water. Swim north, under the tree bridge. Get off on the left dock. Talk to the Bulb-ulb and you'll learn that the Magical Seed isn't ready yet. Duh, if it was then you'd have all four and would be able to enter Flower Fields. Anyway, head into the water and swim to the opposite dock. Get out and grab the Star Piece. Hit the three and a letter to Russ T. will fall out. Now get back on Sushie and make your way back to the first dock you were on. Get out on the land and then make your way west into the previous area. We can access the whole jungle now thanks to Sushie.

Get out on the dock and make your way to the center island. Here, defeat the two Shy Guys and hit the red block to get a Power Quake badge. Back in the water, make your way west. Dive under the tree bridge and head into the next area. Surface by means of the dock west and north, then go east. Defeat the Shy Guy and head south to find a Super Block. You can usefully upgrade Sushie. She can master Water Block, which greatly increases Mario's defense for a short period of time. And she'll be stronger. Your party members can never be too strong, wouldn't you agree? Go back and then head north, across the log bridge. Shake the light green tree and defeat the M. Bush. Go north now and head into the next area. Approach the bush barricade.

Shake the middle bushes to open a path. Go through and defeat the two M. Bushes. Now head east, into the next area. Defeat the Shy Guy and head up to the log. Smash it with your hammer and it'll spring up and create a bridge to the other side. Cross the log bridge and kill the Jungle Fuzzy. Continue east into the next area. You'll hear someone scream for help. It's a Yoshi being taunted by two Piranha Plants. Walk up to them to start a battle.

(Twin Piranha Plants)

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12 HP each, 4 Star Points each

Another simple boss, but it has more than ten HP and the boss music is playing... and they're big. So it's a boss, okay? You'll basically want to use Mario's jump and Sushie's Belly Flop the whole time. It might be a good idea to use Water Block to increase Mario's defense as well, because the battle might go on for three or four turns. If you have two Power Plus badges on (one from Shy Guy's Toybox and one from Merlon) then you should be able to deal eight damage with your jump. Sushie can deal another four damage so you can take out a Piranha Plant per turn. That makes your life a lot easier, but they can still be beaten if you deal only six, or even only four, damage per turn. It's just harder. The Piranha Plants have a poisonous breath attack.

It deals two damage and poisons you, so make sure to block it. That's really all there is to this simple boss.

The Yoshi will be freed. After thanking Mario and Sushie, the Yoshi kid will run off back home. There's nothing else for you to see here so head back to the previous area. Go west and south and jump into the water. Swim to the southern dock. Head south into the next area. We've been here before, not too long ago. Hit the right tree and a Jungle Fuzzy will drop down. Head over to the left tree to find a sleeping Yoshi. Hit the tree with a hammer to make the Yoshi fall down. He is perfectly fine, but he says he's a little lonely so he'll run back home. Two down, three to go. Head across the log bridge and you should find another log. Smash it with your hammer to create a major shortcut which will prove useful later.

Head across the bridge and you find yourself back at the start of the jungle. Head to the village and take a rest to refresh your energy. Make sure to save your game also. Then head back into the jungle. Cross the log bridge once more and go north into the next area. In the water, swim to the closest dock and go west. Kill the Shy Guy and head into the next area. Here, jump into the water and swim left. Jump up to the northern dock and go right. Jump into the flower and let it take you to the upper ledge. Defeat the Shy Guy then push away all the bushes to reveal a Warp Pipe. Use it to warp to a dark, dark room. Switch to Watt and use her to light up the area. Here, make your way up to the green Yoshi. Talk to him and he'll leave.

Only two more Yoshis left! Exit this cave and then drop back down to the lower ledge. Swim west to the next area. Here, climb out of the water and hit the log to create a bridge. Cross it to find a crying Yoshi. Talk to him and he'll leave.

Well... that was easy. Return to the previous area. Swim east and climb out of the water, then clear the bushes. Head south to the next area. Cross the log bridge here and then jump into the water. Go to the southern dock and jump out. You'll hear a scream. Go north and clear the bushes, then kill the M. Bush. There are four of them in this particular group, but they shouldn't be that hard to kill.

Once they're gone, shake the long bush to find the red Yoshi hiding behind it.

After thanking you for saving him, he'll run off home. All Yoshis are safe now, so you can return to Yoshi Village to collect your reward. Now go west into the next area. Head around the bushes to be back at the whale. This is a nifty shortcut back to Yoshi Village so follow the beach right to the village.

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Yoshi Village
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Everything has calmed down now that the Yoshi kids have returned. Go south and cross the bridge, then head north to find the Yoshi Chief standing near a large statue of a raven. Talk to him and he'll give you Jade's Raven. This allows you to get to the second half of Jade Jungle (yes, we've only been to the first half) so you can make your way to Mt. Lavalava. Now continue into the eastern area of the village. Go to the Toad House to recover, then save your game. It might not be a bad idea to buy a few Thunder Rages, Super Shrooms, and Honey Syrup. You need them for Mt. Lavalava. Now head out and then go north, back into the jungle.

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Jade Jungle
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Go left and cross the log bridge that you made early in your adventure to save the Yoshi kids. That just saved you a LOT of traveling. Now go north, across the bridge, into the next area. Here, jump into the water and swim under the log. On the northern side is a giant statue of a raven. Place the Jade Raven in the statue and it'll move aside to reveal the path to another part of the jungle. Head into that path. The jungle has certainly gotten a lot more wild and it's more difficult than the last part. Here, go right and kill the Shy Guy. Jump on the hanging vine located on the left tree. An egg will drop down. Go right and move the huge bushes. The next area has a block puzzle of some sort. A huge boulder blocks your path.

There is a geyser on the far right. Push a block onto it and another geyser will appear. Push a second block (NOT the one you just used) onto that one. Keep pushing blocks (you can't use a block more than once) onto the geysers until a final geyser blows the huge rock out of your way. Push the final block onto that geyser and then cross the path to the next area. Pull all of the vines located on the trees to get a Fire Flower, a Mushroom, and a battle with two Jungle Fuzzies. Also, pulling the vine closest to the bushes will reveal the path to the next area. In the next area, open the two Flower Bushes to get a heart. Head right to hear a large roar. Head forward to find three Piranha Plants and a W Magikoopa blocking your way.

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12 HP(plants), 11 HP(W Magikoopa), 11 Star Points

Another simple boss, but they have more than ten HP and the boss music is playing... and they're big. So it's a boss, okay? You first want to concentrate your attention on the Magikoopa. If you have two Power Plus badges on, you can take the Magikoopa out in one turn with the help of Sushie. Otherwise, you'll have

to do it in two turns. Now for the plants. You'll basically want to use Mario's jump and Sushie's Belly Flop the whole time on the Piranha Plants. It might be a good idea to use Water Block to increase Mario's defense as well, because the battle might go on for three or four turns. If you have two Power Plus badges on (one from Shy Guy's Toybox and one from Merlon) then you should be able to deal eight damage with your jump.

Sushie can deal another four damage so you can take out a Piranha Plant per turn.

That makes your life a lot easier, but they can still be beaten if you deal only six, or even only four, damage per turn. It's just harder. The Piranha Plants have

a poisonous breath attack. It deals two damage and poisons you, so make sure to block it. That's really all there is to this simple boss.

You get a WHOLE lot of stuff from this boss so try to collect as much of it as you

can. Then proceed to the next area. This is the path to Raphael the Raven. Enter the giant tree. Here, you want to save your game (definitely). Then start up the stairs to make your way up the high, high tree. If you fall, you'll go all the way

down to the bottom and have to start over so be careful. At the top, head out and

you'll be on a large tree branch that curves around the tree. Follow it up, past the hole, to the Happy Heart badge. Now enter the hole you passed to be in the second part of the tree. Climb up the next long stairs and exit at the top to be near Raphael the Raven's nest. Head right, into the nest, to meet Raphael the Raven.

Talk to him and Mario will explain that they need to get to Mt. Lavalava. The Raven will do some freaky call to get all of the other ravens to come. After he talks to them, all ravens will drop off the tree. Follow them and Raphael will make a large tree branch raise into an arc so you can pass through. Follow him into the next area. Here, the ravens will build a little elevator so you can reach

the volcano. Kolorado, in his excitement, will rush up the lift and into the volcano. Raphael will then give you the red Ultra Stone. From now on, when you reach a Super Block, you'll be able to upgrade any Super Rank party members to Ultra Rank. Nice. After the ravens leave, jump into the left and take the ride to the volcano.

Use the Heart Block, then enter Mt. Lavalava.

=====
Mt. Lavalava
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At first, it seems like this corridor is completely empty. Follow it down and a Piranha Plant will come out. He'll identify Mario and then report to the "boss" while screaming alert. Continue into the next area after the piranha leaves. You'll find Kolorado, who says he senses danger. What an amazing sense, there's

only a huge bubbling pool of lava right in front of you! After Kolorado gets burned, jump across the sinking lava platforms. At the end, wait for the platform to move over to your so you can jump on it. It will take you to the other side where a single Lava Bubble rests. Defeat it and cross the rest of the sinking platforms to the cave entrance on the other side. Take the rope down across the huge gap.

On the other side, drop down and go right into the next area. Here, make your way past all of the spinning flames (if you touch one, you'll lose a hit point). On the other side is a Super Block. Upgrade Sushie and she'll learn Tidal Wave. This watery move attacks all enemies, great for a fiery place such as this volcano. Make your way back across the flames and enter the previous area once more. Here, jump up the ledge and defeat the spiky enemy. Once it's dead, hit all the blocks to get some coins. Defeat the second spiny enemy and continue heading left. Pass the spring and go right. Hit the Save Block and then take the rope down. About a second after you grab onto the rope press A. You'll fall down onto a floating platform with a Fire Shield badge.

This helps you GREATLY here so equip it now. Drop down and defeat the spiky enemy and Piranha Plant and then go left (the passage right has a Super Block that we can't quite get yet). Climb up the steps and head through the cave door. Go down the long corridor here (no Piranha Plants will pop out this time) and into the next area. Here, use Watt and a hidden block will appear. Hit it to get a Life

Shroom (HIGHLY useful in certain situations; just NEVER use it, it'll act on its own when you need it most; as in, when you're dead). Switch to Parakarry and head left. Stop in front of the lava waterfall. Head down so Mario is up against the ledge closest to you. Use Parakarry to fly across the gap. Push the first block into the lava, then the second, then the third.

The lava below will dry up. This will create a passage across the lava gap. So return to the lower platform and use Parakarry to cross the gap. Head into the next room. Here, push the blocks so they create a tiny bridge out onto the lava. Use Parakarry to cross the rest of the lava. Defeat the two Lava Bubbles on the other side then jump up the ledges. At the top lies the Ultra Hammer. The attack power of the hammer increases by one and you can destroy metal blocks! This makes things much easier, especially if you have two Power Plus badges. I bet you're not in very good shape right now (As I type this, I'm currently at seven health and two flower points, along with no Star Energy; you should be better off than that though) so you will need the extra attacking power.

Smash the metal block and head out, then use Parakarry to cross the gap once more. Here, go down the steps and smash the next metal block. Kill the Piranha Plant and jump up the ledges to the chest. Collect the Dizzy Stomp badge and exit by means of the way you entered. In the next room, hop up the steps and head to the room on your right. Go right here and use the spring to reach the upper ledge. Kolorado is pacing in front of a metal block. Save your game and talk to Kolorado, then

smash

the metal block. Head into the next room, where Kolorado runs stupidly off the edge. Grab onto the rope and ride down until you get to an area where the back wall is a little brighter than usual. Drop down here and you'll be on a ledge with the Super Block we saw earlier.

Upgrade Bow or Watt (they both get good attacks) and then drop down. Defeat the enemies (by the way, you should be at least level fifteen right now) and then talk

to Kolorado. Apparently, he "meant" to drop down. Right. Anyway, head left into the next area. Hit the spring and then head through the room on your right

(saving

first is a good idea). Take the rope all the way down. Here, head into the next room. You're in another corridor. Go forward and a huge spiked ball will drop down. Spin dash down to avoid being crushed. In the next room, take the moving platform to the other side of the bubbling lava. Jump over the spinning flame wall

and kill the Lava Bubble. Jump over the next spinning flame wall and kill a second

Lava Bubble.

Head into the area of the next spinning lava wall. You have to stand near the edge

and jump over the lava as it spins by you. It gets faster and faster, so you have

to be quick in jumping over. Eventually, a platform will come to you. Jump on it and let it take you to the other side. Enter the next area. Defeat all of the enemies and then go right all of the way. A block rests here. Before you can push

it, Kolorado approaches you. He thinks the treasure is close by which also means the boss is close by. Gulp. Push the block all the way to the end. Jump up onto the

ledge and smash all of the metal blocks to release the spiked ball. Quickly get out of the way and let it roll. It will crush Kolorado and smash a hole in the wall.

Ignore Kolorado for now and head through the hole. As you're going right, Kolorado

runs by. According to him, the treasure is VERY close. He'll run into the next room. Follow him and hit the blocks to get a Super Shroom and Maple Syrup. Now head to the previous room. Hit the Heart Block and go down the steps. Hit the Save

Block and head right. The Piranha Plant you saw at the beginning will pop up again

and he'll realize you're searching for the Star Spirit. After it leaves, go to the

next room and approach the lava circle. A HUGE Piranha Plant will climb out of the

lava. After talking to you, you'll engage in a battle.

(Lava Piranha, Lava Buds)

????????????????????????????

80 HP, (Lava Piranha), 16 HP, (Lava Buds)

Star Points: 30

DON'T freak out when you see the amount of HP. At first, it says that the Lava Piranha only has forty HP and the Lava Buds only have eight but that changes soon

enough. The first part of the battle is probably the harder part, because these guys aren't affected as much by Sushie's water attacks. They're just like normal piranhas. If you still have Thunder Rage attacks, use them to get rid of the

buds.

You'll definitely want the buds out of commission first. I suggest using Star Storm on Mario's first turn and then Tidal Wave on Sushie's first turn. That deals a good amount of damage to the Lava Piranha and kills both Lava Buds instantly. The Lava Piranha will lean back and breathe a slow breath of fire at you.

Unless you're wearing the Lava Shield badge, this will do five damage to you (if you're wearing the badge it does four). That's not that much to worry about though so don't freak out. Use Sushie's Squirt attack because it can deal more damage to a single enemy than Tidal Wave can do to all enemies (besides, Squirt is half Tidal Wave's FP cost). Only about two turns (one if you're powerful enough) of this should put the Lava Piranha down to what seems like zero HP. But it's really not. You'll gain fifteen Star Points and the end battle music will play, but it'll stop abruptly as the Lava Piranha and the Lava Buds charge back out. They're now on fire, but this is actually good news for you since water deals more damage to them.

You should have two units of Star Energy left, but DON'T use Star Storm. Instead, use Chill Out to lower their attacks by three. This should GREATLY decrease the damage dealt to you. As Sushie, use Tidal Wave. Aside from dealing a good amount of damage to everyone (if you dealt enough damage, you should've taken out both Lava Buds), this will stun them temporarily. Kolorado will try to help but he'll burn himself. Ah well. Anyway, since they're stunned you can attack without fear of them hurting you. Jump on them and use Squirt on the Lava Piranha (ignore the buds even if they aren't dead yet; they just come back to life later). When the Lava Piranha sets on fire again, DON'T jump on the Lava Piranha.

Mario will burn himself if he tries. Instead, have Sushie attack first. Use Tidal Wave when the buds are on fire to knock them out as well as the Lava Piranha. Once they're out, resume with the jump/Squirt technique. You only have to kill the Lava Piranha and it'll be dead for good.

In Kolorado's excitement, he'll run straight to the next room to get some treasure. The Star Spirit Card will fly out of the lava pit. Touch it to free Misstar, Star Spirit number five!

END OF CHAPTER!

Uh.. heh, why is the volcano shaking and why is everything falling apart? Aw, man everything is starting to rise... hey, why's the lava bubbling over? Crap, the whole volcano is about to erupt. Well, that's not good news, is it? Anyway, follow Misstar into the next room where Kolorado is standing around. Climb up the series of stone steps and Kolorado will run back to check if the treasure was guarded by the fiery monster... but then he'll get burnt again. What an idiot, that's like the third time this chapter. Anyway, quickly switch to Bombette and blow the wall open. Rush into the next room, where you should climb up the steps. Here, Kolorado is jumping for the treasure but Misstar will grab him and Mario

and
fly out of the volcano.

Just as you escape, the treasure flies right out and lands in an area at Jade
Jungle.

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The Two Castles
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Peach and Twink are standing in Peach's room once more. Peach will suggest that
they sneak out again and Twink will concur. Activate the secret switch and then
use the secret fireplace passage. Head out of Bowser's room. Here, quietly head
down to the lower floor. Climb down the stairs and instead of going right (like
you did last time) head left. Climb up the steps and enter the door that took
you
to Bob-omb Battlefield in Super Mario 64. You'll see a guard. He'll spot you and
a Hammer Brother will come by. He'll tell Peach that they won't report her
escape
to Bowser as long as she plays their little game. This is a quiz show where
you're
asked ten questions. If you get the majority right, you win an awesome prize.
Here
are the questions, in order:

1. What's the name of the boss on Lavalava Land?

A: Lava Piranha

2. Where did Master Huff n' Puff imprison the Star Spirit?

A: Flower Fields

3. What's the name of the scary, round dry monster living in Dry Dry Ruins?

A: Chomp

4. How would you get to Flower Fields?

A: Pass Flower Gate

5. What's the name of the person who King Bowser really loves?

A: Princess Peach (if you can't get this one, you might as well quit playing...)

6. What's the thing that's most deeply related to Flower Fields?

A: Flower (even if you got the game five seconds ago you should get this right)

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

A: Bowser

8. What's the name for the ghosts that lives around Forever Forest?

A: Boos

9. What's the name of the area just to the south of the post office in Toad
Town?

A: Flower Garden

10. Where is Peach's castle now?

A: On Bowser's Castle

Once you win the game, you'll get Jammin' Jelly (only if you won the whole
thing).

As a consolation prize, you'll get the Sneaky Parasol which is worth about

five-hundred Jammin' Jellies. If you face somebody and press B with the parasol you can transform into that person. Bowser will stomp in and notice the game. The Hammer Brother will explain that the game is already over. He'll then turn around and notice Princess Peach. The Hammer Brother and the guard will take Princess Peach back to her room. Time to go again...

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Jade Jungle
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Misstar will fly you to the tiny part of Jade Jungle. Kolorado will complain because he lost his treasure and Misstar will yell at him that his life is a lot more valuable than any treasure. Misstar will thank Mario for saving her and she'll exclaim at how he only has two Star Spirits left! You'll get your Star Energy upgraded to five and you'll learn Smooch! This super cool power allows you to restore twenty HP. Misstar will then fly back to Star Haven. Kolorado will sulk off and complain about how some stupid starfish stopped him from getting the treasure. Follow him into Yoshi's village.

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Yoshi Village
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Head left and use the Save Block to save your game. After that, continue left into the main part of Jade Jungle.

=====
Jade Jungle
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Go north and clear the bushes to reveal a path. Head right, into the next area. Here, continue right to find the Volcano Vase. You can swim to the Flower Bud and talk to it, but apparently it's already given away its seed to "some Kolorado guy." Damn. Return to Yoshi Village now.

=====
Yoshi Village
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Here, talk to Kolorado and hand him the Volcano Vase. He'll be overjoyed and declare the adventure a complete success. He'll then run off, but not after giving you the Magical Seed! If you've been following this guide accordingly, you should have all four Magical Seeds! Nice! Now head west, to the next area. Here, head to the beach and jump onto the whale. The whale, with Mario and Kolorado will swim away. Suddenly, Jr. Koopa will swim onto the beach just as Mario starts to leave. He'll turn to where Mario was and he'll notice he's gone. He'll then proceed to swim all the way back to Toad Town again. Uh, he has wings, why can't he just fly? Watch as the whale takes Mario to the other side while Jr. Koopa despartely tries to catch up.

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Toad Town

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As the whale arrives, Kolorado will thank you and run off. Jr. Koopa will arrive shortly after. He'll run up at you to start a battle!

(Jr. Koopa)

??????????

40 HP (Really 20), 6 Attack Power, 1 Defense Power, 21 Star Points

"It's Jr. Troopa! He swam all the way after us! This kid...he's got guts! He still flies but now he has a spike on his head. It'll hurt if you jump on him. He seems

tougher this time... Luckily for us, he also looks pretty tuckered out. Well, he should be tired. The little guy swam to Lavalava Island and back! It seems better to attack from a distance with an item or something rather than attacking him directly.

The moment the battle starts, Jr. Koopa loses twenty out of his forty HP. Thanks to all that swimming he had to do, it sucked up his energy. But he does have a new power, unfortunately. He flies up in the air AND has a spike attached to his head. If you don't have the Spike Shield now, you won't be able to attack Jr. Koopa with Mario. You can start out by using Star Storm to wipe out seven HP. As Sushie, use Squirt. Jr. Koopa dive bombs you for six damage, five if you block it. You should still be able to beat him before he defeats you completely so don't worry. Another Star Storm should finish off Jr. Koopa in this incredibly easy battle.

Now that Jr. Koopa has been defeated and you've done five chapters, you should be strong enough to get at least a fourth degree at the dojo. Try for a fifth degree card but it's like impossible at the moment since the fifth degree battle is the toughest battle in the game, even tougher than the final Bowser. Yes, I'm serious. Once you have at least a fourth degree, it should prove that you've mastered the controls of the game pretty well and you're easily ready to take on chapter six. But, as usual, there's many sidequests we can do beforehand. First off, we have a LOT of Koopa Koot favors we have to do as well as exposing the rest of the sewer system. You might want to check at the Post Office after righting at the dojo.

You should have some new letters for everyone in your party except Sushie. Oh boohoo for her but we just got her. After reading letters from Fuzzipede, B0otler, Frost T., Bruce, Koover, and Gooma leave the area. You'll find Kolorado near Pleasant Path. He says a Koopa named Kent C. Koopa is blocking the path. Hmmm... time to investigate! SAVE YOUR GAME and then head onto Pleasant Path.

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Pleasant Path

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Go forward to find a giant nerd-looking Koopa. Talk to him and he'll introduce himself as Kent C. Koopa. He charges 100 coins to get by. Don't choose to pay, choose to fight. Choose to fight once more to begin a battle!

(Kent C. Koopa)

????????????????

70 HP, 10 Attack Power, 6 Defense Power, 20 Star Points

One of the toughest battles at this point in the game is against the gigantic Kent C. Koopa. You'll want to have Sushie with you since she is very strong against the Koopa. First off, you'll want to use Mamar and pray that her Lullaby attack works. It's also not a bad idea to bring at least five Sleepy Sheep (yes, five) as well as two Power Plus badges and a Defend Plus badge. Here is the recommended list of items and badges: three Super Shrooms, two Maple Syrups, and five Sleepy Sheep are the recommended items. Peekaboo, Power Plus, Power Plus, and Defend Plus are the recommended badges. You should have at least twenty-one badge points by now. If you actually have twenty-four badge points, then throw in either an HP Plus or an FP Plus (whichever one works more for you).

Kent C. Koopa is near invincible when he is standing. You need to get him to the ground somehow. Use a Sleepy Sheep/Mamar on your first attack. If it doesn't put him to sleep, then use Sushie's Water Block to create a water shield around Mario. With the Defense Plus badge and the Water Block in effect, it decreases any damage Mario takes by two. If he blocks an attack, it'll decrease by another one so it technically decreases everything by three. If Kent C. Koopa DOES manage to fall asleep, then he's out for four wonderful turns. Use Squirt/Belly Flop (two Squirts and two Belly Flops to preserve FP) and stick with Mario's hammer while Kent C. Koopa is asleep. That should do a total of twenty damage to him if you're able to attack all turns.

When Kent C. Koopa wakes up he should still be on his back. Use another Sleepy Sheep or Mamar and then you should be able to deal twenty-eight damage this time.

When he wakes up, repeat the strategy. Another twenty-eight damage. That should be the end of Kent C. Koopa, netting you twenty Star Points. See, if you didn't have those Sleepy Sheep, you'd have no idea how much of a hellhole this battle would be.

"This is Kent C. Koopa. He seems pretty greedy for such a large Koopa. He sometimes does a stamp attack with his shell. That attack has a power of 3. His shell attack also damages party members (like me!), so be sure to defend! As with all Koopas, your chances will greatly improve if you can flip him over. His defense power will drop. Watch it, though! He'll attack as soon as he's back on his feet. And by the way, is he not THE HUGEST KOOPA EVER!?! Somebody told me that he used to live in Koopa Village..."

Return to Toad Town once you've defeated Kent C. Koopa.

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Toad Town
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Save your game and recover at the Toad House. Now go south into the next area and enter the sewers.

=====
Toad Town Sewers
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Head left, past the hole, into the next area. Here, pass all of the warp pipes and go into the next part of the sewers. Head left and take the elevator up, then go through the pipe. There's a floating platform in front of you. Don't jump on, but drop down and head to the pipe. Drop in and then go right and crush the metal blocks. Climb up the steps to find a Super Block. Upgrade either Watt or Bow (whichever one you didn't upgrade earlier). Exit this room and then jump up to the next room. Head through the pipe and go left two rooms to be in the starting room again. Now drop down the hole. Go left, and keep going left until you hit a dead end. Here, there's a room with a blue block and a large gap. Use Watt to reveal three invisible blocks.

They are a bridge across the gap. However, since they're invisible, you'll fall right through them. Memorize the locations of the blocks and then push the blue block under each one and hit the blocks to make them solid. When all three have been hit, jump across them to the other side where you'll find another Super Block. Upgrade Bombette to Ultra Rank. Now go right two rooms. Here, use Sushie to jump into the water and swim to the other side. Just as you get out onto the dock, a gigantic Blooper will appear.

(Super Blooper)

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70 HP, 5 Attack Power 25 Star Points (Super Blooper)

6 HP, 2 Attack Power (Blooper Baby)

Don't let Super Blooper's HP fool you; this guy is DEFINITELY not as hard as Kent

C. Koopa and he actually isn't that hard at all considering that Mario should be at least a level sixteen guy by now. You should have some leftover Sleepy Sheep from your battle with Kent C. Koopa. Use one to put Super Blooper to sleep for two turns. Now use Squirt with Sushie. As Mario, you'll have to use your Ground Pound since your hammer can't reach Super Blooper. When Super Blooper wakes up, use another Sleepy Sheep on him to have him fall asleep once more. Continue with the Squirt/Ground Pound strategy. Once Super Blooper wakes up again, you should still have another Sleepy Sheep left. Just in case you don't, you'll have to simply continue using Ground Pounds and Squirt techniques.

Super Blooper can spit out little Bloopers. These guys are very weak and can be taken out in a single hit. It might be a good idea just to use Sushie's Tidal Wave to take them all out at once although that sometimes isn't recommended because it uses too much FP. You should still have enough HP and FP to finish Super Blooper off quickly and easily so don't worry.

"This is a Super Blooper. Whoa! It's huge! Easily the biggest Blooper ever! Trust

me, its size doesn't lie. It's pretty powerful. When it gets mad, it turns red and

its power goes way up. And sometimes it spawns Blooper Babies. Buckle down, Mario!

We're in for a fight!" - Super Blooper

"This is a Blooper Baby. Super Blooper spits 'em out and they come to drain you. We need to beat 'em quickly so they can't drain us dry. They're so cute, though!"

- Baby Blooper

Once Super Blooper has been defeated, a switch will drop down. Hit it to reveal a Warp Pipe passage to Yoshi Village. Now go right, into the next room. Here, follow the path right while killing all of the Dark Koopas. Continue right through the next room, ignoring the lone block and all of the invisible blocks. You seem to come to a dead end in the next room. Use Bombette to blow a hole in the wall. Here you'll find Rip Cheato. He'll sell you a random item for 64 coins.

The first item you'll buy is a Star Piece. Here are the items he sells you, in order (for 64 coins each):

1. Star Piece
2. Life Shroom
3. Bump Attack Badge
4. Repel Gel
5. Star Piece
6. Super Shroom
7. Mushroom
8. Dried Shroom
9. Dried Shroom
10. Star Piece
- 11 and up: Dried Shroom

As you can see, the first five are promising while six through nine are pure rip-offs. I suggest only buying the first three now, and coming back after Flower Fields to buy the rest. Now use the Warp Pipe and you'll be in a strange house. This is the house that was always locked from the inside. Grab the Odd Key and open the door to be back in Toad Town.

=====
Toad Town
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Well, you've just created a nifty shortcut for getting to the end of the sewer system! Now head out and go north. Save and rest at the Toad House. Now we need to get all of Koopa Koot's favors out of the way, as well as getting more of that letter sidequest done. What do you say? Head out and go left all the way until you get to Mario's warp pipe. Enter Russ T.'s house here and give him a letter. You'll get a Star Piece as thanks. Now go right once area and then head south until you reach the Train Station. Talk to the red Toad (he's near the green Toad) and give him his letter. Instead of your well-deserved ability to become super super super super super strong, you'll get a letter. Word. You can't do any more of the letter quest now because you can't reach Starborn Valley.

Now just head to the Toad Town Sewers and warp to Koopa Village.

=====
Koopa Village
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Head to Koopa Koot's house and talk to him. Apparently, he's not popular. What a shock. Anyway, there's an old photo of his in Boo Mansion that he wants you to get back. We need to go there anyway because there's a little that needs delivering. So head out and go into the Toad Town Sewers, where you should warp to Boo Mansion.

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Boo's Mansion
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Head inside and you should find a Boo floating around the stairs. Talk to him and he'll tell you that Koopa Koot's motto is, "Use it until it drops." What a sneaky bastard! We shouldn't do anything for him anymore! No, just kidding. Go the not-so-secret passage that was behind the case. Here, head down the stairs and through the door. Drop down to the lower level and talk to Igor with Parakarry. Give him the letter to get a Star Piece in return. Now warp back to Koopa Village.

=====
Koopa Village
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Give Koopa Koot the Old Photo and you'll get the surprising one-coin reward. Now Koopa Koot wants some Koopasta to eat. The ingredients require both a Koopa Leaf and Dried Pasta. Get the Koopa Leaf from the bushes in Koopa Village. You'll have to warp to Dry Dry Outpost and by the Dried Pasta there. While you're there, go to Dry Dry Desert. Locate the oasis and grab a lime from the tree since we'll need it soon. Now head to Toad Town.

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Toad Town
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Here, head over to Tayce T's place. Give her both ingredients and she'll stir up some Koopasta. Use the Toad Town Sewers to warp to Koopa Village.

=====
Koopa Village
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Give Koopa Koo the Koopasta and he'll give you a coin. The next favor is, thankfully, a very simple one. He lost his glasses somewhere in the village and he wants you to find them. Head to the western part of Koopa Village and shake the bushes. Eventually, his glasses will pop out. Grab them and bring them to Koopa Koot for a coin. The next favor is the easiest favor in the game if you already go tthe lime. Koopa Koot wants a lime, but we already have one so give it

to him and get the nice 3 Star Piece reward! Now Koopa Koot wants a Kooky Cookie.

This is a difficult one to get since it requires some backtracking. Locate a Koopa Leaf in the village. Then go to Toad Town and head to Shy Guy's Toybox.

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Shy Guy's Toybox
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Go left, through all the areas, until you reach the area with all of the Shy Guys that run away from you. A couple carry Cake Mix. Grab a Cake Mix from one of the Shy Guys (you have to kill them) and then return to Toad Town.

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Toad Town

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Go over to Tayce T. and have her make a delicious Kooky Cookie for you. Too bad we can't eat it... ah well. Anyway, you'll now want to return to Koopa Village.

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Koopa Village

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Talk to Koopa Koot and give him the Kooky Cookie. He'll be overjoyed and give you

a stupid coin. Don't complain, we have three more favors to do but unfortunately,

we can't do them until we beat the next chapter. We're totally done with the Chapter Six Prologue so return to Toad Town.

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Toad Town

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Paper Mario is an adventure games. For most adventure games, you need to follow the guide from start to finish in order to understand it. So you should have all four Magical Seeds. If not, here's a very brief description on how to get the seeds:

1. (Toad Town) Go south a few areas until you're in the area just above the Train Station. Pull up the Bul-ulb and get the seed.

2. (Mt. Rugged) Head right a few areas until there's an area where you can jump up a ledge. You can either continue right up some steps or go past the steps. Head past the steps and use Parkarry to cross the gap. On the other side is the Bul-ulb.

3. (Forever Forest) In one of the circular areas of Forever Forest there's a path that takes you to the center of some trees. In these trees, there's the third Bul-ulb.

4. (Yoshi Village) After you beat Chapter Five, head into Jade Jungle. Clear the bushes and go right, into the next area. Here, open the chest and get the Volcano Vase. Talk to the Bul-ulb here and it'll say that it already gave its seed away. Return to Yoshi Village and talk to Kolorado. Give him the Volcano Vase and he'll give you the seed in return.

Head to Flower Garden, which is to the right of the Badge Shop. A Bul-ulb is exclaiming how Flower Fields is in a state of dispair thanks to Bowser. Talk to the Toad near the flower and give her the four seeds. She'll plant each one and then a warp will appear to Flower Fields! First, you might want to have these items since Flower Fields is hard: Four Life Shrooms, four Super Shrooms, and two Maple Syrups. That guarantees a good day in the fields. That should suck up lots of your money, but you DO need the stuff. Once you have that, head through the door and into Flower Fields.

use
it to make your nose long o_0. Okay, that's a little weird but oh well. Whacking
the tree will cause her to get angry at you. If you whack it enough times,
she'll
kick you out and you won't be able to come back in. This doesn't really do
anything to you but it's fun :) Now return to the hub room and save your game
yet
again. Now take the southeast path to another part of Flower Fields. You'll find
a yellow flower and a gate. Talk to the yellow flower and she'll tell you that
she'll let you pass only if you give her something good to eat. Give her the
yellow berry and that'll be good enough for her.

Head through and you'll find a large, thorny area with tiny pillars sticking
out.
Use Parakarry to cross all of the pillars to get to the other side. Head right,
killing the two Crazee Dazees. In the flower patch to the right of the tree

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