

# Paper Mario FAQ/Walkthrough

by Jedi276

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Welcome to:

THE ULTIMATE PAPER MARIO FAQ/WALTHROUGH

by: Jedi276

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0.Updates

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9/10/01

- Listed all the remaining Quizmo's Quiz Questions
- Added Amethystine to the Credits section
- Listed the remaining star pieces
- Updated the FAQ to include the last two star pieces I found
- I believe the FAQ is now complete, updates will only be done if something here is wrong or if I completely ommitted something.

3/18/01

- Found all the Star Pieces except 2(I think i know where they are though), I will post the remaining Quizmo questions in time

3/08/01

- Completed the walkthrough
- Completed the badge list
- Completed the enemy list
- Completed Quizmo's questions up through #21
- Got a lot more Star Pieces, I have a feeling the rest are in Quizmo and the toad in the sewers under Toad Town, although there are a lot of Star Pieces Left(45)

3/05/01

- Completed the walkthrouh/faq on everything up through Chapter 6

2/25/01

- Completed the walkthrough/faq on everything up through Chapter 5

2/17/01

-Completed the walkthrough/faq on everything up through Chapter 3

2/16/01

-Completed the walkthrough/faq on everything up through Chapter 2

2/12/01

-Completed the walkthrough/faq on everything up through Chapter 1

2/11/01

-Started the whole walkthrough, got EVERYTHING done through the Prologue

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## 1.Walkthrough

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Have fun watching the intro, then, as soon as you gain control of mario, go up the stairs and into the big door at the top. Now go up the stairs on your left or right, and go through the door at the top. Follow the red carpet and go through the door at the end of the hallway. Proceed down this hall until you meet Peach. Watch the little sequence(its pretty cool). Next thing you know you will be fighting Bowser. It doesn't really matter what you do, you will lose the battle. Watch another sequence.

## Prologue

Once you gain control of Mario again, leave the house and go outside. Talk to all of the Goombas twice. Now go into the Goomba's home and talk to the Grandma Goomba(Gooma) twice, then go out the back door and talk to Grandpa Goomba(Goompa). Go back out to the front area now, go talk to the dad Goomba and watch the scene. Now go back to where Goompa was, and you will fall down after noticing the verdana is not there anymore. Go talk to Goompa. Now go left one screen. Check the bushes to find the hammer(it is in the one on the far left side in the middle). Now go around breaking blocks and hitting trees to get stuff. The block at the top of the screen on the ground has coins, and don't miss the doll in the upper right tree(it is Goombaria's). Go back to the screen you came from and you will have to fight Jr. Troopa. He is pretty easy, just keep attacking. Now you can proceed to the screen you came from. Don't forget to whack the block and the tree, then hit the big block with the hammer and go right. Get the heart in the block, use the spring trampoline to get the fire flower, then go to the next screen to the right. You will have to fight enemies now, just remember to jump on them or hit them with the hammer before the battle begins to get the first attack. Get the Star Piece on the ledge up top, then proceed one screen to the right and you will be back outside the Goomba's home. Give the doll to Gombaria to get another Star Piece(and a kiss). Now you will get the Power Jump Badge from Goompa, and Goombario will join your party. Go rest up in Toad's house, then go break the block blocking the gate, go one screen to the right. Examine the signs to get whatever picture is on it(a goomba will pop out if there is a goomba picture, etc.). Go another screen to the right. Get the Close Call Badge in the red floating block. Get the heart in the block then go another screen to the right. Now you will have to fight the Goomba Bros. No need to worry, they are pretty easy. Use a Power Jump on each of them then just use normal attacks. Go back left a screen and get the heart in the block again, go right, then save your game at the bottom of the screen. Now use the spring trampoline to get up the cliff and go right one screen. Go right another screen and you are at King Goomba's Castle. When fighting King Goomba and the Goomba Bros, start off by hitting the tree, this will kill both

Goomba Bros and deal 3 damage to King Goomba. After beating them, check the bright green bush at the bottom of the screen, then hit the Pow Button that appears. Before going through the castle and across the bridge, make sure to hit the tree and get another Star Piece. Now, cross the bridge and its onto the next screen. Whack the tree that is in front of the covered walkway and jump on the spring trampoline up to the roof. Open the treasure chest here to find the Hammer Throw Badge. Jump down from the covered walkway and go through it, onto the next screen and you are in Toad Town. There isnt much to do here, just talk to everybody, stop by the item shop and pick up items if you want, or you can use the pipe to go and pay Luigi a visit. When you are done, go one screen to the right. Talk to more people, stop by the post office to pick up a letter to Goombario, make sure to whack the tree next to the spinning building to get another Star Piece, then go up. Go talk to the guy, then go a screen to the right. In this screen, do not go up the step/cliffs, instead stay toward the bottom of the screen and go right one screen. Enter the house here and you can either have your fortune told, or you can go upstairs and trade some of those Star Pieces for badges. When you are done here, exit the house and go back left one screen. Now climb the step/cliffs and go right one screen. Here, go to the top of the screen and around the mountain to find another Star Piece. Now head on up the mountain and don't stop until you reach the top, talk to the Star there. Enjoy the sequence. Once you gain control of Mario again, proceed back to Toad Town, and you will be stopped by Twink after you cross the bridge on your way. Go through your action command training with Twink and Goombario, then you will have to fight Magikoopa. Magikoopa is easy, just use a couple of Power Jumps and use the action command right, and he will be a goner. Now you can really return to Toad Town. Go visit Merlon in the house with the spinning top(you will need to try and open the door twice). Once you are done there, go over to the east exit and talk to the Toads there. Now return to Merlon and talk to him(don't pay him for a fortune telling, walk over to him and talk to him actually). Follow Merlon over to the Toads and you will have the path cleared.

## Chapter 1

Before moving on to the next area, take some time to do a few other things. Go all the way back to the goomba home, leveling up as much as possible as you go, and talk to the caterpillar you find there. He will give you a quiz question, and when you answer it correctly he will give you a Star Piece. Now return to Toad Town, levelling up as you go, and stop by the Dojo, the entrance should now be unblocked. Talk to the Master to get fight the first opponent(an easy one), Chan. Just use your jump attacks on him and he won't even get a hit off on you. Talk to the Master again to fight your second opponent, Lee. He isn't very tough, just keep pummelling him and you will win eventually. Now, if you feel up to it, talk to the Master again and he will fight you. This guy is one tough cookie, and I suggest being at least level 4 before fighting him. When you are done with this, you can leave Toad Town to the east. Make sure to get the Dizzy Attack Badge, then continue to the east another screen. Whack the tree here to make a switch fall down, jump on the switch to get a bridge to come up. Continue east another screen. Go down and around the high ground, and you will find yourself in Koopa Village. Help the Koopas get their shells back and hit all the fuzzies with your hammer(twice) to dispatch them. A fuzzy has one shell, one shell is on top of a block, and a third shell is in the tree. Go a screen to the east and it is more fuzzies and shells. Don't bother with shells and fuzzies here, just go into the middle house, the one that is shacking, and then pursue the fuzzy with the blue shell. Continue following this guy east until he goes up into the trees. You will have to figure out which tree he is 3 times before he will give you the shell. Once you have the shell, Kooper should come along and join your party. You can switch party members by pressing right c. Now you will have to fight four fuzzies, which is

no problem if you have Kooper in your party, just have him use his Power Shell ability a few times. Now, go back west one screen and get the HP Plus Badge which is on top of the tree trunk which is too high to jump. Just climb up the trunks near it and use Kooper's ability to get it for you. Now go back to the village, and get the Star Piece which is up on the high block. Simply move the blue block beneath it to reach it. Now go and talk to Chuck Quizmo (the caterpillar) for another quiz, and another Star Piece. Now head west two screens and destroy the blocks at the top of the screen right where you enter. You should get the Attack FX B Badge here. Now climb up to the high ground and go one screen west. Go to about midscreen and go down on the path along the water. When you get to the end of the path and can see the Star Piece, use Kooper's ability to get it. Now go all the way back to Koopa Village, and go to the house at the far end, to the right of Kooper's house. Talk to the elder here. Now head over to the house to the left of Kooper's house and talk to the lady koopa there until you get the book Koopa Legends from her. Now head back to the elder's house and give him the book. Talk to him again to get another errand. Now you have to leave Koopa Village, go up to the high ground, go west one screen, and behind one of the fences here you will find a Sleepy Sheep. go and give this to the elder, in return he will give you a silver coin. Now it is time to get to work and head off to the Koopa Bros Fort. Leave the town and go up to the high ground, go east this time. If you want the thunderbolt, use Kooper's special ability to destroy the block. Now go over to the water and use Kooper's ability again to hit the switch to make a bridge, continue west a screen. Whack the tree here to get another Star Piece, continue to the west and onto the next screen. Enter the fort and defeat the enemies there to get the Fortress Key. Use the key to open the door. Go straight through this room and through the next door. Go straight through this room and through the door at the end. Defeat the enemies here and a switch will fall, jump on the switch and go down the stairs. Go left, and defeat all the enemies here, continue left. Simply go around all the fire things here and get the key at the end. Now go back right two screens, up the stairs, and through the door on your right, using the key to unlock it. Go up the pathway and hit the block at the top. Talk to Bombette until she joins your party, blow up the wall and leave the cell. Leave the room and go up the stairs. Go left and blow up walls to get items here. You should get a Fortress Key and a Power Bounce Badge, then go back right two rooms. Go up the pathway and open the door at the top. Unlock the door on the left side of the room and go through it. Now you will need to put Kooper in your party, and scoot up near the ledge. Use his ability to hit the switch, then go across two concrete slabs, then use his ability to hit the switch again. Go to the next ledge and do the same thing again. Finally, you should get to the door on the far side, go through it. Jump on the switch in this screen, then go down the stairs. Use Bombette to blow open the wall, then go through the hole. Get the key, then go back up to the room where you hit the switch. Unlock the door here and proceed through it. Go hit the switch here, then go up the stairs that appear. At the top of the stairs, follow the path upward, and keep going up past the door and get the Smash Charge Badge. Now go back down a little bit and through the door you passed. Walk as far as you can and a little scene will happen. When they launch their cannons at you, go about midscreen until you can go down, out of harms way. Use Bombette to blow up the rock and get the maple syrup in the block. Now go back up, and try to dodge as many of the Bullet Bills as you can, but it is not a big deal if you get caught, they are easy enemies. Just before the cannons, go down and heal yourself and save your game. Now go back up and jump on the cannons to get the first strike in. The Blaster Bills can be a pain in the butt, but if you use Bombette's bomb attack on them, it will kill one of them instantly. After beating them, go back down, replenish yourself, and save your game. When you are ready, go back up and through the big doors. You will first have to fight a dummy of Bowser, it has a tough defense, but it doesn't do much damage, he is overall an easy foe. Once the dummy Bowser is gone, you will

have to fight the Koopa Bros. These guys are no big problem, just use the hammer on them to get them weak, then knock them over with another attack. When they are separate, they are pretty much just a normal koopa. I recommend knocking them over and using Power Bounce on them, this should kill them if you are good with the action command. Once the battle is over, go up and touch the card. End Chapter 1

#### Intermission(1-2)

You will gain control of princess and be in search of the hidden passage out, check behind the picture on the right side of the fire place, then go through the passage in the fire place that appears. Push the button at the end of the hall and you will be in a new room. Go to the left side of the room and read Bowser's diary until you find out about Dry Dry Ruins. Now a scene will happen, Mario will get the Recover Star Spirit Power which enables him to recover 5 HP and 5 FP with only one Star Energy. You will also get the Focus Star Spirit Power which recovers a little Star Energy. Once you are in control of Mario, go left one screen and blow up the weak point in the wall there and go down the pipe. Here you will get the FP Plus Badge. You will not be able to go back down the pipe as it is too high, so fall of the ledge at the bottom. Now return to Koopa Village and go talk to the Elder. He will ask you to get the tape from Goomba, so go all the way back to the Goomba home and talk to Goomba to get the tape, then go all the way back to Koopa Village and give it to the Elder. However, just before you get to Toad Town, you will have to fight Jr. Troopa again. Jr. Troopa is tough to damage when he is hiding in his shell, so use Bombette's Bomb attack to beat him fairly easily. Now proceed into Toad Town and you will talk to Twink. If you havn't beaten the Master yet, you can try now, but he is still one tough cookie. Now continue the rest of the errand uninterrupted, and bring the elder koopa his tape back. Now you need to do another errand for him, the first thing you need to do is get a Koopa Leaf, they are in the bushes around the village, now head over to Toad Town, by the way, if you see Chuck Quizmo around, take his quiz again. Another thing you can do in Toad Town is buy badges from the new Badge Shop. Go to the south part of town and talk to Tayce T. in her house. Have her cook something with the Koopa Leaf, and you will get the Koopa Tea. Before leaving town, get the magical seed from the Bub-ulb thing in the bottom right corner of town and give it to the girl in the flower garden. Feel free to wander around the rest of the town, but don't upgrade your stats with the guy who offers to, he will upgrade one and drop the other two down. Now head back to the elder in Koopa Village and give him the tea. He will give you in return 3 Star Pieces. Now he has yet another errrand foryou, he wants Luigi's autograph. Just go back to Toad Town, go through the pipe, talk to Luigi, and bring the autograph back to the elder. He is finally satisfied now, so we can actually get on to more important things. Return to Toad Town and head as far south as possible until you reach the train tracks. Blow up the rock blocking the train, then board the train.

#### Chapter 2

Start off by making your way up Mt. Rugged, and talk to Parakarry at the top of the first screen. After he tells you of his lost letter, proceed one screen to the right. If you want the coins on the slide, you have to come down it, you can't go up the slide. When the path splits, go down, get the sleepy sheep in the block if you want, then go left. Destroy the big yellow block, then go and hit Whacka to get his bump. Now go back to the split in the road and continue to the right on the high ground, and go to the next screen. Go up on the ledge across from the letter, and use Kooper's ability to get the letter. Now go back to where Parakarry was and give him the letter.

Now you need to go find the two other letters that he lost. Now go right three screens. Now go to the top of this screen and go left one screen. Go down the slide and you will make a jump and be in a new screen. Go into the cave here and go to the left, its hard to see but there is a little passage there, get the Damage Dodge Badge at the end of the short passage, then go back down. Now use the spring/trampoline thing to get to the top of this screen, then take the slide when you see it. Get the letter here then drop down. Go back to Parakarry and give him the letter you got, then its on to the last one. Now go four screens to the right and drop down, get the letter here and return it to Parakarry. Parakarry will now join your party. Go two screens to the right and use Parakarry's ability to fly across the gaps and get the Quake Hammer Badge. Go right another screen, then go up the first two steps, then around the high ground, use Parakarry's ability to cross the gap, get the magical seed from the Bub-ulb, then go back. Head to the top of the screen, then go left a screen. Take the slide then go to the next left screen. Go to the far left of this screen, then use Parakarry to cross the gap and get the Star Piece. Now go right three screens, use Parakarry to cross the gap, go across the bridge, and you will be stopped by Buzzar, who you will now have to fight. Don't let his high HP fool you, he is pretty easy, just know how to mash that A Button. Mario's Power Bounce and Parakarry's Shell shot do good damage on him. After the battle, proceed down the mountain and to the right a screen. Go another screen to the right and you are in Dry Dry Desert. Talk to Kolorado and give him his letter to get a Star Piece. Now keep going east until you get to Dry Dry Outpost. Talk to the people around the outpost, give the information trader three items, then ask him about what his favorite food is. Feel free to get a spell cast on you if you have the coin to do that. Also, make sure to talk to the guy that gives away the free info. Now leave the town, and hit the first tree on the bottom that you see, you will get a letter. Now go left three screens and you should see a stone cactus. Now go three screens down and two screens left. Stand up on top of the rock and jump to get the Attack FX C Badge. Now back track your way back to Dry Dry Outpost, store up your HP and FP, save your game, then leave the town and head south one screen. Here, jump on top of the block and jump to get a Life Giving Shroom, a very nice item to have. Go south one more screen and you will come across the Oasis. Here there is a Super Block which will level up one of your party members, I recommend Bombette, but it is your choice. Hit the big tree on the left side of the Oasis with your hammer and get the lemon, now return to Dry Dry Outpost. Give the lemon to the information trader and ask him how to see Moustafa. Now go to the item store and buy the dried shroom then the dusty hammer. Now, go back to where the information trader was, and go through the door, you will come out the right side, climb up the boxes and get onto the roof. Keep going right, get the letter, go a little more to the right, make a jump, then go in the door. Talk to Moustafa and get the pulse stone. Leave the town and go left two screens and give the mouse his letter and you will get a Star Piece. Now head as far north as you can, then go left until you find a boulder in the middle of the screen, go and use the pulse stone on it. Now that the ruins have surfaced, head on in. Go right one screen and get the Spike Shield Badge in the second coffin. Go down the steps and right another screen. Get the key, go back a screen, unlock the door up top, then go through it. Jump on the block in the upper right corner of the room, then leave the room, go down the stairs, and through the door at the bottom. Go through the door on the right side, then climb the stairs there. Use Parakarry's ability to cross the gap and Bombette's ability to open the wall up. Go through the opening, jump on the pink block in the upper right corner, get the Star Piece, then leave the room. Go down a flight of stairs and through the doorway on the right. Get the key here, then go back a room, and go all the way down. Unlock the door and proceed through it. Go all the way to the end of this room, jump onto the pink switch, then kill all the enemies to get a key. Use the key to unlock the door. Drop down to the bottom of this room, bomb

through the wall, drop to the bottom of that room, and there is another Super Block. Don't bother with the wall on the left or the door to the right, just go back up on the trampoline, and through the wall. Climb to the top of this room and use Parakarry to cross the gap, go through the door. The puzzle here is pretty simple, climb the stairs, hit the switch, climb the stairs, hit the switch, etc. Eventually, you will get into the room on the right, stay along the ledge you drop onto, do not drop down to the bottom yet. Go to the far bottom of the ledge and into the hidden room to the left. Open the treasure chest to get the Slow Go Badge. Now go back to the main room and drop down, open the big treasure chest here to get...the Super Hammer! Now, destroy the grey block, and go right a screen. Go through the door on the right side, then in this screen, go up the stairs, hit the switch, then go destroy the grey block and get the artifact. Now go through the door on the right side. Go up the first set of stairs and through the door on the right, destroy the grey block and go get the Pyramid Stone. Defeat the Stone Chomps and leave the room. Now go back down the stairs and through the door on the left, another screen to the left, then down and through the hole you made earlier. Now drop down and make a hole in the left wall, go through it, destroy the grey block, beat the Stone Chomps, and get the Diamond Stone. Go back through the hole in the wall and go through the door on the right side. Go all the way down the hall and through the door on the right. Now break the grey block and step on the switch to make stairs appear. Get the key, then go back through the door on the left, all the way down the hall to the next screen, up the trampoline, through the hole in the wall, and through the door on the left(not up the stairs). Go all the way to the right and unlock the upper door, go through it. Hit the switch at the far side, then go back a room to the left. Put the Diamond in the far left statue, and Pyramid in the middle statue, then go through the bottom door on the right. Go across the room, through the door, break the block, get the Lunar Stone, beat the Stone Chomps, then go back to the room with the statues. Put the Lunar in the far right statue. Go down the stairs all the way, then into the room on the right. Save your game, then go through the door on your right. You will now have to fight Tutankooopa. When Tutankooopa summons Chomp, I wouldn't worry about it until Tutankooopa is down on the ground, then dispatch Chomp. This fight starts out tough, but once you get your momentum rolling, it is pretty easy. End Chapter 2.

#### Intermission(2-3)

You will be in control of Princess again, go up to the picture to the right of the fireplace and hit the switch behind it, go through the secret passage. Hit the switch at the end of the passage, then go through the door on the right. Avoid the guards and lights here, and go to the door on the far right side just before the stairs. In here, get the Deep Focus Badge. Now head over to the door under the one you came from originally. Avoid the guards in here and get the Power Rush Badge, then leave the room. Go to the room on the far right and put the badges you found into the magical treasure chest. Return to the library, go all the way to the left and eavesdrop. Now you will be Mario, and your Star Energy will be increased, and can now use the Lullaby Star Ability. Go down two screens and left two screens and talk to Kolorado, give him the artifact and you will get a Star Piece. Now go all the way back to the bottom of the mountain on the other side, near the bottom there is a grey block, destroy it and go past it to get another Super Block. Now head to the train station and board a train. In Toad Town there are several things to do, beat the Master if you have not done so yet, give the girl in the garden the magical seed, deliver a letter to Merlon(get a Star Piece). I don't recommend

fighting the Master a second time, but give it a try if you wish. Once you are done here, proceed to Koopa Village and deliver a letter to Mort to get another Star Piece. Then, talk to the elder and agree to help him find his wallet, it is in the bushes outside of the house he describes. Agree to do another favor and he asks you to get him a Tasty Tonic. Go buy a Tasty Tonic in Toad Town and give it to the elder. Agree to do another favor for him, go to Star Summit and talk to the fortune teller there, and she will tell you to go visit her sister in Dry Dry Outpost. Before leaving the house, open the magical treasure chest to get the badges you put into it from Peach' castle. Now, go to Dry Dry Outpost, talk to the fortune teller's sister, she is located back behind the buildings, you have to go down an alley in the second screen jump on a box, and go around the back to talk to her. Get the crystal ball and bring it back to the fortune teller. After you get the autograph, bring it back to the elder and you will get three Star Pieces. Now head over to the Goomba's home and deliver the letter to Goomba and you will get a new letter to deliver. Head back to Toad Town and go to where the Castle used to be, give Muss T. his letter and you will get another letter. Now go back to Koopa Village and give the letter to Koover to get another letter. Now go back to Toad Town and give the letter to Fishmael who is in the southwest corner of town and you will get another letter. Go give the letter to Koover in Koopa Village and you will get ANOTHER letter. Take this letter to Dry Dry Outpost and give it to Mr. E outside of the Toad House and you will get another letter. Deliver this letter to Miss T. in Toad Town and you will get another letter to take to Dry Dry Outpost. Deliver the letter to the owner of the shop and get another letter, one that you can't deliver yet. While in the desert, mine as well get a few badges and a letter. Go to the stone cactus, go two screens south and one screen west, enter the tornado here and you will be right next to the Spin Attack Badge. Next go where Kolorado's camp used to be and hit the tree that was blocked by the tent before to get a letter addressed to Goomba, deliver it at your leisure, now back to the badges. Now go to where the traveler is and go north a screen. Go into the center of the three trees and jump, you should get the Runaway Pay Badge. Now go back to Toad Town and take the pipe that goes down into the sewers. Go left, break the grey block, and go into the next room to the left. Beat the Blooper then hit the switch that comes down. Now go down each pipe just so you know where they all lead to, then go the next screen to the left(breaking the block). Take the pipe at the far left end of the screen, then go through the door to the left when you come out. Break the block with the spring trampoline on top of it and jump up to get the Power Smash Badge. Now go back a room to the right and jump across the raising and lowering platforms to go through the door on the right side. Use Parakarry's ability here to get a Star Piece, then go back to the first sewer screen, and go right two screens and you will have to fight another Blooper. Beat the Blooper, get the Shrink Stomp Badge, then leave the sewers. Now, across from the pipe there is a bridge, cross the bridge and you will find a ghost tormenting the guard toad. Follow the ghost into the forest and talk to him.

### Chapter 3

Go into the forest, then keep going in circles until you come across a shaking bush, then go down to the next screen. Talk to the guy here and he will let you pass. Keep going around the circle until you see flashing red eyes in a tree, then go down to the next screen. Here, keep walking around in a circle until you can go up, go up and talk to



the guy there. Now go back and continue walking the circle and pressing A on the bushes to make them make a noise, the bushes that make the different noise is the marker, when you are at them go down to the next screen. Keep walking around this screen until you can go up, go up and get a seed from the Bub-ulb, then go back down and continue around the circle until you come across the marker, a tree with eyes and a mouth, then go down to the next screen. Keep walking the circle and pressing A on the mushrooms, when there are a whole bunch of them that light up multiple times, thats the marker, don't go down to the next screen yet. Go to the opposite exit(two exits in either direction) and there should be a honeycomb there. Walk around in circles here until you can go into a clearing in the middle and get an HP Plus Badge. Go back to where the honeycomb was, take that exit, go back to where all the mushrooms lit up, and take that exit. Keep walking this circle and pressing A on the flowers until you come across the ones that don't fall off, go down to the next screen. Keep walking this circle until you can press A on the boulder and a mouth and eyes appear on it, go down to the next screen here. Walk this circle until you can go up, go up and get the FP Plus Badge, then go back down and walk the circle until you find a bush where you can press A and flowers appear, go down to the next screen here. Keep walking the circle here until you come across a sign, go down to the next screen there. Go through the gates and you will be told to go to the third floor, enter the mansion. Go up the first flight of stairs, then into the second door. Open the middle cupboard on the left side, and you will have to guess which Boo has the record, watch carefully then hit the boo you think has it with your hammer. Get the record and leave the room. Go left and enter the first door you come to. Use the record on the phonograph and keep hitting A, try to keep it at the OK marker, then once the boo is over dancing, stop the record and go open the treasure chest he was guarding. Now leave the room and go downstairs and jump on the orange couch. Use the weight to hold down the chandelier and go through the door. Go down the stairs and through the door at the bottom, then go through the door to the right. Open the treasure chest and you will have to pick the right boo again, this time you will get the Super Boots. Now pound the patched up wood and hit the switch you find in this room. Hit the next switch that appears, then climb the chair, jump to the stack of stuff, then jump to the switch and pound it to make stairs appear, climb the stairs. Go through the door to the north and up the stairs, then through the door at the bottom. Go into the other room on the first floor and pound the patched up wood. Use Parakarry's ability to cross the gap between bookshelves and get Boo's Portrait. Now drop down and blow open a whole with Bombette in the left side of the room. Go through the hole, up the stairs, through the door at bottom, and go upstairs. Go all the way to the right and use the Boo's Portrait on the empty picture frame. Now jump into the portrait and you will be on the third floor. Go through the door and you will be talking to Bow and her butler. Bow will now join your party. Before leaving the mansion, deliver the letter to Franky who is on the first floor and you will get another letter. You might also want to stop by the item shop on the bottom most floor. Once you are ready, leave the mansion and take the path to the right of it. The gate will open for, then go two screens to the right. Talk to the boos here and go a screen to the right, talk to the boos here and then watch Tubba Blubba eat a boo. Go another screen to the right and use Kooper's ability to get the Dizzy Dial if you want and don't forget to pick up the letter here. Go another screen to the right, use Parakarry's ability to cross the gap then go another screen to the right. Open the door here and enter the building. You have to use Bow's ability here to stop the guards from getting you, then go through the door on the left. Go all the way down the hall, avoiding the Clubba's as best you can, then enter

the door at the top of the end of the hallway, climb up to get a Star Piece. Now leave this room and go through the door on the left. Go through the door in the upper left corner, go all the way down the stairs avoiding the Clubba's, and pound the patched wood at the bottom. Go down the hole and get the key from the chest. Drop down, talk to the boo, get the heart block, then go through the door to the left. Get the Super Block and go all the way up the stairs. Go through the door to the right and make your way back to the first room you were in in this castle. Now go through the door to the right(unlock it first). Go all the way up the stairs and through the door on the left. Go down the hall and go through the door on the left, wake up the sleeping Clubba here, then bomb the wall behind him, pound the upper right patched up wood and you will land in the room below, use Parakarry's ability to cross the gap, then get the D-Down Jump Badge. Now go back to the place where you bombed the wall, and instead, go all the way down the hall and through the door in the upper left. Cross the spikes using Bow's ability and get the key in the chest. Leave the room and go through the door on the left. Go around the blank area in the middle and drop down through the hole in the guard rail. Get the Star Piece then make your way back to the place you dropped down from. Once you are back, unlock the door to the left and go through it. Go up the stairs and through the door, avoid Tubba Lubba using Bow's ability, and go through the door to the upper right corner of the hall. Get the key then leave the room, unlock the door to the right and go through it. Use the heart block and save your game, then proceed through the door to the right. Go all the way across then go through the door at the other side. Go to the far right and as soon as you can open the chest. Once you get the key get out of the place as fast as you can. Now make your way back to the windmill you saw on the way to the castle, its not too far away and shouldn't take you more than a minute to get to. Unlock the door and head on in. Pound the wood to go down the well, then go through the door to the right. Keep going down the halls until you get to Tubba's Heart where you will have to fight it. This guy isnt too hard, just make sure to hide when he is about to do his special attack. Once he is almost beaten, he will run away. Chase him outside of the windmill and you will have to face Tubba Blubba. This guy is so easy its ridiculous, just beat him up, he only has 10 HP. After the little scene, you will get the next Star. End Chapter

#### Intermission(3-4)

You will now be in control of the Princess, just do the same old thing you always do to escape the room. When you are talking to Bowser, tell him Mushrooms then Thunder Rage then Super Soda. Now you will be back with Mario, he will get his Star Energy increased and will get the Star Storm Spirit Power. Go back into Tubba Blubba's Castle and go to the 2nd floor. Go two screens west of the bridge, and move the clock at the top left of the screen and go through the hidden passage. Open a drawer in the right dresser then climb up the drawers and use Parakarry to get to the bed. Climb the bookshelves and go down and left until you go into a hidden room and get the Mega Rush Badge. Start heading back to Toad Town and you will encounter Jr. Troopa again, he isn't too hard, but don't underestimate him, he can prove to be quite a pain. Once you get back to town, you will see a Shy Guy run off with a toad's frying pan. Go left a screen and you will talk to Twink. Now to do our errands. Deliver Fice T.'s letter, the toad outside the entrance to Forever Forest and you will get a Star Piece. Head down to the train station and hit the shy guy on the tracks with your hammer to get him to leave. Then deliver the letter to Dane T., who will give you a letter that you can't deliver yet. Now go talk to Merlon who is outside of his house and he will tell you about

walking around a red palm tree. Give your magical seed to the girl in the garden, then head down into the sewers. Pound the patched up wood that is in the first screen and drop down. Go through the door to the left and defeat all the Dark Koopas here, then hit the switch that falls. Now go through the pipe to see where it goes, then return. Now go through the door to the left, move the blue block on bottom to the center area, jump on top of it and jump up to reveal a hidden block. Now use Parakarry's ability to cross the gaps and get a Super Block. Now all your party members should have had a level up. Now head to Dry Dry Outpost. Go walk around the red palm tree several times until a guy stops you and talks to you, telling you to spin jump three times in a house with a spinning roof, return to Toad Town. Go into Merlon's house and do the spin jump(pound) three times and you will get the Quick Change Badge. Now go over to the part of town where the second item shop is and talk to poeple. Go into the house everyone tells you the Shy Guys went in. Use Bow's ability and just stay invisible for a bit and the secret entrance will be revealed for you. Go through the secret entrance, jump on the spring/trampoline.

#### Chapter 4

Head to the southeast screen, then go as right until you see a greenish yellowish block, get the Star Piece hidden behind it.(you can jump on top of the boxes and hit them with your hammer to get them to shoot you upwards). Now go into the building with an open door, and when you get to the roof, go to the roof to the left to get another Star Piece, then go back two roofs to the right and drop down. Get the mushroom and open the treasure chest to get a key. Now make your way back to the train station area and go to the southwest screen. Ignore the shuy guy guarding the treasure chest, and proceed a screen to the left. Here, you can feel free to beat up all the shy guys, but it isnt necessary. Do, however, make sure to beat the one with the calculator. Now go back a screen to the right and fight Anti Guy(the guy guarding the treasure chest). He is one tough cookie, so beat him as fast as you possibly can, no messing around here. Beat him and you will get the Power Plus Badge from the treasure chest. Now return to the train area, jump on the spring to go back to Toad Town. Go to the Badge Shop and give the owner back his calculator and you will get the I Spy Badge. Now return the Store Room Key to the owner of the second item shop in town, and he will give you access to his store room. Make sure to get the toy here, and pick up anything else you want, then go back to the Toy Box, but do not go in it yet. First go up to it and put the Toy Train into it, then jump on the spring into the Toy Box. If you have the I Spy Badge, equip it and find a hidden Star Piece under the floor(you have to pound the floor). Now hit the barrel with the purple arrow pointing right, then talk to the train conductor and go to Pink Station. Here, there is anoter hidden Star Piece. Open the treasure chest on the right to get the Mail Bag, now go to the screen to the southeast. Go to the right in this screen until you are on the upper part. Here go left to the treasure chest and open it to get the Defend Plus Badge, then continue to the right. To get into the building, wait until a shy guy goes through the secret door and run through while it is turning. Open the treasure chest to get the Ice Power Badge, then continue going to the right. Now get the Frying Pan from the other treasure chest, and head back to the train station. Take the train back to blue station and head back to Toad Town. Go over near the entrance to the evil woods and get the hidden Star Piece here. Give Taste T. her frying pan back and she will cook you something good, a cake. Now go and give the mail bag to the post office and you will get a Star Piece. Now go back into the Toy Box, take the train to Pink Station, and take the path that goes to the left along the tracks. Go two screens to the left and talk to Gourmet Guy. Give Gourmet Guy the cake and the path will be cleared, you will also get the Cookbook. Cross the tracks and go two screens to the right,

hit the switch, then return to the train station. Hit the barrel with the green arrows pointing right, then take the train to Green Station. Hit the blocks with your hammer here in the following order: yellow, green, red, blue. Now, get the hidden Star Piece here, then go to the southeast. To get through the screens use Bow's ability. Fight the Shy Guy to get the Mystery Note. Continue to the east, and on the last set of blocks get onto the top right one and when it goes all the way down, go right into the building to get a Star Piece. Now go back to the elevator blocks and go up. Open the treasure chest and you will find the dictionary. Hit the barrel with the red arrows pointing right, board the train and head for Red Station. Get the hidden Star Piece here, then head to the screen to the southwest. Continue to the left in this screen using the elevators to get around obstacles, then go to the next screen to the left. You have to fight Big Lantern Ghost here, he isn't too strong, but he is very annoying. You have to hit his lantern until he is clearly in the light, then you are able to do damage to him. Once he is defeated, hit the lantern with your hammer and Watt will join your party. Go back to the left a screen and go up as far as you can to get a Power Block, level up Watt here. On the bottom floor there is a hidden block that you can see using Watt's ability that contains the Deep Focus Badge. Now return to the train station area. Now go a room to the southeast. Blow open a hole in the wall, then head to the right. In between the big green block and the brick block with the "star" on top of it, there is a hidden block. Once revealed jump on top of the block and use Kooper's ability to break the brick block and get the shooting star. Now go a screen to the right and use Watt's ability, then proceed another screen to the right and you will have to fight the Shy Squad. These guys are really easy, just deal damage FAST so that they can't do as much damage back to you. Now you will have to fight the Stilt Guys. They too are easy, just hit them both so they fall off of their stilts, then they are just normal shy guys. Now you have to fight two Shy Stacks. These guys aren't too bad, but they will deal you some damage. Finally it is time to fight General Guy. This guy is plain hard. Start off by breaking his light bulb with Mario, and have Watts attacking the actual tank. The only things that damage the tank is Watts's attacks and electrical damage items. Defeat him and you will get your next star. End Chapter.

#### Intermission (4-5)

You will now be in control of Peach. Follow the same path as always to escape the room. Exit the room you come out in to the right. Now go into the room in the bottom right corner of this room and talk to Gourmet Guy. He will give you a key. Leave the room and unlock the door to the immediate left. Go through the door, go down the stairs, and go into the room on the FAR right. Open the chest to get the Last Stand Badge. Open the closet to reveal a toad. Talk to the toad then leave the room. Now go into the room that is closet to the one you just left, it should be the kitchen. Follow all the steps Twink gives you, and you should have a nice cake, leave the room. Next thing you know you will be in control of Mario again. Mario will have his Star Energy increased and will learn the Star Spirit Power Chill Out. Now go give Taste T. the Cookbook and she can now combine ingredients. Also give Russ T. his dictionary to get a Star Piece. Then give Russ T. the Mystery Note if you want, it is a bit outdated. Head out to Star Summit now, you will find two hidden Star Pieces along the way, and get the badges from the magical chest in the fortune teller's house. From here on out I will no longer point out every Star Piece to get, as they are hidden everywhere, I will only point out the ones that are in your direct path. Now head back to Toad Town and go to the port area. Climb onto the whale there and do the jump smash on him. Head into the whale's stomach and use Watts' ability to see. You will now have to fight Fuzzipede who is really easy to beat. Now talk to the whale and you will be on your way to Lavalava Island.

## Chapter 5

Go a screen to the southeast, and fight the fuzzy beating up Kolorado. After the fight, get the letter up on the rocks, then hit the trees with your hammer, one of them has a Star Piece. Go another screen to the east and you are in Yoshi Village. Talk to all the Yoshis here and go another screen to the east. Talk to all the Yoshis here and then jump on the spring in the tree trunk. Talk to all the Ravens here then drop off the edge of the tree. Head east a screen and defeat the Spear Guys harassing Kolorado. Continue going east and talk to Kolorado. Now go back west a screen and talk to the Yoshis. Now head to the northwest screen. Inspect the bushes to the north and they will part so you can pass them. Now head east a screen. Hit the tree Sushi is stuck in with your hammer to get her down, hit a few times actually. Now Sushi will join your party. Continue to the east in this screen and go out on the dock you find. Use Sushi's ability to ride her, then press C down again to dive, allowing you to go under the bridges. Get the Star Piece, and on the same island as the Star Piece, hit the tree with your hammer to get a letter. Now go back onto the main land and head back west a screen. Go out on the dock here and use Sushi's ability to ride her in the water. Go over to the dock on the left side of the island and get off of her there. Defeat the spear guys then get the Power Quake Badge from the red block. Go back out onto the dock and ride Sushi a screen to the west. Here, go to the dock in the southwest corner, shake the bushes to make your way north on the island until you get near the top of it, there is a bush there that is hiding a Yoshi. That is the first Yoshi. Now head over to the other dock in this screen. Head west then south here to get a Power Block, level up Sushi then head north a screen. Check the bushes to the north to clear them, then get out on the water with Sushi. Go to the only dock and get off. Use the spinny flower thing to get up onto the high ground(jump onto the flower and press Z), then clear the bushes and go into the pipe. Use Watts here and find your second Yoshi. Now go back through the pipe, drop down from the high ground, get out on the water with Sushi, and head west a screen. Go to the far right on Sushi and dive to get a Star Piece. Now go get out on the island here and hit the stump with your hammer to make a bridge. Cross the bridge and you will find your third Yoshi. Now get back out on the water and head east a screen. Get out on the land and go east another screen. Go east and hit the stump to make a bridge. Get out on the water with Sushi and get off on the dock to the south. Head a screen south and hit the tree with the sleeping Yoshi with your hammer and you will have your fourth Yoshi. Head back north a screen and get into the water with Sushi. Get off on the central dock and go east a screen. You will now have to fight two Putrid Piranhas. These guys are pretty easy, you can defeat with one Power Bounce each. Once you beat them, you will have your fifth Yoshi. Now head back to the screen that is one west of the main village area and talk to the Village Leader there. After getting the Jade Raven, go a screen to the east, then go a screen to the northwest. Go up through the bushes and out on the water with Sushi, go a screen to the west. Get out onto land and head a screen to the north. Go up past the bushes and go one screen to the east. Get out on the water with Sushi and head to the dock in the north. Get off and put the Jade Raven in the statue, go a screen to the north. Clear the bushes in the upper right area and go another screen to the north. Keep moving the blue blocks onto the water spouts until the rock in the upper area is cleared. Move a blue block onto that spout then proceed another screen to the north. The secret here is to jump on the yellow vine on the tree to the immediate right of the obviously clearable bushes(in the upper right area), then proceed another screen north. Find the hidden Star Piece here, then go to the far right of the screen and you will have to fight three Putrid Piranhas and a W Magikoopa. After you Power Bounce them all to death, W Magikoopa will run away. Go a screen to the east and enter the big tree. Climb the stairs here to the top then go out to the east. Go all the way up the vine to get the Happy Heart Badge, then go back down a little and go through the door that is about midway

on the vine. Climb up the stairs here as far as they go then exit to the east. Go and talk to Raphael the Raven and jump off the same area as the rest of the ravens. Talk to Raphael again and he will clear some area for you you to pass through, then talk to him and his ravens again and you will now have a way to get to the volcano and he will also give you the Ultra Stone. Jump onto the net thing, then walk out onto the tree branch and jump up to the rope hanging and you will be taken to the volcano. Go down the path and go through the doorway at the end. Jump across the rock islands, don't stay any longer than you have to though, some of them sink. Eventually you will get to the end and go a screen to the east. Jump up to the rope and you will cross a large area. Go down and to the east a screen. Avoid the fire stuff here by either timing your runs really good or jumping over them and at the end you will get a Power Block. You should probably upgrade Sushi, since you will be using her attacks in the volcano to do good damage to enemies. Now go back west a screen. Go to the bottom left area and take the stairs down as far as you can, then jump to the rope and slide across an area. If you can jump off the rope at the right time you can get the Fire Shield Badge, you might have to try several times to get it. Head east a screen, find the hidden Star Piece here, then head west two screens. Follow the path down and go west another screen. Go to the upper area of the screen, use Parakarry to cross the gap, then push all the blue blocks into the lava fall to stop it. Now go down to the middle area and use Parakarry to cross the gap and go west another screen. Push the two blocks into the laval stream side by side, then go out and use Parakarry to cross the remaining gap. Go up and around and get the Ultra Hammer from the big treasure chest. Now destroy the metal block to the right and go a screen to the east. Use Parakarry to cross the gap and go to the VERY bottom on the right side and go east another screen. Use Parakarry to cross the gap here, climb up the rocks to get the Dizzy Stomp Badge. Now go back a screen to the west, go up to the middle area of the screen and go east a screen. Go up the path and east another screen, then use the springs to go to the middle part of the screen and talk to Kolorado. Now break the metal block and go a screen to the east. Jump up to the rope and jump off about midway and you should get onto a high ground area with a Power Block. It will take several tries, but a Power Block is worth any trouble. I recommend upgrading Kooper so that you have another "elemental" attack, but it is up to you. Get back up and go all the way accross the rope and go a screen to the east. Go down the path as fast as you can to avoid getting hurt, but its not big deal if you dont make it, go another screen to the east. Jump across the rock islands here and go another screen to the east. Go to the far right of this screen and push the blue block as far to the left as you can. Use the block to jump up to the high ground, break the blocks then run back down before you get hurt and get out of the things way. Now go a screen east through the hole it made. Find the hidden Star Piece here then follow Kolorado to the east. Go to the far right and talk to Kolorado, then go back a screen to the west. Go down the steps on the bottom of the screen, then head right at the bottom. Go east a screen then head right again and it is time to fight Lava Piranha and two Lava Buds. These guys are easy...the first time. The second time they are pretty much the same but covered in fire. Sushi's Tidal Wave attack comes in handy here. Tidal Wave will disable them all for a turn and allow you to attack without being harmed. They should not pose a big problem. Touch the card to get your next Star. Follow the Star out, go a screen to the east and climb the stairs. Use Bombette to blow open the wall, then go through the hole. End Chapter

#### Intermission(5-6)

You will be once again in control of Peach. Escape your room the same way as usual and exit the room you come out in to the east. Go to the downstairs area and through the door on the far left. Answer the questions the best you can,

the question's answers i got were: Lava Piranha, cant answer, Chomp, cant answer, Princess Peach, cant answer, King Bowser, Boos, Flower Garden, cant answer. You will get a Sneaky Parasol for playing. Next thing you know you will be back with Mario. Your Star Energy will be increased and you will be able to use the Star Spirit Power Smooch. Now, go west a screen and deliver a letter you have to the Red Yoshi Kid and he will give you another letter to deliver. Talk to the other Yoshis to find out about the treasure, then go a screen to the north west. Go up through the bushes and head a screen east. Open the treasure chest here to get the Volcano Vase. Now go talk to the Bub-ulb and find out he gave the seed to Kolorado. Now go back to the Yoshi Village and talk to Kolorado, give him the Vase and you will get the Magical Seed in return. Return to the beach with the whale and talk to him, you will now have to fight Jr. Troopa once again. He isn't too hard, just use special attacks on him. Now go deliver the letter to Dane T. near the train station and you will get another letter. Now head down the pipe into the tunnels. Head down to the bottom level and cross the water with Sushi. Once you get to the other side you will have to fight a Super Blooper. This guy is the hardest guy you have fought so far most likely. The most important thing in this fight is to use Sushi's Tidal Wave attack and be good with it, this will help kill the Blooper Babies in one hit and continue dealing damage to the Super Blooper. Once you are done with him, hit the switch to make a pipe come up. The pipe will take you into Yoshi Village. After testing the pipe up, head back up to Toad Town. Give the Magical Seed to the girl that wants the Bub-ulb seeds, but don't go through the door yet. Go deliver the letter to Russ T., he is in the house in the upper left corner of town and you will get a Star Piece. Leave the house and go to the bottom area of the screen, use Sushi to get out on the water. Go to the far left dock and get the Star Piece there, then use Sushi to go to the middle dock and go down the pipe. Here, you will find a Power Block, level up any party member you wish. Now walk, or use the pipes in the tunnels underground to go to Boo Mansion. Go deliver the letter to Igor, he is the boo running the shop and you will get another Star Piece. Now head on over to the Club near the port, and talk to the toads there to get a piece of music. Now head out of town on the path to Koopa Village and talk to Kent C. Koopa, the big koopa on the path. Fight Kent C., he is pretty hard, just use Star Storm to damage him and keep Focusing, use the Group Focus Badge and both Deep Focus Badges to help you out. You still might need to try a few times to win, but you should be able to do it. Now head back to Toad Town and go through the door in the garden.

## Chapter 6

Talk to all the Bub-ulbs here, then head due east a screen. Hit the trees here in the following order: center, right, left. You will get a Happy Flower Badge for doing so. Now, go east another screen and find the hidden Star Piece here. Talk to Petunia and defeat all the monty moles for her, talk to her again and she will give you a Magic Bean. Now hit the tree here and get the red berries, then head back west two screens to the main area. Head to the southwest screen and give the red flower here a red berry. Go find the hidden Star Piece, then hit the tree to get some yellow berries. Go west a screen and talk to the flower under the Crystal Tree and you will get the Fertile Soil. Now return to the main area, and go a screen to the southeast. Give the yellow flower a yellow berry, cross the pit, using parakarry for the last few blocks, then go up and to the left to get a Power Block and upgrade one of your party members. Hit the tree here to get some blue berries, make sure to get both, then walk around the grass to the right of the tree to find a hidden Star Piece, then go a screen to the east. Go across the stairs to east, find the hidden Star Piece, then go a screen to the east. Talk to the flower at the bottom of the well and she will tell you to find the Water Stone. Go all the way back to the main area, the go three screens due east. Throw a blueberry down the well and you will receive a Flower Saver Badge. Go all the way back to the main area and go a screen due west. Give the blue flower

a blue berry, go another screen to the west. You will have to fight two Lakitus and two Spinys. These guys are about as hard as normal enemies, so they should pose no problem whatsoever. This maze is kinda hard to explain, you just have to work your way through it, try and get to the middle pipe that is surrounded by bushes, you get to it through the right wall. Go through this pipe and go a screen to the east. Talk to the flower here and she will want something more beautiful. Now return to the main area, and go a screen to the southwest. Go all the way through this area to the crystal tree and talk to the flower under it, get the Crystal Berry that comes out of the tree. Now go back to Rosie and give her the Crystal Berry to get the Water Stone. Now go back to Lily and talk to her, put the Water Stone in the hole like she says, you will get the Miracle Water in return. From this screen, go west a screen, and use Sushi to float to the middle island, hit the tree here to get a Bubble Berry, now return to the main area. Go a screen to the northwest, and give the bubble flower a bubble berry. Jump into the bubble to cross the gap. Go up the stairs and across the top of the screen to the right to get a Star Piece. Go west a screen, Go up the stairs and use Bombette to blow up the rock, drop down through the hole and get the Mega Smash Badge. Go west a screen and go inside the castle, use Bombette to blow up the rock, then go out and up the stairs to the top of the castle and talk to the sun. Now go back east a screen and you will meet up with Spike, who you will have to fight. He is really easy, just Power Bounce and Multibonk the guy until he is defeated. After this, Lakilester will join your party. Now return to the main area, using Lakilester to cross the spike pits. Head to the screen in the northeast, and this is one tough puzzle you have in front of you. The blocks you need to pound by doing the jump thingy are in the following order, numbered from left to right: 1,6,5,2,6,7. Now go into the little cave/cove thing on the right of the trampoline, go through the wall to the left, jump on the trampoline and go use the Power Block to upgrade one of your members(probably Lakilester). Head a screen to the east, then keep your eye out for a letter hidden in flowers, get it when you can then go another screen to the east. Talk to the Magikoopa and Lakitus and you will have to fight them. Once you have beaten them, smash the machine with your hammer until it breaks. Return to the main area and talk to the big tree, then go over to the brown spot and put the fertile dirt down, then plant the bean, then water it. Now jump on the leaf on the bean stalk and you will go up to the clouds. Jump on the small cloud that is moving up and down, then jump onto the bigger cloud and get yourself the S. Jump Chg. Badge, now go back down to the clouds. Go a screen to the east, then go to the far west of this screen and touch the lump on the ground, it is time to fight Huff N. Puff. This is yet another really hard boss. Not only do you have to fight him, you have to take out all of the little clouds that come out when you hit him before he sucks them back in to restore his hp. Try to deal a lot of damage and use an item that attacks all enemies or Star Storm to kill the little clouds. Once he is defeated, touch the card. End Chapter.

#### Intermission(6-7)

You are once again in control of Peach, escape the room in the usual manner and leave the room you come out in to the right. Go use the parasol on one of the patrol guys standing right near where you come out, then go up the stairs. Talk to the patrol guy in front of the door and go through the door. Talk to the guy guarding the door on the far right and get the key from him. Go back through the door you came in through and down the stairs. Go through the double doors at the bottom of this screen, go down the stairs, unlock the double doors at the bottom of this screen. Proceed through the doors and use your parasol on the green guy. Now go all the way back to the guy who gave you the key, and talk to him. Once the guard leaves, go through the door. Go all the way down this hallway and through the door at the end. Go up the stairs and through the door at the top. Cross the bridge and listen to Kammy Koopa. Now you will be back with Mario.



You will get your Star Energy increased and learn the Time Out Star Spirit Power. Go back to Toad Town(through the big tree). Deliver the letter you have to Minh T. and you will get a Star Piece. Now head into the pipes under Toad Town, drop to the bottom level, cross the water with Sushi, then head east a screen. Use Lakilester to cross the spike and go down the pipe. Break the block on the west side of the screen and go through the doorway. Go west another screen, break the block and jump on the trampoline, drop down and open the big treasure chest to get the Ultra Boots. Go back east two screens and up the pipe. Use Lakilester to cross the spike pit, then go east a screen. Use Watts to find the hidden blocks, hit them all. Now go all the way back to the first screen of the underground tunnels. Go east two screens and through the pipe on the left side. Drop down and go through the pipe in the bottom right area. Get the Power Block here and upgrade a member of your party. Go back through the pipe and up the stairs, cross the blocks on the right that go up and down and go a screen to the east. Get on the platforms going up and get off after it goes through the roof. Go to the right side and drop down the hole to get another Power Block to upgrade a party member. Now take the pipe that goes to Koopa Village. Go talk to the elder koopa and its time to do some errands. He will ask you for news, go back to Toad Town. Talk to Merlon in his house and you will hear about his son and such, then leave his house and read the news on the sign just to the left of the building. Make sure to read the front and back, then go back and tell it to the elder koopa. Agree to do another favor and he will ask you to get him a Life Mushroom. If you dont have one on hand, go to the shop at Boo's Mansion and get one, return it to elder koopa to get a Gold Credit, now you can play the other game at the Playroom. Talk to him and agree to do another favor, he wants Nutty Cakes. Head to Goombario's house and hit the tree there to get a Goomnut, then go to Toad Town. Give Tayce T. the Goomnut to bake with and you will get a Nutty Cake, bring it back to the elder koopa. Agree to do elder koopa another favor, this time he wants the guys next door to be quiet. Put Bombette in your party and go into the house nextdoor and talk to the bob-ombs, then go back to the elder koopa to get three Star Pieces. Agree to do another errand for him, now he wants an old picture of him from a boo in Boo's Mansion. Head over to Boo's Mansion and talk to the boo in the first screen to get the picture. Return this to the elder koopa, then agree to do another favor. Get a koopa leaf from the bushes in Koopa Village, and go to Dry Dry Outpost to get some dried pasta, then go to Toad Town and have Tayce T. cook with them to get the Koopasta. Return the Koopasta to the elder koopa, then agree to do another favor. You can find his glasses in the bushes near the entrance to the town, return them to elder koopa. Agree to do another favor, head out to the Oasis in Dry Dry Desert and get a Lime from a tree there, return it to elder koopa to get three Star Pieces. Agree to do another favor, get another koopa leaf from a bush in Koopa Village, then if you dont have Cake Mix, get it in Shy Guy's Toy Box, they are all over. Have Tayce T. bake these two into a nice cookie, then give it to the elder koopa. Agree to do another favor and go to Gusty Gulch, near Boo's Mansion, and get a package from a boo near the entrance there, while you are waiting for him to find it talk to some other boos. Return the package to elder koopa, then agree to do another favor. Now go to Lavalava Island and hit a palm tree to get a coconut, return the coconut to elder koopa, agree to do another favor. Go to the store at Dry Dry Outpost and buy, in order: Dusty Hammer, Dried Pasta, Dusty Hammer, Dried Shroom, then you will get a Red Jar, return the jar to elder koopa to get three Star Pieces. Go back to Toad Town and go into the tunnels under the town. Drop down to the bottom level, and use Sushi to cross the water to the right, then go a screen to the east. Go along the bottom here and go another screen to the east. Cross the hidden blocks that you uncovered earlier and go through the blue door on the right side. Go to the left and get a Power Block to upgrade a member of your party, then go through the pipe on your right.

Talk to all the penguins here, then go west a screen. Find the hidden Star Piece, then enter the building on the far left. Talk to the penguin and then go into the next room and talk to the mayor. Leave the house after the scene and talk to all the penguins, then go in the other building in this screen and talk to the penguin there, then leave the building. Go a screen to the east, talk to all the penguins here, go in all the buildings and talk to all the penguins in them, then go another screen to the east. Talk to the penguins here, then go out into the center of the ice. Jump pound it three times to get it to break, then use Sushi to dive and get the key. Now go unlock the warehouse and enter it. Climb the stairs, jump on the spring, slide down the roof, go down the chimney, and talk to Herringway. Go down the stairs and out of the building, go two screens west and into the Mayor's house. Go to the back room, and talk to the police penguin guy. Now leave the Mayor's house, and go three screens east. Keep going along the path and you will meet up with Jr. Troopa again. Just use Power Bounce and MultiBonk on this guy and he should pose no problem. Go a screen to the east and find the hidden Star Piece here. Hit the big tree on the left side of the screen many, many times, and you will get a letter. Look at the snowmen and notice one is missing a scarf and another is missing a hat. Go another screen east, find the letter hidden behind an ice block here, then continue to the right and you will have to fight Monstar. This guy is really easy, once he is beaten, go another screen east into Starborn Valley. Deliver Frost T.s letter here, he is the green toad at the bottom and you will get a letter in return. Follow Merle up to it's house, talk to it and you will get a scarf. Leave the house and talk to the star kid on the side of the house. Now go all the way back to Shiver City. Talk to the Mayor to get the Bucket, and you might as well give him his letter while you are here to get a star piece. Now, go four screens east, put the bucket on the snowman without the hat, and put the scarf on the snowman without the scarf. Go north a screen, drop down when you can and jump pound the ice, then jump pound the switch, go east a screen. Drop down and get the pebble, then use Kooper to hit the switch. Hit the Kooper on the left, he should be the guy talking trash to make it obvious, now you will have to fight two Duplighosts. These guys are basically just like normal enemies and shouldnt even damage you more than 5 or so hit points. Climb to the top of this screen to get a Power Block to upgrade a party member, now all your members should have 2 levels on them, then go a screen to the east. Take the shooting star from the rock and put the pebble in its place, then go another screen to the east. Go behind the stair case and use Bombette to blow open the crack in the far wall. Go through the hole, then go through the wall on the right and you will get the Star Stone. Go west two screens and climb the stairs this time. Put the Star Stone in its place in the ice, then start climbing the stairs. At the top of the first set of stairs, go to the far right and get the Mega Jump Badge. At the top of the second set of stairs, drop down next to the save point to get a Star Piece. Finally at the top of the stairs go a screen to the east. GO east a screen here into the Crystal Palace. Go through the door to the south. Go two screens east, open the treasure chest to get a key. Go back two screens west and one screen north. Hit the switch on the right so it turns blue, then use your key to unlock the door, go through the door. Use Bombette to blow open a hole in the wall on the right side, then go through the hole. Between the third and fourth pillars and you can up through the glass. Use Bombette to blow open a hole in the left wall and go through the hole. You will have to fight two Duplighosts here. Go west two screens, and go into the cave to the west to get a Star Piece. Now go back into the Crystal Palace and go north a screen. Jump pound through the patched wood and go east two screens, open the treasure chest and get the P-Down, D-Up Badge. Go two screens to the west, jump on the spring, then go two screens to the east to get a shooting star. Go two screens to the west, a screen to the south, a screen to the east, down through the pillars, a screen to the west, a screen south, and drop through the hole. Go east a screen and use Bombette to blow up a hole in the east wall. A bunch of Duplighosts try to imitate Bombette, the real Bombette is in the bottom right area. Once you are done, go east a screen. Open the treasure chest to get a key, then go two screens west, jump on the spring, go a screen north, then jump on the switch to make it red. Unlock the door and go through it. Go east another screen on the bottom and fight the three Clubbas here. Go west a screen, then up through

the mirrors, then east two screens. Blow up the wall on the east side and go through the hole. Open the treasure chest to get the Triple Dip Badge, then go west. Set Bombette by the switch then jump on the rotating platform to get to the other side of the mirror. Go east two screens. Shoot Kooper under the hole on the right side, hit all the obvious imposters, then go through the hole on the right side. Go south a screen and find the hidden Star Piece. Go back north, then east a screen, hit the switch using Koopa (line him up in the mirror), then go a screen to the east. Go up through the mirror and go west two screens. Go north and find the hidden Star Piece, then push the statue to the left and fall down the hole. Go two screens east to get the P-Up, D-Down Badge. Go two screens west, jump on the spring, go south a screen, go east two screens, go down through the mirror, go west two screens, and go south a screen. Drop down through the hole behind the statue. Go east two screens and open the treasure chest to get a key. Go two screens west, jump on the spring, go a screen north, go two screens east, and unlock the door on the east side, then go through it. The object here is to get the dinosaurs and dinosaur statues onto the carpeted squares. You can only push the statues in the direction they are facing, so talk to the dinosaurs from different directions to get the statues to change direction, simple as that. Once you are done, go up the stairs and through the door. Go another screen east and move to the right to fight the Crystal King. He is pretty tough, especially because he will heal 20 HP when he gets low, you just have to stick with it and keep fighting. Make sure you have several ways to attack multiple enemies, use it against him when he creates illusions of himself. After you are done, touch the star card. End Chapter.

#### Intermission(7-8)

You will be back with Peach once again, but you won't get to control her. You will now be in control of Mario. You will get your Star Energy increased and learn Up & Away. Head back to Shiver City, stay at the Toad House and you should get some nifty items when you wake up. Now go into the tunnels and go to Goombario's house. Give Goompapa his letter and you will get the Lucky Day Badge. Now head out to Dry Dry Outpost and give the composer there the Lyrics you have and you will get the Melody. Go back to Toad Town and give the guy in the club who gave you the Lyrics the Melody to get the Attack FX D Badge. Now head out to Star Summit and talk to Merlow, the guy that trades badges for Star Pieces, and give him his letter to get a Star Piece. Feel free to try and fight the Master again, he is still the hardest guy in the game. If you beat him, you will get the Diploma. Now head into the sewers under Toad Town, drop down to the bottom level, use Sushi to cross the water and go two screens east. Go down the pipe in the bottom right area of this room, then blow up the east wall and go through the hole. Talk to the toad there, and keep buying stuff from him as long as you can and you should get the Bump Attack Badge. Go up the pipe on the right and get the key. Unlock the door and go through it and you are back in Toad Town. Now head over to Shiver City and go to the screen where the Mayor's house is. Go into the house on the left, climb up the chairs and bookcase and such, then go out the window onto the roof. Jump roofs to the house on the left and go into the window. Open the chest to get the Attack FX E Badge. Now, go to Star Summit and step into the little beam of stars. Go up the path here and eventually go east a screen and you will be in Star Haven. Feel free to rest up, then take the path east another screen. Proceed up the stairs and into the shrine and you will receive the Star Beam Star Power. Once you feel you are ready, hop aboard the Star Ship and you are off to the castle.

#### Chapter 8

Start off by going through the door to the south, cross the bridge and go around the bottom of the castle into the cave. Defeat the Koopatrols here to get a key, then exit the cave the same way you came in. Unlcock the door to the Castle and go through

the door. Head straight through this room and another screen east. Here, stand in front of the door as it says, and you will drop through a trap door. After healing yourself, use Bombette to blow open the crack in the east wall, go through the hole. Go east another screen, cross all the moving/sinking blocks here to go another screen east. Use Lakilester here to cross the lava and hit the switch, which will activate the moving block so you can cross. Do this a second time to cross the next lava pit, then use Parakarry to cross the large gaps between blocks, and finally go east another screen. Use Lakilester here to get around the lava gap, you can use Parakarry to get the Mystery if you wish, then use Bow's ability to pass through the lava fall. Use Parakarry to cross the gap, then board Lakilester again, and go north through the cave. Fight the three Koopatrols and a Magikoopa, then hit the switch they guarded. Now that all the lava is dry, drop down and go west a screen. Now go west a screen, then north a screen and open the treasure chest to get another key. Go back west a screen, then west two more screens. Go to the far west side of this screen, and climb up the rocks to get another Deep Focus Badge. Now go east three screens and unlock the door at the east end of this screen then go through it. Use Watt here to see where you are going, and use Parakarry to cross the necessary gaps, and eventually go west a screen. Same rules apply in this screen, and you will eventually go another screen west. Push the block here to the left, then go down through the door. Now go through the door on the east wall here. Stay down stairs for now and head east two screens. Fight the Koopatrol here to get a key, then unlock the jail cell. Go into the jail cell and you can rest here. Now leave the jail cell and go back west two screens. If you would like to go to a store, there is one to the west here, but otherwise go east three screens. Jump on the screen to get up to the platform, then jump onto the chain to fill the rooms with water. Hop on Sushi in the water and go west a screen. Get off Sushi, hit the switch, jump on the spring, blow up the wall on the east side and pass through it. Do your jump pound to hit the brick block, then jump on the switch. Go through the hallways that show up and pull the chain on the other end. Go back west a screen, get on the water with Sushi, go over to the platform on the far side to get the key. Go back east a screen, through the halls, and pull the chain. Go west a screen, get in the water with Sushi, go east a screen, and pull the chain here. Drop down to the bottom, unlock the door on the east side, and go through it. Keep working your way up the stairs here, there are four flights I believe, try to avoid the Bombshell Bills to the best of your ability, and take out the B. Bill Blasters, and finally go a screen to the west. Push the block on the far right to the left and go through the revealed entrance. Go through the hall and east a screen. Push the block on the left side here and go through the revealed entrance. Heal yourself then go east a screen. Push the block here that appears to already have been moved aside to the right, and go through the revealed entrance. Go down the hall and west a screen to get a key. Now, go east a screen, south a screen, west a screen, south a screen, unlock the door on the east wall and go through it. Talk to the wall on the east wall and agree to try. His questions are really easy, just remember what you see. Once you have answered his questions correctly, go through the door to the east. Climb the stairs on the east side, and after the first flight, drop down to get some Jammin Jelly, then go back all the way up the stairs. Cross the bridge up top and go west a screen. Stay downstairs and go west two screens, defeat the Koopatrol, get the key, unlock the prison, rest, then go back two screens to the east. Go upstairs and go a screen to the west. Climb onto the pillars, knowing where the red switch is beneath, and drop Bombette off and try to make her blow up the switch, then jump across to the other side and go a screen to the west to get an Ultra Shroom. Go back east two screens, then upstairs go east another screen. Climb the stairs and go east another screen. Blow up the red switch to see which ground piece moves up, then blow it up again while standing on the ground piece that moves up, cross over and go east another screen to get the key. Go west two screens, down the stairs, unlock the door on the east wall, then go through it. Now go east using the following up/downstairs: up, down, down, up, down, up. Go straight across the bridge and a screen east. Heal your self, then go all the way east and talk to Peach. Now go all the way west in the screen, then back east, and hit Peach three times with your hammer and you will have to fight four Duplighosts, then go a screen to the east. Now you will have to fight Jr. Troopa again. Jr. Troopa is nothing new, but he is still a tough guy. Once he is beaten, go a screen to the east. Climb up

the stairs and go another screen east. Go through the star door here to enter Peach's castle. Go into the door on the far right, open the cupboard, then rest up. Leave the room then go up the stairs and through the star door. Go into the room to your immediate left, the library, go into the middle of the screen, climb the book stacks, and go get the Life Shroom. Leave the room, climb up the stairs, then go through the star door. Go all the way down the hall and a screen to the east. Now it is time to battle Bowser. When he uses the Star Rod to make himself invincible, use the Star Beam on him to stop it. After beating him (he is not very hard), go east a screen, up the stairs, west a screen, across the bridge, west a screen, up the stairs and east a screen. Go across the bridge, and it is time to fight Bowser again. In the middle of the fight you will be Twink fighting Kammy Koopa, for this fight just keep focusing and dashing, then your Star Beam will become the Peach Beam. He isn't TOO bad, just hope that you have a few Life Shrooms and Ultra Shrooms, then I prefer using Watts since he does 5 damage automatically when you use the action command right. Don't worry about your badges too much, the badges I used were HP Plus, FP Plus, Defense Plus, Power Plus, and those type of badges, of course I also had my trusty Power Bounce Badge on, that always comes in handy. Once you have defeated him, you have beaten the game!!!

The End

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## 2. Enemies

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Jr. Troopa

HP-5

Attack-1

Defense-0

Goomba

HP-2

Attack-1

Defense-0

Spiked Goomba

HP-2

Attack-2

Defense-0

ParaGoomba

HP-2

Attack-1

Defense-0

Red Goomba

HP-7

Attack-1

Defense-0

Blue Goomba

HP-6

Attack-1

Defense-0

King Goomba

HP-10

Attack-1

Defense-0

Red Goomba (2nd Time)

HP-2

Attack-1

Defense-0

Blue Goomba (2nd Time)

HP-2

Attack-1

Defense-0

Magikoopa

HP-8

Attack-3

Defense-0

Koopa Troopa

HP-4

Attack-1

Defense-1

Chan

HP-15

Attack-2

Defense-2

Lee

HP-20

Attack-5

Defense-0

The Master

HP-50

Attack-6

Defense-0

Fuzzy

HP-3

Attack-1

Defense-0

Paratroopa

HP-4

Attack-1

Defense-2

Bob-omb

HP-3

Attack-1

Defense-0

Bullet Bill

HP-2

Attack-2

Defense-0

Bill Blaster

HP-4

Attack-0

Defense-1

Bowser???

HP-10

Attack-1

Defense-1

Koopa Bros.(each individual one)

HP-5

Attack-1

Defense-1

Jr. Troopa (2nd Time)

HP-15

Attack-2

Defense-1

Gloomba

HP-7

Attack-2

Defense-0

Spiked Gloomba

HP-7

Attack-3

Defense-0

ParaGloomba

HP-7

Attack-2

Defense-0

Piranha Plant

HP-5

Attack-3

Defense-0

Monty Mole

HP-3

Attack-2

Defense-0

Cleft

HP-2

Attack-2

Defense-2

Buzzar

HP-40

Attack-3

Defense-0

Bandit

HP-5

Attack-2

Defense-0

Pokey  
HP-4  
Attack-2  
Defense-0

Pokey Mummy  
HP-4  
Attack-2  
Defense-0

Buzzy Beetle  
HP-3  
Attack-2  
Defense-2

Swooper  
HP-4  
Attack-2  
Defense-0

Stone Chomp  
HP-4  
Attack-3  
Defense-1

Tutankoopas  
HP-30  
Attack-3  
Defense-0

Chomp  
HP-4  
Attack-3  
Defense-3

Master (2nd Time)  
HP-75  
Attack-8  
Defense-0

Master (3rd Time)  
HP-99  
Attack-10  
Defense-1

Blooper  
HP-30  
Attack-3  
Defense-0

Forest Fuzzy  
HP-6  
Attack-1  
Defense-0

Hyper Paragoomba  
HP-7  
Attack-1  
Defense-0



Hyper Cleft

HP-4

Attack-3

Defense-3

Clubba

HP-8

Attack-3

Defense-0

Tubba's Heart

HP-50

Attack-6

Defense-0

Tubba Blubba

HP-10

Attack-4

Defense-0

Jr. Troopa (3rd Time)

HP-40

Attack-5

Defense-1

Dark Koopa

HP-8

Attack-3

Defense-2

Shy guy

HP-7

Attack-2

Defense-0

Sky Guy

HP-7

Attack-3

Defense-0

Groove Guy

HP-7

Attack-2

Defense-0

Anti Guy

HP-50

Attack-10

Defense-0

Medi Guy

HP-7

Attack-1

Defense-0

Spy Guy

HP-7

Attack-2

Defense-0

Pyro Guy  
HP-7  
Attack-4  
Defense-0

Big Lantern Ghost  
HP-40  
Attack-5  
Defense-0

Shy Squad  
HP-15  
Attack-1  
Defense-0

Stilt Guy  
HP-7  
Attack-4  
Defense-0

Shy Stack  
HP-10  
Attack-1  
Defense-0

General Guy(in tank)  
HP-30  
Attack-4  
Defense-2

Fuzzipede  
HP-20  
Attack-3  
Defense-0

Jungle Fuzzy  
HP-7  
Attack-2  
Defense-0

Hurt Plant  
HP-8  
Attack-2  
Defense-0

Spear Guy  
HP-7  
Attack-3  
Defense-0

M. Bush  
HP-8  
Attack-3  
Defense-0

Putrid Pirahna  
HP-12  
Attack-3  
Defense-0

W Magikoopa

HP-11

Attack-3

Defense-0

Lava Bubble

HP-9

Attack-4

Defense-0

Spike Top

HP-4

Attack-3

Defense-4

Lava Bud

HP-8

Attack-4

Defense-0

Lava Piranha

HP-40

Attack-5

Defense-0

Petit Piranha

HP-1

Attack-5

Defense-0

Jr. Troopa (4th time)

HP-40

Attack-6

Defense-1

Super Blooper

HP-70

Attack-5

Defense-0

Blooper Baby

HP-6

Attack-2

Defense-0

Kent C. Koopa

HP-70

Attack-10

Defense-6

Craze Dayzee

HP-8

Attack-4

Defense-0

Bzzap!

HP-3

Attack-6

Defense-0

Monty Mole (in Flower Fields)

HP-12

Attack-3

Defense-0

Ruff Puff

HP-10

Attack-4

Defense-0

Amazee Dayzee

HP-20

Attack-20

Defense-1

Spiny

HP-5

Attack-4

Defense-3

Lakitu

HP-12

Attack-3

Defense-0

GRN Magikoopa

HP-11

Attack-3

Defense-0

Spike?

HP-50

Attack-4

Defense-0

Y Magikoopa

HP-11

Attack-3

Defense-0

Huff N. Puff

HP-60

Attack-5

Defense-0

Jr. Troopa (5th Time)

HP-50

Attack-8

Defense-1

Frost Piranha

HP-10

Attack-4

Defense-0

Gulpit

HP-12

Attack-2

Defense-0

Monstar  
HP-20  
Attack-1  
Defense-0

Duplighost  
HP-15  
Attack-4  
Defense-0

White Clubba  
HP-12  
Attack-5  
Defense-0

Swoopula  
HP-8  
Attack-2  
Defense-0

R Magikoopa  
HP-11  
Attack-3  
Defense-0

GRY Magikoopa  
HP-11  
Attack-3  
Defense-0

Crystal King  
HP-70  
Attack-6  
Defense-2

Crystal Bit  
HP-1  
Attack-4  
Defense-0

Ember  
HP-10  
Attack-4  
Defense-0

Koopatrol  
HP-8  
Attack-4  
Defense-3

Hammer Bros.  
HP-12  
Attack-5  
Defense-1

Bony Beetle  
HP-8  
Attack-3  
Defense-1

Bombshell Bill

HP-3

Attack-6

Defense-0

B. Bill Blaster

HP-10

Attack-0

Defense-4

Dry Bones

HP-8

Attack-4

Defense-2

Magikoopa

HP-11

Attack-6

Defense-0

Jr. Troopa (6th time)

HP-60

Attack-8

Defense-2

Evil King Bowser

HP-50

Attack-8/6

Defense-1

Evil King Bowser (2nd time)

HP-99

Attack-10/8

Defense-2

Kammy Koopa

HP-10ish

Attack-3

Defense-1

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### 3. Badges

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Power Jump Badge

BP-1

Get it from Goomba after returning him to his home.

Gives the Power Jump ability, does more damage when jumping, uses 2FP

Close Call Badge

BP-1

Get it in a red floating block on the path from the Goomba home to Toad Town

Makes it so enemies sometime miss when Mario is low on HP

Hammer Throw Badge

BP-1

Get it in a treasure chest on top of the covered walkway on the path from Goomba home to Toad Town.

Gives the Hammer Throw ability, allowing Mario to throw the hammer and reach

enemies anywhere, uses 2FP

Attack FX A Badge

BP-0

Trade for it with Merlow(1 Star Piece)

Changes the noise you make when you attack

Pay-Off Badge

BP-2

Trade for it with Merlow(1 Star Piece)

The more damage you receive in battle, the more coins you get afterwards

Chill Out Badge

BP-2

Trade for it with Merlow(3 Star Pieces)

You won't have an enemy get a First Strike on you

Pretty Lucky Badge

BP-3

Trade for it with Merlow(5 Star Pieces)

Sometimes enemies won't attack Mario

Feeling Fine Badge

BP-3

Trade for it with Merlow(5 Star Pieces)

Protects Mario from poison and dizziness in battle

Happy Heart Badge

BP-3

Trade for it with Merlow(8 Star Pieces)

Restores HP automatically during battle

Happy Flower Badge

BP-3

Trade for it with Merlow(8 Star Pieces)

Restores FP automatically during battle

Peekaboo Badge

BP-3

Trade for it with Merlow(10 Star Pieces)

You can see your enemy's HP

Zap Tap Badge

BP-4

Trade for it with Merlow(10 Star Pieces)

When enemies touch Mario in battle they receive damage

Heart Finder Badge

BP-3

Trade for it with Merlow(12 Star Pieces)

Makes more hearts appear after battles

Flower Finder Badge

BP-3

Trade for it with Merlow(12 Star Pieces)

Makes more flowers appear after battles

HP Drain Badge

BP-3

Trade for it with Merlow(15 Star Pieces)

Takes away one from your attack power and restores 1 HP a turn

#### Money Money Badge

BP-7

Trade for it with Merlow(20 Star Pieces)

Double the coins you get from battle

#### Flower Saver Badge

BP-6

Find it in Flower Fields

Trade for it with Merlow(25 Star Pieces)

Saves 1 FP every time you attack

#### Power Plus Badge

BP-6

Trade for it with Merlow(25 Star Pieces)

Find it in the Shy Guy's Toy Box

Mario's jump and hammer attacks are increased in power by 1

#### Dizzy Attack Badge

BP-2

Get it on the path from Toad Town to the Koopa Village

Causes dizziness to the enemy you attack

#### HP Plus Badge

BP-3

Find it in Forever Forest

Get it in the area behind Kooper's house

Buy it in the Badge Shop in Toad Town(150 Coins)

It increases Mario's HP by 5

#### Attack FX B Badge

BP-0

Get it right outside the west entrance to Koopa Village

It changes the sound Mario's attacks make

#### Power Bounce Badge

BP-2

Find it inside the Koopa Bros Fortress

Lets Mario use the Power Bounce ability.

#### Smash Charge Badge

BP-1

Find it inside the Koopa Bros Fortress

It lets Mario charge up his hammer

#### FP Plus Badge

BP-3

Through a pipe a screen to the left of Koopa Bros Fortress

Buy it in the Badge Shop in Toad Town(150 Coins)

Increases Mario's FP by 5

#### Multibounce Badge

BP-1

Buy it in Toad Town from the Badge Shop(75 Coins)

Lets you jump on multiple enemies if you are good with the action command

#### First Attack Badge

BP-1

Buy it in Toad Town from the Badge Shop(100 Coins)



Lets you automatically kill weaker enemies when you get first strike on them

D-Down Pound Badge

BP-2

Buy it in Toad Town from the Badge Shop(75 Coins)

Reduces the enemies defense when you attack it with the hammer

Speedy Spin Badge

BP-1

Buy it in Toad Town from the Badge Shop(50 Coins)

Makes the spin you do when you press Z last longer

Damage Dodge Badge

BP-3

Find it on Mt. Rugged

Buy it in Toad Town from the Badge Shop(150 Coins)

When you do the action command, defends against one more damage

Quake Hammer Badge

BP-1

Find it on Mt. Rugged

Lets you use the Quake Hammer ability

Attack FX C Badge

BP-0

Find it in Dry Dry Desert

Changes the sound effect when Mario's attacking

Spike Shield Badge

BP-2

Find it in the Dry Dry Ruins

Allows you to jump on spiked enemies

Deep Focus Badge

BP-1

Find it in the Castle

Find it in the Shy Guys' Toy Box

Find it outside Bowser's Castle

Mario's Charge ability "charge"s more

Power Rush Badge

BP-1

Find it in the Castle

When Mario is low on HP, his attack power goes up 2

Sleep Stomp Badge

BP-1

Buy it in Toad Town(75 Coins)

Puts the enemy to sleep when Mario jumps on it

Double Dip Badge

BP-1

Buy it in Toad Town(100 Coins)

Lets Mario use two items in one turn

Dodge Master Badge

BP-2

Buy it in Toad Town(100 Coins)

The action command works more often

#### Power Smash Badge

BP-1

Find it in the sewers underneath Toad Town

Lets you use the Power Smash ability

#### Shrink Stomp Badge

BP-1

Find it in the sewers underneath Toad Town

Lets you use the Shrink Stomp ability

#### D-Down Jump Badge

BP-2

Find it in Tubba Blubba's house

Lets you use the D-Down Jump ability

#### Quick Change Badge

BP-4

Find it in Merlon's house after spin jumping 3 times

Allows you to change party members without losing a turn

#### I Spy Badge

BP-1

Return the calculator to the owner of the Badge Shop

Alerts you to nearby hidden panels

#### Defense Plus Badge

BP-6

Find it in Shy Guys' Toy Box

Increases your defense by 1

#### Ice Power Badge

BP-2

Find it in Shy Guys' Toy Box

Increases your attack power against fire enemies by 2

#### Group Focus Badge

BP-2

Buy it from the Badge Shop in Toad Town(100 Coins)

Allows party members to use the focus ability

#### Spin Smash Badge

BP-1

Buy it from the Badge Shop in Toad Town(75 Coins)

Lets you use the Spin Smash attack

#### Jump Charge Badge

BP-1

Buy it from the Badge Shop in Toad Town(50 Coins)

Lets you charge your jump power in battle

#### Last Stand Badge

BP-1

Find it in Peach's castle

When you are low in HP, you take half damage only

#### All or Nothing Badge

BP-4

Buy it from the Badge Shop in Toad Town(100 Coins)

If the action command works it boosts your attack extra, if not your attack is 0

#### Refund Badge

BP-1

Find it outside of Koopa Bros. Fortress

Refunds some coins when you use an item in battle

#### Power Quake Badge

BP-2

Find it in the forest on Lavalava Island

Lets you use the Power Quake attack

#### Happy Heart Badge

BP-3

Find it on the big tree in the forest on Lavalava Island

Restores hearts automatically but slowly in battle

#### Fire Shield Badge

BP-2

Find it in the volcano on Lavalava Island

Reduces fire related damage by 1

#### Dizzy Stomp Badge

BP-1

Find it in the volcano on Lavalava Island

Lets you use the Dizzy Stomp attack

#### Mega Quake Badge

BP-3

Buy it from the Badge Shop in Toad Town(200 Coins)

Does immense damage to all enemies on the ground

#### S. Smash Charge Badge

BP-2

Buy it from the Badge Shop in toad Town(100 Coins)

When you use the S. Smash Charge ability, Mario's hammer attack goes up by 3

#### Happy Flower Badge

BP-3

Find it in the Flower Fields

Slowly restores FP during battle

#### Mega Smash Badge

BP-3

Find it in the Flower Fields

Does immense damage to an enemy

#### Mega Jump Badge

BP-3

Find it on Shiver Mountain

Does immense damage to an enemy

#### P-Down, D-Up Badge

BP-2

Find it in the Crystal Palace

Increases your defense by 1 and decreases your attack by 1

#### P-Up, D-Down Badge

BP-2

Find it in the Crystal Palace

The opposite of the P-Down, D-Up Badge

Lucky Day Badge

BP-7

Give Goompapa his letter

Makes enemies sometime not attack Mario

Attack FX D Badge

BP-0

Give the Melody to get guy in the club

Makes a different noise when Mario attacks stuff

Runaway Pay Badge

BP-2

Hidden in the triangle of trees in Dry Dry Desert

Get Star Points when you run from battle

Spin Attack Badge

BP-3

Go into the tornado 2s 1w of the stone cactus in Dry Dry Desert

Spin into weak enemies to instantly kill them(like the First Strike Badge)

Triple Dip Badge

BP-3

Find it in the Crystal Palace

You can use three items in one turn

Bump Attack Badge

BP-5

Buy it from the toad in the sewers under Toad Town

Defeat weaker enemies just by bumping into them(like the First Strike Badge)

Attack FX E Badge

BP-0

Find it in Shiver City

Makes a different noise when you attack

Mega Rush Badge

BP-1

Find it in Tubba Blubba's Castle

Increases Mario's attack power by 4 when low on HP

S. Jump Chg. Badge

BP-2

Find it in the clouds above Flower Fields

Charges Mario's jump power by 3

Slow Go Badge

BP-0

Find it in Dry Dry Ruins

Makes Mario move slowly

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4.Star Pieces

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#1

In the area behind the Goomba's home

#2

Give doll to Gombaria

#3

In the tree in front of King Goomba's Castle

#4

In the tree in Toad Town

#5

On the path to Shooting Star Summit

#6

Answer the first quiz question correctly

#7

In Koopa Village on top of the high block(after the fuzzies are gone)

#8

Answer the second quiz question correctly

#9

On path from Toad Town to Koopa Village

#10

On the path from Koopa Village to Koopa Bros Fort

#11

Answer the third quiz question correctly

#12

Get it from the Koopa elder for doing the errands

#13

Get it from the Koopa elder for doing the errands

#14

Get it from the Koopa elder for doing the errands

#15

Find it on Mt. Rugged

#16

Give Kolorado his letter

#17

Answer the fourth quiz question correctly

#18

Give the nomad mouse his letter

#19

Find it in the Dry Dry Ruins

#20

Give Kolorado the artifact

#21

Give Merlon his letter

#22

Answer Quizmo's fifth question correctly

#23

Give Mort T. his letter

#24

Answer Quizmo's sixth question correctly

#25

Get it from the Koopa elder for doing the errands

#26

Get it from the Koopa elder for doing the errands

#27

Get it from the Koopa elder for doing the errands

#28

Answer Quizmo's seventh question correctly

#29

Answer Quizmo's eighth question correctly

#30

Answer Quizmo's ninth question correctly

#31

Find it in the sewer under Toad Town

#32

Find it in Tubba Blubba's Castle

#33

Find it in Tubba Blubba's Castle

#34

Give Fice T. his letter

#35

Find it in the Shy Guys' Toy Box

#36

Find it in the Shy Guys' Toy Box

#37

Hidden at Blue Station in Shy Guys' Toy Box

#38

Hidden at Pink Station in Shy Guys' Toy Box

#39

Hidden in Toad Town

#40

Return Mail Bag to Post Office

#41

Hidden at Green Station in Shy Guys' Toy Box

#42

Hidden at Red Station in Shy Guys' Toy Box

- #43  
Hidden outside of fortune teller's house
- #44  
Hidden on path to Star Summit
- #45  
Hidden at Star Summit
- #46  
Hidden in Toad Town
- #47  
Hidden on path to Koopa Bros. Fortress
- #48  
Hidden in Koopa Village
- #49  
Hidden on path to Koopa Bros. Fortress
- #50  
Hidden in Toad Town
- #51  
Hidden in Toad Town
- #52  
Hidden on path to Goombario's home
- #53  
Hidden on path behind Goombario's home
- #54  
Answer Quizmo's tenth question
- #55  
In the screen to the west of Goombario's home
- #56  
Hidden in Boo's Mansion
- #57  
Hidden in Boo's Mansion
- #58  
Hidden in Boo's Mansion
- #59  
Hidden in Boo's Mansion
- #60  
Hidden on path to Gusty Gulch
- #61  
Hidden on Mt. Rugged
- #62  
Find it on Mt. Rugged

#63  
Hidden in Dry Dry Desert

#64  
Hidden in Dry Dry Outpost

#65  
Answer Quizmo's eleventh question

#66  
In a tree on Lavalava Island

#67  
Hidden in Yoshi Village

#68  
Find it in the forest on Lavalava Island

#69  
Find it in the forest on Lavalava Island

#70  
Hidden in the forest on Lavalava Island

#71  
Hidden in the volcano on Lavalava Island

#72  
Hidden in the volcano on Lavalava Island

#73  
Answer Quizmo's twelfth question

#74  
Give Russ T. his letter

#75  
Find it in Toad Town

#76  
Give Igor his letter

#77  
Answer Quizmo's thirteenth question

#78  
Hidden in Flower Fields

#79  
Hidden in Flower Fields

#80  
Hidden in Flower Fields

#81  
Hidden in Flower Fields

#82  
Find it in Flower Fields



#83

Answer Quizmo's fourteenth question

#84

Give Minh T. her letter

#85

Get it from the elder koopa for doing his errands

#86

Get it from the elder koopa for doing his errands

#87

Get it from the elder koopa for doing his errands

#88

Answer Quizmo's fifteenth question

#89

Get it from the elder koopa for doing his errands

#90

Get it from the elder koopa for doing his errands

#91

Get it from the elder koopa for doing his errands

#92

Get it from the elder koopa for doing his errands

#93

Get it from the elder koopa for doing his errands

#94

Get it from the elder koopa for doing his errands

#95

Answer Quizmo's sixteenth question

#96

Hidden in Shiver City

#97

Hidden on path from Shiver City to Starborn Valley

#98

Find it on Shiver Mountain

#99

Find it just outside the Crystal Palace

#100

Hidden in the Crystal Palace

#101

Hidden in the Crystal Palace

#102

Give Merlow his letter

#103

Answer Quizmo's seventeenth question

#104

Under some boxes in the basement of Boo's Mansion

#105

Behind some boulders on the path to Gusty Gulch

#106

Find it in Flower Fields

#107

Answer Quizmo's eighteenth question

#108

Find it in the Shy Guy's Toy Box

#109

Give Russ T. his dictionary

#110

Buy from toad in sewers

#111

Answer Quizmo's nineteenth question

#112

Buy from toad in sewers

#113

Answer Quizmo's twentieth question

#114

Buy from toad in sewers

#115

Answer Quizmo's twenty-first question

#116

Answer Quizmo's twenty-second question

#117

Answer Quizmo's twenty-third question

#118

Answer Quizmo's twenty-fourth question

#119

Answer Quizmo's twenty-fifth question

#120

Answer Quizmo's twenty-sixth question

#121

Answer Quizmo's twenty-seventh question

#122

Answer Quizmo's twenty-eighth question

#123

Answer Quizmo's twenty-ninth question

#124

Answer Quizmo's thirtieth question

#125

Answer Quizmo's thirty-first question

#126

Answer Quizmo's thirty-second question

#127

Answer Quizmo's thirty-third question

#128

Answer Quizmo's thirty-fourth question

#129

Answer Quizmo's thirty-fifth question

#130

Answer Quizmo's thirty-sixth question

#131

Answer Quizmo's thirty-seventh question

#132

Answer Quizmo's thirty-eighth question

#133

Answer Quizmo's thirty-ninth question

#134

Answer Quizmo's fortieth question

#135

Answer Quizmo's forty-first question

#136

Answer Quizmo's forty-second question

#137

Answer Quizmo's forty-third question

#138

Answer Quizmo's forty-fourth question

#139

Answer Quizmo's forty-fifth question

#140

Answer Quizmo's forty-sixth question

#141

Answer Quizmo's forty-seventh question

#142

Answer Quizmo's forty-eighth question

#143

Answer Quizmo's forty-ninth question

#144

Answer Quizmo's fiftieth question

#145

Answer Quizmo's fifty-first question

#146

Answer Quizmo's fifty-second question

#147

Answer Quizmo's fifty-third question

#148

Answer Quizmo's fifty-fourth question

#149

Answer Quizmo's fifty-fifth question

#150

Answer Quizmo's fifty-sixth question

#151

Answer Quizmo's fifty-seventh question

#152

Answer Quizmo's fifty-eighth question

#153

Answer Quizmo's fifty-ninth question

#154

Answer Quizmo's sixtieth question

#155

Answer Quizmo's sixty-first question

#156

Answer Quizmo's sixty-second question

#157

Answer Quizmo's sixty-third question

#158

Answer Quizmo's sixty-fourth question

#159

Give the Mayor of Shiver City his letter

#160

Give Goompa his letter

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5.Weapons

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Boots

Start out with them

Attack Power-1

Super Boots

Find them in the Boo Mansion

Attack Power-2

Ultra Boots

Find them in the tunnels under Toad Town

Attack Power-3

Hammer

Get it from Goompa

Attack Power-1

Super Hammer

Get it in Dry Dry Ruins

Attack Power-2

Ultra Hammer

Get it in the volcano on Lavalava Island

Attack Power-3

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## 6.Allies

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Goombario

Abilities:

Headbonk - Deals normal damage to an enemy

Tattle - Tells about enemy, also gives enemy stats

Charge - Increases his attack power

Multibonk - Headbonks multiple times

Kooper

Abilities:

Shell Toss - Deals normal damage to an enemy

Power Shell - Deals damage to all enemies on the ground

Dizzy Shell - Paralyzes enemies

Fire Shell - Attacks with a flaming shell

Bombette

Abilities:

Body Slam - Deals normal damage to an enemy

Bomb - Blows up in front of the enemy, dealing damage

Power Bomb - Deals damage to all the enemies on the ground

Mega Bomb - Deals damage to all enemies

Parakarry

Abilities:

Sky Dive - Deals normal damage to an enemy

Shell Shot - Shoots himself at the enemy, dealing damage

Air Lift - Carries an enemy out of the battle

Air Raid - Attacks all enemies

Bow

Abilities:

Smack - Deals damage to the enemy up to four times

Outta Sight - Makes Mario invisible/untouchable for a turn

Spook - Scare enemies away from the battle

Fan Smack - Deals damage to the enemy

Watt

Abilities:

Electro Dash - Deals normal damage to the enemy

Power Shock - Paralyzes an enemy

Turbo Charge - Boosts Mario's attack power

Mega Shock - Paralyzes all enemies

Sushi

Abilities:

Belly Flop - Deals normal damage to the enemy

Squirt - Shoots a jet of water at the enemy, dealing damage

Water Block - Increases Mario's defense

Tidal Wave - Attacks all enemies with water

Lakilester

Abilities:

Spiny Flip - Deals normal damage to an enemy, have to aim it right

Spiny Surge - Deals damage to all enemies

Cloud Nine - Prevents Mario from being attacked

Hurricane - Blows all the enemies out of the battle

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## 7.Chuck Quizmo's Quiz Questions

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1.What is the name of Goombario's younger sister?

Goombette

Goombalina

\*Goombaria

2.What is the color of the block you can break with the first hammer you got?

Red

\*Yellow

Gray

3.What ability does Goombario frequently use?

Jump

\*Tattle

Dive

4.What color of pants was the Goomba King wearing?

Blue and White

Red and Blue

\*Red and White

5.Which of Mario's battle commands is on the far left?

Jump

Item

\*Strategies

6.How many windows does the Goomba House in Goomba Village have?

\*One

Two

Three

7.What's the name of the leader of the Red and Blue Goomba Bros.?

Dr. Goomba

Big Goom

\*Goomba King

8.What color are Luigi's pants?

\*Blue

Green

Yellow

9.How many members are there in Goombario's family?

Four

Five

\*Six

10.What will you receive when you get the right answer in a quiz?

It's me

\*Star Piece

Mushroom

11.What is the name of the smart Toad living in Toad Town

\*Russ T.

Smarr T.

Toace T.

12.How many buildings are there in Koopa Village?

Four

Five

\*Six

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

Red Ninjakoopa

\*Blue Ninjakoopa

Black Ninjakoopa

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

2 coins

\*4 coins

8 coins

15.Where does Merlurlee, who tells fortunes about special things, live?

\*Shooting Star Summit

Toad Town

Bowser's Castle

16.What is the name of the character who joined you at the Koopa Bros. Fortress?

Goombario

Kooper

\*Bombette

17.What color is Bowser's hair

\*Red

Green

Yellow

18.How many Star Spirits do you have to save?

One

Five

\*Seven

19.What's the name of the elderly Koopa Troopa who always asks for errands to be run?

Koopa Krab

\*Koopa Koot

Old Koop

20.How many Bob-ombs besides Bombette were imprisoned in the jail at the Koopa Bros. Fortress?

- \*Four
- Eight
- Twelve

21.Where is the house of the explorer, Kolorado?

- \*Koop Village
- Toad Town
- Goomba Village

22.What is the destination of the train that departs from Toad Town Station?

- \*Mt. Rugged

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

- Merlow
- \*Rowf
- Kolorado

24.What treasure did Bowser steal from Star Haven?

- \*Star Rod
- Twink
- Princess Peach

25.What is the color of the roof at the house in Koopa Village where you can listen to a radio?

- Red
- Yellow
- \*Blue

26.Who does Kooper idolize?

- Mario
- \*Kolorado
- Koopa Koot

27.What does Merlee of Dry Dry Outpost specialize in?

- Fortune-telling
- \*Casting spells
- Cooking

28.Who hid inside a coffin in Dry Dry Ruins?

- Mummy Man
- Mustafa
- \*Pokey Mummy

29.What can you get when you take Star Pieces to Merlow at Shooting Star Summit?

- Cards
- Coins
- \*Badges

30.Who knew the location of Dry Dry Ruins in Dry Dry Desert?

- Kolorado
- \*Moustafa
- Goombario

31.When you want Tayce T., who loves cooking, to make Lemon Candy, what do you have to give her besides a Lemon?



Star Piece

\*Cake Mix

Mushroom

32. Who among the following lives in Forever Forest?

Jr. Troopa

\*Oaklie

Cleft

33. What are Boos, exactly?

\*Ghosts

Thieves

Sheets

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

Heart

Mushroom

\*Bump

35. Other than Lemons, what fruit drops when you hit a tree in the desert oasis?

Coconut

Apple

\*Lime

36. What is the name of the strange person in Toad Town who can increase Mario's Statuf?

Rat Cheepa

Diz Onnest

\*Chet Rippo

37. What ability does Bombette frequently use?

Sing

Dance

\*Bomb

38. What does Gourmet Guy like?

\*Cake

Mushrooms

Kooper

39. Who was the second companion to join your team?

Bombette

\*Kooper

Parakarry

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

Pokey

\*Bandit

Nomadimouse

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

Eldstar

Muskular

\*Skolar

42. What are addressed to your companions and sent to the post office?

Parcels

\*Letters

Handbills

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

Shop  
Station  
\*Mayor's House

44.What kind of book did Gourmet Guy drop?

Gardening  
\*Cooking  
Fishing

45.What am I?

Sir Quizzby  
I. Q. Testa  
\*Chuck Quizmo

46.Where do I show up?

\*In towns and villages  
On the street  
In the jail

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

\*Trumpet Planmt  
Hurt Plant  
Bellbell Plant

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

Blue  
\*Green  
Pink

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

Merlow  
\*Merlon  
Merlurvee

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

\*Six  
Eight  
Ten

51.How would the Yoshi Kids in Yoshi's Village describe Sushie?

Easygoing  
\*Bossy  
Sleepy

52.What building is across from the Toad Town post office?

Shop  
Station  
\*Merlon's House

53.What kind of card do you get when you defeat Lee at the Dojo in Toad Town?

First-Degree  
\*Second-Degree  
Third-Degree

54.What color is the brooch that Princess Peach wears?

\*Blue  
Red  
Pink

55.Who gave you Miracle Water in Flower Fields?

Posie  
Rosie  
\*Lily

56.What is the name of Lakilester's girlfriend?

Landolaki  
Lakitofu  
\*Lakilulu

57.How did you make the pipe leading to the Toad Town Playroom come out?

Jump  
\*Hit a tree  
Hit a switch

58.Among the following, who is inside Club 64?

Dancer  
Composer  
\*Pop Diva

59.Which of the following do Shy Guys never do?

\*Sing  
Dance  
Run

60.What best describes the relationship between Mario and Luigi?

Neighbors  
Friends  
\*Brothers

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

Penguin  
Lakitu  
\*Ninji

62.How many companions do you travel with?

Seven  
\*Eight  
Nine

63.What is the name of the Star Kid who's always with Princess Peach?

Gleem  
\*Twink  
Glo

64.How many Star Spirits have you saved in total?

Five  
\*Seven  
Ten

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8.Credits

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Amethystine - For helping me get the last star piece I was missing!

ME! - For writing this FAQ

Nintendo - For making one awesome game

E-mail any comments or questions to: [Jedi276@hotmail.com](mailto:Jedi276@hotmail.com)

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## 9. Copyright Info

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