

# Paper Mario FAQ

by Quizmaster

Updated to v0.3 on Feb 25, 2001

Everything \*but\* the Walkthrough for Paper Mario - v.0.3

February 25th, 2001

By Quizmaster v.4.0

Hello lads and lasses and anyone else I may have missed! Yep, I'm writing yet another FAQ that skirts around completion of the actual game in question, instead choosing to take stock in details. In here I plan to note the locations of all the badges, Star Pieces, Quiz questions, and so forth, leaving the details of actually beating the darn game to the reader. And of course, I'll do it with a slightly cynical edge and perhaps a touch of funny.

Finally, I'd like to give a special thank you to you, the reader. No, not you, you. Yeah, you. If it wasn't for you...well...um...I don't particularly know what would happen, but my guess is that it would be bad.

OK, enough of this...it's FAQ time! (Note: I'm basically starting the game from scratch looking for all this stuff, so you get this FAQ piecemeal and the part you've probably already combed through first. Hooray!)

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I: Table of Contents -  
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O: Pithy Introduction (if you don't like it, then you can pith off!)

I: Table of Contents (hmmm...will mentioning the TOC here cause an infinite loop?)

II: Star Pieces (Star light, Star Bright, where are the other 159 I seek tonight?)

II and I/II: Chuck Quizmo! (You know, I rather like that name for some reason...)

III: Badges (We don't nee...nah, it's probably been done 5 billion times now...)

IV: Enemies (With Enemies like these, who needs friends?)

V: Shops (Where you can circulate your hard earned coins into the local economies instead of your index funds...)

VI: Tayce T. and the Recipes (It sounds pretty 70's band-ish...)

VII: Postcards From the Edge (Wow, I made a column title punning off of some show I never watched! What's it like?)

VIII: Super Blocks (Become a Super Block-head!)

IX: Miscellany (All that stuff that doesn't relate to the game that you're contractually bound to read!)

X: Parting Shot (see O: Pithy Introduction, above)

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II: Star Pieces -  
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What are the Star Pieces good for, you didn't ask? Well, if you collect enough of them, you can trade them to Merylee (or however you spell it) for Badges! If the score sheet in Mario's flat is accurate, then there are a hundred and sixty about, which is just enough to get every last badge. Wwwwwoowweeee. Now the somewhat innovative thing that I'm doing with this list here is listing the star pieces in the order that it's \*possible\* to receive them. (And in the quite likely event that I miss a piece or two, then I urge the audience to chime in!)

Goomba Village and the Environs...

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#1 - Near the beginning of the game, when you fall off the missing veranda. Get the hammer and go one screen right of where you fell. Climb the hill to the right, then go into the screen, and then left up the hills. The Star Piece is in plain sight.

#2 - Bash the farthest right tree with the hammer one screen left of the fallen veranda, and you'll receive the "Dolly". Give it to Gomaria and she'll reward you with a Star Piece!

#3 - Bash the tree just to the left of the Goomba King's castle and guess what comes out?

Toad Town - Land of the Free, home of the Whopper...

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#4 - Bash the tree just to the left of Merlow's house. Voila!

Shooting Star Summit - Super Duper!

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#5 - Go into the screen when you enter Shooting Star Summit from the bridge from Peach's Castle (Well, where the castle used to be, anyway. Is it just me, or was the castle really less than I expected? I mean, in Mario 64 it was pretty dang big, and here...well...it's not much bigger than your average mansion. Oops, that's right, I'm writing an FAQ here. \*Ahem\*)...and you'll find another Star Piece in plain sight!

Koopa Village - Home of Shelley, Shellster, Shellina, Ed...

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#6 - After you save Koopa Village from the Fuzzies, go to the east side of town (with the Elder's House.) Atop some bricks on the right side of town, there's a Star Piece! (Push the blue block under the bricks to reach it.)

Koopa Bros. Fortress - It's Fort-riffic!

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#7 - Two screens east of the fork in the road at Pleasant Path, (in which you take the road that leads to the Koopa Bros. Fortress), bash the first tree you see with a hammer and marvel at what doth fall out.

Pleasant Path - Because Agonizing Path of Death wouldn't fit...

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#8 - Remember where you hit the switch to raise the bridge? Well, on the right side of the bridge, there are some ledges that lead out of the

screen. Hop on them and head left, then use Kooper to claim your reward!

Mount Rugged - Formerly Mount Carpeted...

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#9 - Three screens east of the train station, where you first encounter the Clefts, climb up the mountain and work your way left. When you get to the holes in the mountain, throw yourself out of the screen when you get to the left hole. You'll land on a ledge with a bit of treasure, y'will.

Dry Dry Desert - Clear Clear Desert. Wow. (Sorry, Ben Stein)

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#10 - Talk to Kolorado (he's on the first screen you enter in the desert) with Parakarry as your partner. Since you collected the letter for Kolorado earlier, Kolorado will tip you a Star Piece for it.

#11 - Get the letter to Nomadimouse from the rooftops in Dry Dry Outpost, then travel three screens west of the aforementioned town. Use Parakarry to deliver the lettter, and you'll get another mail delivery Star Piece.

Dry Dry Ruins - C'mon, your face isn't that bad!

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#12 - Drain the sand from the room where Goombario remarks "It's a bit sandy, huh?" (which is four east and one floor up from the entrance) and there will be a Star Piece in plain sight. Gee, these guys just aren't trying anymore!

#13 - Bash the stone block that stands between you and the "Artifact" four screens east and one floor down from the entrance (and through the lower formerly locked door.) Give it to Kolorado, and he'll give you a mystery prize! (Oh, all right, another Star Piece.)

Toad Town - Where Mr. Badger and Mr. Mole Live...

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#14 - Give Merlon in Toad Town the letter you picked up in Dry Dry Desery, and he'll tip you a Star Piece. That reminds me, I need to tip my letter carrier when he comes by next Christmas. Don't let me forget, OK?

Boo's Mansion - Because Boo's Shack was taken!

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#15 - In the room where you, at long last, get the Super Boots, a Boo will inform you that there's a Star Piece hidden under a floor panel in the room. It's a few paces south of where he is. Do a spin jump to flip the floor panel and claim yer prize!

#16 - This one's a bit tricky to get, because of the perspective. When you're atop the bookshelf in Boo's mansion, where Parakarry had to carry you across bookshelves to get Boo's portrait, one screen above and to the right of the shop in Boo's Mansion...

You have to fall through the floor above, and go to the very end of the protruding bookcase. Jump a crate's length to the left and you'll fall atop two crates. Bash them both open to reveal a Star Piece! (If you

don't land atop the crates, you'll have to go to the room above and fall again.)

Toad Town Sewers - Home of mutated turtles!

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#17 - After you fight the Electro BLOOPER!!!, go a screen left and then a screen right, by taking the platforms that rise and fall when you jump on them. In this room, climb up the constantly rising platforms and keep holding up when you get to the stone pillar in the back of the room. Switch to Parakarry to carry you across the gap to receive another in-plain-sight Star Piece!

Tubba Blubba's Place - No, it's not a bar...

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#18 - From the entrance, go into the left door, then down the hallway to your left until you have a choice of a door on your left or above you. Take the above one, and there's a Star Piece for you, sitting on that table like nobody's business.

#19 - This time, go right from the entrance, and then head up a flight of stairs, back to the left, across the hall that you originally entered into, left across one more room, and you'll get to a balcony above the dining room. You may well remember that there was a Star Piece on the dining room table that you couldn't reach...well, since you're on the second story now, take a flying leap!

Toad Town - No, no, not Toady Town!

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#20 - Give Fice T. (the trooper at the guard shack right outside Forever Forest) the letter you picked up in Gusty Gulch and he'll tip you a Star Piece. Gee, what a guy! Even though it scared the living tar outta him, he still finds it in him to reward you. It's like tipping the guy from the mob who drives by at night to throw a brick at your window.

Koopa Village - Hanging with Mr. Koopa...

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#21, #22, #23 - Do five favors for the Koopa Koot and he'll reward you with three Star Pieces! He does this multiple times too...I'll have to make a section just for him, I will...

Offhand, I remember that he asked you to retrieve a book from Kolorado, give him a Sleepy Sheep, retrieve a dubious "Tape" from Goomba in Goomba Village, and fetch him some Koopa Tea. What was that fifth ruddy favor? Ah well. I'll keep track of them from now on.

Favor #6 - Get Luigi's Autograph. Well, he's your brother, after all, so ask him for it.

Favor #7 - Find Koopa Koot's Wallet. It's in Koopa Village somewhere, so keep hunting around for it until you find it. (Hint: It's in the bushes on the west side of town, right next to the path that leads to the east side.)

Favor #8 - Get Koot a Tasty Tonic. Either buy one from a shop, or get Tayce T. to brew you up one.

Favor #9 - Get Merlullee's Autograph. Not too tough, just sally forth to

Shooting Star Summit and ask her for it. Huh. Old man wants a lot of autographs for some reason. Is he plotting some sort of check fraud scheme?

#Something-or-other - When you get Sushie, go back to the west side of Toad Town (the part with the Main Gate.) Swim from the right end of the fountain (near the three chatting girls) to the left end to claim a Star Piece there.

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II and I/II: Chuck Quizmo! -  
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Chuck Quizmo is apparently some sort of slug with a top hat on, but I don't care because he gives out two of my favorite things - Quizzes and Star Pieces! (In about that order, too, unfortunately.) Anyhoo, he gives out a Star Piece for every correct answer you give him, which I will conveniently list here, so that you can cease paying attention to the finer details of the game. (The last time I played through this game, he asked me eleven questions, but I have a feeling that he didn't ask all he had...)

Where he could be -

East Side of Koopa Village right below the Elder's House  
In Goomba Village, in the front yard  
West Side of Koopa Village, on the right side of the screen  
Near the Entrance of Dry Dry Outpost

Questions:

Who is Goombario's sister? Goomaria!  
What is the color of the block you can break with the first hammer you got? Yellow!  
What ability does Goombario usually use? Tattle!  
What color of pants was the Goomba king wearing? Red and white!  
Which of Mario's battle commands is on the far left? Strategies!  
How many windows does the Goomba House in Goomba Village Have? One!

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III: Badges -  
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Badges are signs of power. To get the first Badge, first you need to find Gym Leader Brock and challenge him to a due...oh wait a sec, I got a little mixed up there. Badges allow you to defend yourself properly, alert you when things aren't right, give you something besides Jump and Hammer to do...they can alter just about any game mechanic, really. There's only one slight problem with the whole badge thing. Each Badge takes a certain number of points to put on, from 0 (which are usually wonderfully useful, as you can imagine. Oh yeah, you can't see me roll my eyes from here, that's right...) to 6 for rather nasty ones. And in your adventure you can get up to 30 Badge Points. However, there are 80 badges (once again, if the board in Mario's flat is to be believed.) Ouch. So, I'll list the badges here for now, and then provide some witty comentary when I have enough listed to make some useful combos.

Power Jump -

Badge Points - 1

What it does - Lets you perform a Power Jump (2 FP)

Where you get it - You automatically receive it after escorting Goomba back to his house after he falls off the veranda.

Close Call -

Badge Points - 1

What it does - Prevents enemies from attacking (sometimes) when Mario's in Danger (When Mario's HP is less than 5.)

Where you get it - On the road from Goomba Village to Toad Town, there's a red question mark block on the first screen. Hit it to get the badge, OK?

Hammer Throw -

Badge Points - 2

What it does - Hits an enemy with the Hammer, no matter where it is. (Takes 2 FP.)

Where you get it - One screen left of the main Toad Town gate, and one screen right of the Goomba King's fortress, bash the tree just left of the overhang on the right of the screen. A springboard will fall out - bounce on it to go on top of the overhang and open a chest with the badge in tow.

Dizzy Attack -

Badge Points - 2

What it does - Delivers an attack that leaves an enemy dizzy and unable to move.

Where you get it - On the first screen of Pleasant Path, there's a red Question Block on the first screen (coming from Toad Town.) Punch it, baby!

Attack FX B -

Badge Points - 0

What it does - Changes the sounds the Mario makes when attacking.

Where you get it - On Pleasant Path, just to the left of Koopa Village, there are three sets of brick blocks on the ground. Break them all, then a red Question Mark Block will appear. Break it to get the Badge!

HP Plus -

Badge Points - 3

What it does - Gives you 5 more to your Max HP.

Where you get it - In the back woods of Koopa Village, jump on the tree stumps and use Kooper's shell toss to reach it.

Power Bounce -

Badge Points - 2

What it does - Lets you do a Power Bounce (3 FP) - which lets you jump on an enemy until you miss an action command.

Where you get it - In the room with three cells in Koopa Bros. Fortress (two screens east of the entrance), in the middle cell. Either use Bombette to blow a hole in the wall or walk through the one already provided (on the right side of the cell near the back.)

Refund -

Badge Points - 1

What it does - Refunds some coins if you use an item in battle.

Where you get it - Remember the room in the Koopa Bros. Fortress where you hit the Question block and fell in the prison cell? Yeah. Anyway, go there, but stay on the ground floor and go to the right.

### Smash Charge -

Badge Points - 1

What it does - Increases the Attack Power of all Mario's Hammer attacks by 2. (Can be used concurrently, as well.)

Where you get it - In the main foyer of the Koopa Bros. Fortress (the room you're in when you enter), climb up the staircase raised by the switch on the second floor, then take the ramp up to the fourth floor. The switch is guarded by a Bob-omb (oh no!)

### FP Plus -

Badge Points - 3

What it does - Give you 5 more to your Max FP

Where you get it - Go one screen west of the Koopa Bros. Fortress. Note the pipe on the other side of the cracked wall. Now wind up your portable Bob-omb-ette-equse-thing and then go through the pipe. Go a screen east and open the treasure chest!

### Shrink Stomp -

Badge Points - 1

What it does - Lets you do a Shrink Stomp (2 FP) that possibly reduces an enemy's attack power by 1/2.

Where you get it - Enter the Toad Town Sewers and head right, two screens past the entrance. You'll fight a Blooper (whose name made me burst out laughing uncontrollably for a while) and then if you win, find it in a chest past it.

### D-Down Pound -

Badge Points - 2

What it does - Lets you do a D-Down Pound (2 FP) that possibly lowers an enemy's defensive power.

Where to get it - At the Toad Town Badge Shoppe, for 75 coins.

### Damage Dodge -

Badge Points - 3

What it does - Reduces your damage by one point if you perform an action command.

Where to get it - On Mt. Rugged, go three screens east of the train station. Then climb the mountain, and then go west one screen. Slide down the slide, then go west another screen. Go to where there's a cave with two holes in the wall. You can walk through the left wall, up to a treasure chest with a special present!

### Quake Hammer -

Badge Points - 1

What it does - Slightly damages all enemies on floor or ceiling (Attack Power - 2).

Where to get it - On Mt. Rugged, two screens east of the station. You'll need Parakarry to get you across the gaps to this badge that lies in plain sight.

### Spike Shield -

Badge Points - 2

What it does - Lets Mario jump on Spiked enemies without taking damage.

Where to get it - In Dry Dry Ruins, two screens east of the entrance. Pokey Mummies will come out of the various sarcophaguseseses - The Spike Shield is located in the second one.

### Slow Go -

Badge Points - 0

What it does - Slows Mario down - he can no longer run. (Yay.)

Where to get it - In Dry Dry Ruins, in the room with the two sets of revolving stairways where you get the Super Hammer. Normally, you just fall into the chamber with the Super Hammer in it on the far left - this time, press and hold up, and you'll land on one of the ledges that stick out in the room. Work your way around to the far left on the ledge, then walk through the wall to get this...um...questionably useful prize.

Deep Focus -

Badge Points - 1

What it does - Lets you gain more Star Energy when using "Focus."

Where to get it - After Chapter II ends, you'll end up with the "Princess Gear Solid" minigame. Walk from the secret passage in the princess's room to the room on the far east of the first floor hall. There you'll find a mysterious chest linked to another one somewhere in the game, with the Deep Focus Badge right next to it. Grab the Badge and place it in the chest. Then Mario can use it at the very end of the game! (Oh, all right, he can use it earlier if he retrieves it from the treasure chest at Merluvlee's flat, near Shooting Star Summit.)

Power Rush -

Badge Points - 1

What it does - Gives you +2 to your Attack Power when in Danger (when your HP is 5 or lower.)

Where to get it - In the Princess Gear Solid Minigame, take the princess to the library. The badge is in a hallway patrolled by the third Koopartol. Remember to place it in the treasure chest after you collect it, though.

Power Smash -

Badge Points - 1

What it does - Lets Mario Hammer an enemy with lots of Attack Power. (Uses 2 FP.)

Where to get it - In Toad Town Sewers, smash the stone block to the left of the entry point. Fight the Electro Blooper and then keep heading left until you get to a dead end guarded by two spiked Gloombas. Break the block below a springboard to reach a ledge with the badge in tow!

Quick Change -

Badge Points - 4

What it does - During battle, lets you change your party member and attack with it the same turn.

Where to get it - Well, Merlot once had an odd dream that if someone ran around and around the red tree in Dry Dry Outpost, something good would happen. So if you do, you'll make someone real dizzy and they'll tell you that someone in a dream told them that if they spin jump three times in a house with a spinning roof, something good would happen. Oddly enough, if one does that in Merlot's house, the badge will suddenly magically appear! (Oh, all right, fall from the attic, big deal.)

D-Down Jump -

Badge Points - 2

What it does - Disables an enemy's defensive power, and causes some damage.

Where to get it - In Tubba Blubba's place, head right through the entrance (after you unlock the door there) then climb the stairs, head left across the bridge in the main hall, then through the door. One Clubba is sleeping in front of a crack in the wall. Get him outta the way, then bomb the crack. Smash up all three boarded-up holes in the



floor, fall through the top right one, and use Parakarry to get the badge. Whew! (and use the Springboard to get back where you were.)

Runaway Pay -

Badge Points - 2

What it does - Lets Mario earn Star Points even if he escapes from battle.

Where to get it - Follow the path in Dry Dry Desert until you get to the screen with the Stone Catcus and the Whirlwind. Jump into the whirlwind and you'll be carried to a place with three palm trees in a triangle. Jump up in the middle of them to hit a secret red box with a special surprise!

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IV: Enemies, Bad guys, Used Car Salesmen, etc. -  
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Ah yes, what would a Mario game be without enemies? That's right, very boring. I personally am glad that Paper Mario included an innovative "Enemy" feature. The basic FAQ staple stuff is all here (that is, stuff plagiarized straight from the mouth of Goombario) as well as some pieced together details on Star Points. I think that the amount of Star Points an enemy gives is set and goes down by one depending on your level, but I'm not really sure, so I'm just going list crazy.

Chapter I:  
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Jr. Troopa -

Max HP: 5

Attack Power: 1

Defense Power: 0

Attack Restrictions: None

Star Points: 20 (Level 1)

Natural Habitat: Goomba Village Playground

Turn-ons: Egg Salad

Right, apparently this guy wants you dead for some reason. Not since Lex Luthor has had it in for Superman because the big S caused him to go bald (I'm not kidding - that's why Lex holds the vendetta) has such a misguided, persistent dueler took up the fight. Anyway, even without your precious Action Command, you can grind him into a fine paste. For now. Bwahahahahahahaha!

Goomba -

Max HP: 2

Attack Power: 1

Defense Power: 0

Attack Restrictions: None

Star Points: 2 (Level 1-2)

Natural Habitat: Goomba Road

Turn-ons: Overdeveloped head muscles

"These guys are old school...they've been around since Super Mario Bros.!" Ah, Goombario. You're so crazy! They're not too much of a threat, so stay cool.

Paragoombas -

Max HP: 2

Attack Power: 1

Defense Power: 0

Attack Restrictions: Airborne until first strike, then none

Star Points: 3 (Level 1), 2 (Level 2)

Natural Habitat: Goomba Road

Turn-ons: Female Goombas that jump on them and take their wings

Just like a Goomba, except with wings. Heck, they even \*become\* Goombas when you get their wings off. Still, not too much of a problem, even for Level-1'ers.

Spiked Goomba -

Max HP: 2

Attack Power: 2

Defense Power: 0

Attack Restrictions: Cannot use Jump without Spike Shield

Star Points: 3 (Level 1), 2 (Level 2-3), 1 (Level 4)

Natural Habitat: Goomba Road, Koopa Bros. Fortress and environs

Turn-ons: Lightly applied spike in the foot

Well, use the hammer on these guys. Not too much else to say. Yup.

The Goomba Brothers:

Blue Goomba -

Max HP: 6

Attack Power: 1

Defense Power: 0

Attack Restrictions: None

Star Points: 10 (Level 1)

Natural Habitat: Goomba Road

Turn-ons: Body Paint

Wow, slightly bigger Goombas in different hues! Ah, I love the "different color = twice as strong" RPG cliché. Hit him one for me, will ya?

Red Goomba -

Max HP: 7

Attack Power: 1

Defense Power: 0

Attack Restrictions: None

Star Points: 10 (Level 1)

Natural Habitat: Goomba Road

Turn-ons: Body Paint

(See above, really...)

The Goomba Brothers 2: Electric Boogaloo (with The King (Goomba))

Blue Goomba -

Max HP: 2

Attack Power: 1

Defense Power: 0

Attack Restrictions: None

Star Points: 2 (Level 1)

Natural Habitat: Goomba Road

Turn-ons: Body Paint

Wow! You can KO him with 2 hits now!

Red Goomba -

Max HP: 2

Attack Power: 1  
Defense Power: 0  
Attack Restrictions: None  
Star Points: 2 (Level 1)  
Natural Habitat: Goomba Road  
Turn-ons: Body Paint

(See above, really...heh heh, I love recycling!)

Goomba King -

Max HP: 10  
Attack Power: 1  
Defense Power: 0  
Attack Restrictions: None  
Star Points: 26 (Level 1)  
Natural Habitat: Goomba Road  
Turn-ons: Striped Leather Pants

OK, now this sucker is a threat. Well, not really a threat, but a potential threat. Since you still don't have your bleeding Action Command yet, restore your health and then kick him in the teeth.

Magikooa (The very first one) -

Max HP: 8  
Attack Power: 3  
Defense Power: 0  
Attack Restrictions: Airborne, after first strike, none  
Star Points: 16 (Level 1)  
Natural Habitat: Right outside Shooting Star Summit  
Turn-ons: Glasses

I love these guys, I really do. They're just sooo cute, and yet deadly! Just like the Powerpuff Girls and Wendy ([wendycomic.com](http://wendycomic.com))! Just use your finally acquired Action command to end this fight.

Koopa Troopa -

Max HP: 4  
Attack Power: 1  
Defense Power: 1 (becomes 0 if flipped)  
Attack Restrictions: None  
Star Points: 2 (Level 2-3), 1 (Level 4)  
Natural Habitat: Pleasant Path  
Turn-ons: Tawdry Shell magazine

These guys (and all other shelled guys) become much much easier to defeat if you jump on them and flip them onto their shell. So do so, dummy! (They'll stay flipped over for two turns, the lazy bums.)

Fuzzy -

Max HP: 3  
Attack Power: 1  
Defense Power: 0  
Attack Restrictions: None  
Star Points: 2 (Level 2)  
Natural Habitat: Koopa Village Back Woods  
Turn-ons: Polyester

Aak! Death to any and all Fuzzy-types! Just try to beat them up enough so that their health-sucking attack won't help them enough for the next round. (Boy, that was one long sentence.) Then whack them good!

Fuzzy Mk. II -

Max HP: 3  
Attack Power: 1  
Defense Power: 0  
Attack Restrictions: None  
Star Points: 3 (Level 2)  
Natural Habitat: Koopa Village Back Woods  
Turn-ons: Polyester

Not really too different from the last ones, except that these give you three star points for some reason. Huh.

Paratroopa -

Max HP: 4  
Attack Power: 1  
Defense Power: 1 (becomes 0 if flipped)  
Attack Restrictions: Airborne until first strike, then none  
Star Points: 2 (Level 2-3), 1 (Level 4)  
Natural Habitat: Koopa Bros. Fortress and surroundings  
Turn-ons: Turtle Wax

Get your Action Command skillz up to snuff and you can de-wing and flip them with a single jump. Like the Troopas, they'll also stay prone for two turns when ya flip 'em.

Bob-omb -

Max HP: 3  
Attack Power: 1  
Defense Power: 0  
Attack Restrictions:  
Star Points: 2 (Level 2-3)  
Natural Habitat: Koopa Bros. Fortress  
Turn-ons: Long Fuses

Somebody set up us the bomb. (Sorry, couldn't resist.) Anyway, once you whack 'em, they'll explode when either of you attack next. Use a Hammer or Shell so that you don't take collateral damage. (Wow! I used a fancy word!)

Bullet Bill -

Max HP: 2  
Attack Power: 2  
Defense Power: 0  
Attack Restrictions:  
Star Points: 1 (Level 3)  
Natural Habitat: Koopa Bros. Fortress  
Turn-ons: Silver Bullets

Well, someone's going to get 2 HP damage (or 1 if you're Nice) in this turn, you or them. (Hint: Try making it them.)

Bill Blaster -

Max HP: 4  
Attack Power: 0  
Defensive Power: 1  
Attack Restrictions: None  
Star Points: 4 (Level 3)  
Natural Habitat: Koopa Bros. Fortress  
Turn-ons: Bi-monthly cannon cleaning

OK, these guys are a little dangerous. You can't use your jump here - you've got to use some power attacks - say the hammer, or Bombette's Bomb. Just remember not to waste your turn on weak attacks and you'll be fine.

Bowser??? (hint: No.) -

Max HP: 10  
Attack Power: 1  
Defense Power: 1  
Attack Restrictions: None  
Star Points: None (Level 3...how cheap!)  
Natural Habitat: Koopa Bros. Fortress  
Turn-ons: Needle and thread

Oh dear, your first real boss dressed as your third or fourth fake boss! Just keep plugging away using normal attacks (don't waste your flower points here) until it bursts into flame...I mean, bursts open.

The Koopa Bros. -

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R NinjaKoopa -

Max HP: 5  
Attack Power: 1  
Defense Power: 1 (Becomes 0 if flipped)  
Attack Restrictions: None  
Star Points: 9 (Level 3)  
Natural Habitat: Koopa Bros. Fortress  
Turn-ons: Tight Bandanas

The next four are all the same boss, so I'll describe it here. OK, they stack up into a tower at first. What you need to do is use a shell or hammer or somesuch to shake the stack, then, in the same turn, jump on the stack to bowl it over. (Be sure to use the Action command to get all the Koopas on their backs.) Then keep jumping on the lot to keep them flipped over, and you've got it!

B NinjaKoopa -

Max HP: 5  
Attack Power: 1  
Defense Power: 1 (Becomes 0 if flipped)  
Attack Restrictions: None  
Star Points: 9 (Level 3)  
Natural Habitat: Koopa Bros. Fortress  
Turn-ons: Loose-fitting bandanas

Pretty much what I've said before still stands, really.

Y NinjaKoopa -

Max HP: 5  
Attack Power: 1  
Defense Power: 1 (Becomes 0 if flipped)  
Attack Restrictions: None  
Star Points: 8 (Level 3)  
Natural Habitat: Koopa Bros. Fortress  
Turn-ons: April O' Neil

Yup.

G NinjaKoopa -

Max HP: 5  
Attack Power: 1  
Defense Power: 1 (Becomes 0 if flipped)  
Attack Restrictions: None  
Star Points: 8 (Level 3)  
Natural Habitat: Koopa Bros. Fortress  
Turn-ons: His elevated Stature among the Koopa Bros.

Oh wait! No, I mentioned that already, never mind.

Jr. Troopa - The Sequel

Max HP: 15  
Attack Power: 2  
Defense Power: 1  
Star Points: 20 (Level 4)  
Natural Habitat: Pleasant Path  
Turn-ons: Deviled Eggs

Oh great. Not again. Well, use your special attacks to beat this guy down. Get Bombette to use her "Bomb" (I just love how stupid those quote marks made me look) and take it to him.

Toad Town Dojo -

-----  
Chan

Max HP: 15  
Attack Power: 2  
Defense Power: 2 (Becomes 0 if flipped)  
Attack Restrictions: None  
Star Points: None  
Natural Habitat: Toad Town Dojo  
Turn-ons: Spiked Ponytails

This guy's pretty easy - just take the standard Shell-guy strategy, (flip him over) and he'll never get a chance to land a punch.

Beat him to get the First Degree Card.

Lee

Max HP: 20  
Attack Power: (variable) 2-5  
Defense Power: (variable) 1-2?  
Attack Restrictions: None  
Star Points: None  
Natural Habitat: Toad Town Dojo  
Turn-ons: Disguises

This one's a little harder to beat, but here's a little secret. He takes the form of whoever you have as your side kick. So, switch out to Kooper, and you can use the flip-'em-over-and-keep-'em-that-way strategy for the rest of the match.

Best him to get the Second Degree Card.

The Master

Max HP: 50

Attack Power: 6  
Defense Power: 0  
Attack Restrictions: None  
Star Points: None  
Natural Habitat: Toad Town Dojo  
Turn-ons: (Years of Meditation Training have eliminated all  
Turn-ons)

OK, now you're fighting the Man. While it's somewhat clear that he's not quite giving his all in this fight, he can still whack a low-level guy handily with his Cur-lee maneuver (Nyuk nyuk nyuk!) No real tricks here, he's just one strong guy. Yep. Well, you could go with the fairly effective Shrink Stomp-Damage Dodge Combo, essentially reducing his 6 HP attack to 1 HP...

Blast him to get the somewhat predictable by now Third Degree Card.

The Master - For Real

Max HP: 75  
Attack Power: 8  
Defense Power: 0  
Attack Restrictions: None  
Star Points: None  
Natural Habitat: Toad Town Dojo  
Turn-ons: (Years of Meditation Training have eliminated all  
Turn-ons)

This fight isn't over yet! This time, however, he'll use kicks and punches to knock you flat on yer arse. The Shrink Stomp doesn't work nearly as well here as it did before, I'm afraid. Still haven't beat this guy in the second go-round of the game, so I'll let you know how to do it once I do...

The Master - Vengeance

Max HP:  
Attack Power:  
Defense Power:  
Attack Restrictions: None  
Star Points:  
Natural Habitat:  
Turn-ons:

This fight *\*still\** isn't over yet...and by now you're probably quivering and voiding your bowels in fear.

Gloomba:

Max HP: 7  
Attack Power: 2  
Defense Power: 0  
Attack Restrictions: None  
Star Points: 4 (Level 4), 2 (Level 8)  
Natural Habitat: Toad Town Sewers  
Turn-ons: Filth

Ah, the humble Gloomba in the sewers poses about as much challenge as the Red Goomba brother did. So, no real comments here.

Spiked Gloomba:

Max HP: 7

Attack Power: 3  
Defense Power: 0  
Attack Restrictions: Can't use Jump Attacks without Spike Shield  
Star Points: 4 (Level 4), 2 (Level 8)  
Natural Habitat: Toad Town Sewers  
Turn-ons: Spiked filth

The spiked Gloombas are a bit trickier, but as long as you don't attack with Goombario as your sidekick, you'll be fine. Let some of those other people have some of the fun!

Blooper:

Max HP: 30  
Attack Power: 3  
Defense Power: 0  
Attack Restrictions: Airborne  
Star Points: 20 (Level 4)  
Natural Habitat: Toad Town Sewers  
Turn-ons: Tentacles

The Blooper makes about the best introduction ever concocted by any game designer, ever. "BLOOPER!!!" indeed. Anyhoo, you've got to invest in a couple of Jumping style badges and switch out to Goombario as your sidekick before you attempt this fight. But once you do, there's no real cause for alarm - just keep smacking him 'til he can't stand no more!

Chapter II:  
-----

Monty Mole:

Max HP: 3  
Attack Power: 2  
Defense Power: 0  
Attack Restrictions: None  
Star Points: 2 (Level 4-5), 1 (Level 7)  
Natural Habitat: Mt. Rugged  
Turn-ons: Mud Wrestling

These guys are more annoying than tough, especially before you start a fight with them. They can often pull off a first strike by throwing a rock at you. Thus, keep on your guard at all times.

Cleft:

Max HP: 2  
Attack Power: 2  
Defense Power: 2  
Attack Restrictions: Can't use Jump Attacks without Spike Shield  
Star Points: 3 (Level 4-5), 2 (Level 7)  
Natural Habitat: Mt. Rugged  
Turn-ons: Shiny Rocks

OK, here's where the enemies finally start hunkering down and getting tough. The Clefts have a Defense Power of 2, meaning that every attack does 2 points less damage on it than it does on everyone else. So: You'll have to hit it with a 4 HP or two 3 HP attacks to get rid of it. I say break out the D-Down Pound and smack it silly. (And of course, refrain from jumping on it.)

Buzzar:

Max HP: 40



Attack Power: 3  
Defense Power: 0  
Attack Restrictions: Airborne  
Star Points: 15 (Level 5)  
Natural Habitat: Mt. Rugged  
Turn-ons: Tex Avery Cartoons

You can bypass fighting Buzzar completely when he swoops down to confront you...just say you're "Luigi" when he asks who you are (Oh, the shame!) and he'll leave you alone. If you do choose to fight him, watch out for his wind attacks, which can injure and immobilize your party members. Hope you've been practicing those Action Commands! And, of course, put on your best Jumping badges and switch out to Goombario.

#### Pokey:

Max HP: 4  
Attack Power: 2  
Defense Power: 0  
Attack Restrictions: Can't use Jump Attacks without Spike Shield  
Star Points: 2 (Level 5-6)  
Natural Habitat: Dry Dry Desert  
Turn-ons: Piercings

Good ol' Pokey. He can turn just plain mean, though, as he often sprouts up new Pokey's from the sand if you take too long to beat him. Keep laying in on him with Kooper and the Hammer until you've made your point.

#### Bandit:

Max HP: 5  
Attack Power: 2  
Defense Power: 0  
Attack Restrictions: None  
Star Points: 3 (Level 5), 2 (Level 7)  
Natural Habitat: Dry Dry Desert  
Turn-ons: Masks

These folks are annoying, flat out. Too strong to beat with one hit, too weak to run away from every time. Sigh. Their main attack is bumping you - if you don't pull off an Action Command, they'll steal 10 coins (or all of them if you don't have 10.) The next turn, they run away. Unless, of course, you hit them and make them drop the coins. I say get Kooper in there and keep using the Power Shell until they're all gone.

#### Pokey Mummy:

Max HP: 4  
Attack Power: 2  
Defense Power: 0  
Attack Restrictions: Can't use Jump Attacks without Spike Shield  
Star Points: 2 (Level 6)  
Natural Habitat: Dry Dry Ruins  
Turn-ons: Walking like an Egyptian (Sorry, it had to be somewhere)

Pokey Mummies are about the same as their Non-Mummified bretheren, except these guys tend to posion you from time to time as well. Once again, Action Command. The life you save may be your own!

#### Buzzy Beetle:

Max HP: 3  
Attack Power: 2

Defense Power: 2 (Becomes 0 if flipped)  
Attack Restrictions: None  
Star Points: 2 (Level 6)  
Natural Habitat: Dry Dry Ruins  
Turn-ons: Ringo

Another shelled enemy. You should know the drill by now!  
(Incidentally, here's an alternate way for dealing with multiple  
shellbacks: use Quake Hammer, then Power Shell! Wahay!)

#### Swoopers:

Max HP: 4  
Attack Power: 2  
Defense Power: 0  
Attack Restrictions: On Ceiling until first strike, then airborne  
Star Points: 3 (Level 6)  
Natural Habitat: Dry Dry Ruins  
Turn-ons: Plastic Vampire Fangs

Ugh. Well, switch out to Parakarry if you don't want to be bothered  
with Quake Hammer. I don't like ceiling dwellers very much at all, I  
don't.

#### Stone Chomp:

Max HP: 4  
Attack Power: 3  
Defense Power: 1  
Attack Restrictions: None  
Star Points: 4 (Level 6)  
Natural Habitat: Dry Dry Ruins  
Turn-ons: Chains

Yikes! Now we're getting into real enemies here. This one hits hard,  
but can't take too much. So, lay into him with the D-Down Pound to  
finish him quick. (And if you want to get your cronies into the act, use  
Kooper or Bombette. Their attacks have enough raw power to get the job  
done.)

#### Tutankooa and the Cronies:

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#### Tutankooa:

Max HP: 30  
Attack Power: 3  
Defense Power: 0  
Attack Restrictions: Sometimes airborne  
Star Points: 25 (Level 6)  
Natural Habitat: Dry Dry Desert  
Turn-ons: Pharaoh Wearoh

Right, now this is a fairly tough cookie. He'll throw shells at you,  
summon Chomps, and use his Magic. However, once he runs out of shells,  
he'll be relegated to just the magic and the Chomps, and it there's  
already a Chomp, the Magic. So here's the big trick: if you can pull off  
an action command when he's using his magic, it will hit him instead,  
knocking him off the perch! Ahahahahahahaha! Ahahahahahahah!  
Hahahaha...sorry.

So, get a Super-charged person ready for when Tut gets knocked on  
the floor - say by using Goombario's Charge a couple times, or

Bombette's Bomb...and he'll never know what hit him. (Unfortunately, the turn after he gets knocked down, he'll use his magic to get back up on the perch. D'oh.

#### Chomp:

Max HP: 4  
Attack Power: 3  
Defense Power: 3  
Attack Restrictions: None  
Star Points: 4 (Level 6)  
Natural Habitat: Dry Dry Desert  
Turn-ons: Chains

Aaakkk! This one can both take it in and dish it out! Pretty much none of your sidekicks can even faze this one, so put Mario in there and give it one good whack with the D-Down Pound. That'll learn it.

#### Chapter III:

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#### Forest Fuzzy:

Max HP: 6  
Attack Power: 1  
Defense Power: 0  
Attack Restrictions: None  
Star Points: 3 (Level 7)  
Natural Habitat: Forever Forest  
Turn-ons: Wool

Once again those horrid fuzzies come by to ruin everyone's day. Unfortunately, this time they can reproduce asexually in a matter of seconds! (So \*that's\* where all the dust bunnies under my bed come from!) Incidentally, if someone could tell me when to use the Action Command on these guys, it would be a HUGE help. I'm stumped, frankly.

#### Piranha Plant:

Max HP: 5  
Attack Power: 3  
Defense Power: 0  
Attack Restrictions: Can't use jump attacks without Spike Shield  
Star Points: 3 (Level 7) 2 (Level 8)  
Natural Habitat: Forever Forest  
Turn-ons: Herbal Essences

These guys are fairly annoying, but not too bad. The problem is that they have \*just\* enough HP to survive one hit with most characters. Except, of course, when you Super-charge Bow, the pimp-slapping ghost (my favorite sidekick by far!) Also, get Goombario the heck outta here!

#### It came from Jr. Troopa:

Max HP: 40  
Attack Power: 5  
Defense Power: 1  
Attack Restrictions: Airborne  
Star Points: 22 (Level 8)  
Natural Habitat: Forever Forest  
Turn-ons: Egg Foo Young

Wow! Persistent little bugger, isn't he? Anyway, whenever you head for Toad Town from Boo's Mansion, this little scamp will assault you

when you enter Forever Forest. Lovely. This time, he's grown wings, so charge Goombario about 3 or 4 times and then smack him down.

#### Electro Blooper:

Max HP: 50  
Attack Power: 4 (6 when electrically charged)  
Defense Power: 0  
Attack Restrictions: Airborne, can't contact when electrified  
Star Points: 21 (Level 8)  
Natural Habitat: Toad Town Sewers  
Turn-ons: Tentacles

Once again, the best introduction ever..."BLOOPER!!!" Ah, bless. If only Dick Clark thought of it first. Anyhoo, this one can charge itself up, increasing its attack power by 2. However, you should just suck it in and hit him when he's electrically charged! (Why? Well, you'll take 1 HP damage by hitting an electrically charged foe, but you'll take 2 per turn until the electricity wears off when he hits you!)

#### Hyper Goomba:

Max HP: 7  
Attack Power: 1  
Defense Power: 0  
Attack Restrictions: None  
Star Points: 2 (Level 8-9), 1 (Level 10)  
Natural Habitat: Gusty Gulch  
Turn-ons: Valentine's Jolt Cola

Not really too much too these folks, except that they have a charge attack that can take away 8 HP. So switch out to Bow and make yourself transparent the turn after they charge (use Mario to switch, then Bow makes Mario transparent.)

#### Hyper Paragoomba:

Max HP: 7  
Attack Power: 1  
Defense Power: 0  
Attack Restrictions: Airborne until first strike, then none  
Star Points: 2 (Level 8-9), 1 (Level 10)  
Natural Habitat: Gusty Gulch  
Turn-ons: Diet Valentine's Jolt Cola (work with me here...)

Not really too much too these folks, except that they have wings until you jump on 'em once, and they have a charge attack that can take away 8 HP. So switch out to Bow and make yourself transparent the turn after they charge (use Mario to switch, then Bow makes Mario transparent.) (I love recycling!)

#### Hyper Clefts:

Max HP: 4  
Attack Power: 3  
Defense Power: 3  
Attack Restrictions: Can't jump without Spike Shield  
Star Points: 4 (Level 8), 3 (Level 9)  
Natural Habitat: Gusty Gulch  
Turn-ons: Pop Rocks and Coke

Geez, did the enemies suddenly get kicked up a notch, or is it just me? Anyhow, you'll do a whopping one point of damage with your Super Hammer (normally), so just run away like a politician from Vietnam (I

just love poticial humor, so long as there aren't labels drawn over every element of the picture, as well as run on sentences in parentheses) or smack some sense into them with a D-Down Pound.

#### Clubba:

Max HP: 8  
Attack Power: 3  
Defense Power: 0  
Attack Restrictions: None  
Star Points: 2 (Level 8-9)  
Natural Habitat: Tubba Blubba's Flat  
Turn-ons: Large Clubs

Oddly enough, these guys are the \*only\* enemies you'll have to fight in Tubba Blubba's shack (unless you count Tubba Blubba, who you really don't fight here...) Anyway, these guys are very subseptable to Sleep spells, as they fall asleep for four turns! (Also, they're often asleep before you go into battle, use this opportunity to set up them the Bombette. Oh, right, like you didn't see it coming.)

#### Tubba Blubba:

Max HP: 10  
Attack Power: 4  
Defense Power: Pretty darn high  
Attack Restrictions: None  
Star Points: Unknown  
Natural Habitat: Tubba Blubba's Flat  
Turn-ons: The movie "Ghost"

Remember all the game's foreshadowing about this sucker being the "Invincible" Tubba Blubba? Well...it's pretty much right. Unless you're some sort of l33t liek Jeff K.!!11111! HaXoRinG Game Shark user, you better run from this fight. Or, of course, don't get into this fight to begin with...

#### Tubba Blubba...'s Heart:

Max HP: 50  
Attack Power: 6  
Defense Power: 0  
Attack Restrictions: Airborne  
Star Points: 2 (Level 8)  
Natural Habitat: Gusty Gulch  
Turn-ons: Valentine's Day Cards

OK, this boss is a little tricky to beat, but not too bad. First of all, switch out to Bow as soon as you can. This sucker has a 12 HP special attack that takes him a turn to charge up. Using Bow will...um...avoid it. (Just make sure you've got enough Flower-Point-raising-stuff on hand to use Out of Sight every time he decides to let one of these atacks fly.) Also, put on your best jumping badges - the only Hammer ability that'll work is Quake Hammer, and you'll need a bit more firepower. Other than that, just keep bashing him and using Refresh when you need a breather.

#### Tubba Blubba Redux:

Max HP: 10  
Attack Power: 4  
Defense Power: 0 (probably)  
Attack Restrictions: None  
Star Points: 30 (Level 10)

Natural Habitat: Gusty Gulch

Turn-ons: The Tin Man from The Wizard of Oz (Get it? If I only...)

After all that business with the Heart, you should thank Intelligent Systems for making the climatic battle with Tubba Blubba pretty easy. Just pound him with 10 HP worth of attacks and watch him lose! (Apparently, his Defense Power is now, finally, zero. Yay!)

Dark Koopa:

Max HP: 8

Attack Power: 3

Defense Power: 2 (becomes 0 if flipped)

Attack Restrictions: None

Star Points: 5 (Level 10)

Natural Habitat: Toad Town Sewers

Turn-ons: Tommy Roe's "Dizzy"

Aagh, these folks are another of the more annoying foes in the game. They have a special attack that makes Mario dizzy for two turns! And while he's dizzy, he can't do Action Commands on any attacks, including the attack that makes him dizzy for two turns! Better get in the first strike, swap out to Goombario, and hit them whenever they're smiling (since that's when they do the dizzy attack.)

Chapter IV:

-----

Shy Guy:

Max HP: 7

Attack Power: 2

Defense Power: 0

Attack Restrictions: None

Star Points: 2 (Level 10)

Natural Habitat: Shy Guy's Toy Box

Turn-ons: Shy Gals that see them for what they \*gasp!\* really are!

These folks are more funny than a threat. Their "Acrobatic Attack" is thankfully very easy to block, and they don't do very much damage with their normal attack. They still take two shots to defeat though. D'oh.

Anti Guy:

Max HP: 50

Attack Power: 10

Defense Power: 0

Attack Restrictions: None

Star Points: Unknown

Natural Habitat: Shy Guy's Toy Box

Turn-ons: Soldier of Fortune Magazine

You remember that guy in school that didn't say very much, kept to himself no matter how many people teased him, and ended up in a shack writing manifestos against technology? Well, neither do I, but if he had been a video game character and perfected his martial arts skills instead, he'd probably be Anti-Guy. You better not try to take this guy head on. He's got to have a weak spot somewhere, right? Hmmmm... (No, I don't remember it from the last time I beat the game, and I haven't found it this playthrough either.)

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V: Shops -  
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Yep, there are shops in this game, all right. Some are cheaper than others. Whoo-hoo! It's about time that a herb didn't cost 12 GP at EVERY SINGLE FREAKIN' SHOP IN THE DARN GAME!!! Whew. OK, I'm all right now. Just had to vent about a cliché.

Shroom Grocery (In the west part of Toad Town, near the main gate) -

Fright Jar	- 5 coins
Sleepy Sheep	- 10 coins
Pow Block	- 5 coins
Fire Flower	- 10 coins
Honey Syrup	- 10 coins
Mushroom	- 5 coins

Koopa's Shop (In the west part of Koopa Village, just off of Pleasant Path) -

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

Harry's Shop (Two screens south and one west of Peach's Castle)

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

Little Mouser's Shop (At the entrance of Dry Dry Outpost)

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

Boo's Shop (In the Basement of Boo's Mansion)

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

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VI: Tayce T. and the Recipes -  
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Ah, dear, sweet, somewhat loveable Tayce T. She cooks at the drop of a hat! And according to the big board (at Mario's flat) there are fifty possible Recipes. So I'll run down the ones I know:

(Note: I'm still not sure if two different things making the same thing

consitutes a new recipe or not. Oh well.)

Mushroom (+5HP)	- Fried Shroom (+6HP +2FP)
Fire Flower	- Spicy Soup (+4HP +4FP)
Koopa Leaf (+3FP)	- Koopa Tea (+7FP)
Honey Syrup (+5FP)	- Super Soda (+5FP and Status)
Volt Shroom	- Hot Shroom (+15HP +5FP)
Super Shroom (+10HP)	- Fried Shroom (+6HP +2FP)
Egg (+5 HP)	- Fried Egg (+10 HP)
Lemon (+1HP +2FP)	- Tasty Tonic
Lime (+3FP)	- Tasty Tonic
Goomnut (+3FP)	- Nutty Cake (+10 FP)
Apple (+5FP)	- Super Soda (+5FP and Status)

Mistakes:

Mistake (D'oh!) , Fright Jar, Sleepy Sheep, Tasty Tonic, Hot Shroom, Whacka's Bump, Strange Leaf, Super Soda

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VII: Postcards from the Edge -  
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There sure are a lot of letters in this game. To top it off, whenever you give someone a letter, they usually give you one to return to whoever gave you the first one. Arrrgghh!!!

Anyway:

3 you're required to collect -

On Mount Rugged, you're required to collect three letters before Parakarry will join you. Unfortunately, I decided to write this section \*after\* I got him, so I don't know exactly where those letters are. Suffice to say, if you have Parakarry, you will have these letters:

To: Kolorado

Kolorado is one of the first peop...erm, Koopas you see as you first walk into Dry Dry Desert. He's the one with the mustache at the archeology dig. Anyhow, give him the letter, and he'll give you Star Piece #10.

To: Goompapa, Goomba Village

Goompapa (the one with the mustache in Goomba Village) is real happy to get this letter - it concerns his friends going on a fishing trip. No tip for you, though - only another letter, this one to:

To: Muss T., Princess Peach's Castle

Muss T. is also happy to get a letter, because he's so darn lonely (sniff)...but he stiffs you too, giving you only another letter:

To: Koover, Koopa Village

Koover's the one in front of the Toad House, just as you enter Koopa Village. Once again, you're stiffed (I'm sensing a trend here) as you get only a letter...



To: Fishmael, Toad Town

To: Merlon, Toad Town

Merlon's the Wisened person with the spinning roof in Toad Town. Give him the letter in Exchange for Star Piece #14 you letter-delivery-person, you.

Dry Dry Desert -

Right before you walk into Dry Dry Outpost, whack the tree with your mallet and collect the falling prize - a letter!

To: Mort. T, Koopa Village

Game throws you a bit of a curve ball here...Mort T. is actually the owner of the Toad House here! Oh, the agony! Anyway, give him the letter and you'll net yourself another Star Piece...number...um...hmmm...oh, right, #24.

Dry Dry Outpost -

When you're running on the rooftops to meet Moustafa, look at least semi-carefully and you'll find another letter!

To: Nomadimouse, On the Road

Nomadimouse is located three screens west of Dry Dry outpost, under a palm tree. Give him the letter and he'll give you Star Piece #11. All is right with the world.

Gusty Gulch -

One screen east of the dilapated town, keep looking towards the bottom of the screen, and you'll see a letter propped up against a log:

To: Fice T., Near the Entrance of Forever Forest

Fice T.'s at the guard shack right next to Forever Forest. He'll fill his pants when reading your letter, then he'll tip you a Star Piece, which happens to be Star Piece #20.

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VIII: Super Blocks -  
-----

Super Blocks just about the most important items in the game. They'll let you upgrade characters to Super (and later on, Ultra) rank, so they dish out more damage and get some better Flower-Point using attacks (don't say Magic, now.) I think that there are sixteen in the game, enough to upgrade everyone in your party to Ultra Rank. (And if you haven't completed the game and have some basic math skills, the following was a huge spoiler, sorry!)

Super Block #1 - Dry Dry Desert -

There's a Super Block in the oasis of Dry Dry Desert - and the oasis is located one screen west and two screens down from Dry Dry Outpost. Marvel at its spinning blueness! Then upgrade someone!

Super Block #2 - Dry Dry Ruins -

Another Super Block is located in the ruins. From the outside, go four screens east, then take the stairs down through a locked door. Then go west three screens (passing another locked door) and on the screen where Goombario remarks, "My mouth is so dry...", blow a hole in the lower left wall. Then fall down the shaft to the wonderful upgrader!

Super Block #3 - Mt. Rugged -

At the train station to Toad Town, you've no doubt wondered what was beyond that stone block that stood in your way when making your way up the first screen. Guess what's there!

Super Block #4 - Toad Town Sewers -

Refer to Star Piece #17 in Section II, but this time, instead of holding up to land on the stone pillar with the rasing platforms, keep riding the platforms up. Then you'll go into a secret passage above the ceiling, with a hole in the right side. Fall down and you'll be in a small room with...a Paragloomba! Um...I mean, A Super Block!

Super Block #5 - Tubba Blubba's Place -

From the entrance, go two screens to your left and down two flights of stairs. Whoomp! There the Super Block is!

Super Block #6 - Toad Town Sewers -

From the entrance, use your Spin Jump to smash through the boarded-up hole. Then go a screen left and fight the Dark Koopas to open the gates. Go left again. Now how can you cross that gap in the upper level to get to the super block? Oh, if only there were some blocks there that would help you...particularly in the center row...and the center, far left, and far right columns. I guess you'll just have to leave the Super Block there. Too bad there isn't a blue block to push around under certain spots to help you reveal hidden supports that you can use to get the Super Block with Parakarry's help. Alas!

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IX: Miscellany -  
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"Y'know, your guide looks a little thin for some reason." - Well, I'm not all the way through the game yet, spanner! Give me a couple of weeks. (i.e. - the amount of time that you'll take to go through the game and grab everything yourself, therefore making the guide useless.)

"You've got an error here." - Of course I don't! I'm perfect! Well, nearly. Anyway, e-mail it to [quizmaster@zianet.com](mailto:quizmaster@zianet.com) and I'll fix it right up and give you a plug and an ego boost.

"I've found something you don't have! Nah nah nah nah nah!" - (See above, only I will be much more impressed.)

Why the U.S. has more lawyers per capita then the rest of the world -  
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#### Version History -

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v.0.1 - Got this darned thing off the ground! Everything is new, and I've casually searched through Chapter 1. (2/12/2K1)

v.0.2 - OK, added a couple of new sections - Tayce T.'s Recipes, Super Blocks, and the Letters. Also casually searched through Chapter 2. (2/19/2K1) (Why such a long delay between FAQ updates? Well, I just happened to get a Dreamcast after the price break. You should too. And on a completely unrelated note, be on the lookout for a Typing of the Dead FAQ soon.)

v.0.3 - Casually searched through Chapter 3 and have a little snippet on Chapter 4. Geez, this FAQ thing is harder than it looks when you're not on summer vacation and your professors are hounding you. I have a new respect for FAQ writers that write during the school year. Well, and for folks that have jobs, too. Um, where was I? Oh yeah. It's all here. (2/25/2K1)

#### Cross-Promotional Gimmicks -

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If you enjoyed this FAQ, you may also enjoy:

The Pokemon Puzzle League FAQ! Marvel as I teach you how to find combos and chains.

The Perfect Dark Munitions Guide! Thrill as I describe how fast each gun empties and forget to update on how to actually use the darn things.

#### The sexiest men and women in the known universe (i.e. Contributors) -

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No one up here but me, yet. However, I'd like to take a little time to thank prolific Strategy Guide Author and general funny-man Zach Meston of Working Designs (now) for showing me that writing guides can be an art form when done correctly. I mean, just look at Working Designs' Strategy Guides! Sweet Mother Maria! Hardbound with three ribbons in there to hold you place and stickers and a free poster! I bought the Vanguard Bandits Strategy guide even though I never heard of the game just to look through the guide, the guide's that good! So he gets 2 free plugs:

<http://www.workingdesigns.com>

<http://www.zachmeston.com>

(P.S.: Zach, if you're reading this, sorry about stealing the 'pith' joke, it was too good not to recycle.)

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X: Parting Shot -  
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"All your base are belong to us. You have no chance to survive make your time. Ha Ha Ha Ha ..." - CATS

(Relavancy links:

[http://artists.mp3s.com/artists/190/the\\_laziest\\_men\\_on\\_mars.html](http://artists.mp3s.com/artists/190/the_laziest_men_on_mars.html)

<http://www.planetstarsiege.com/allyourbase>)

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