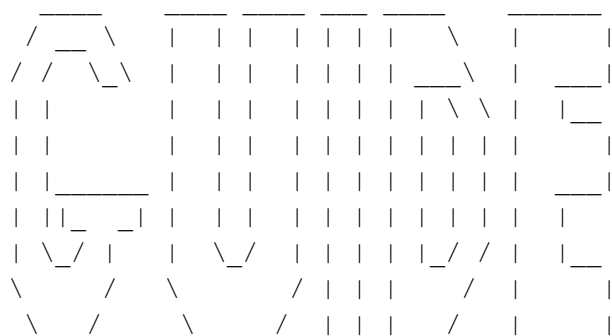
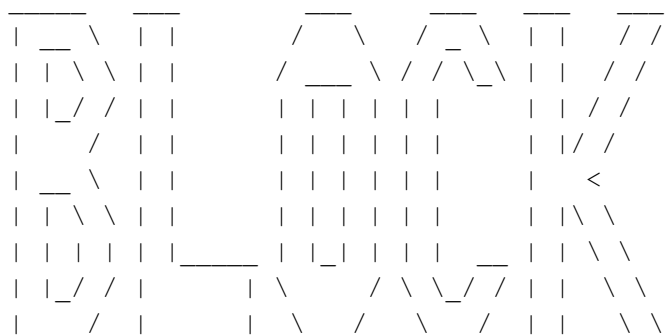
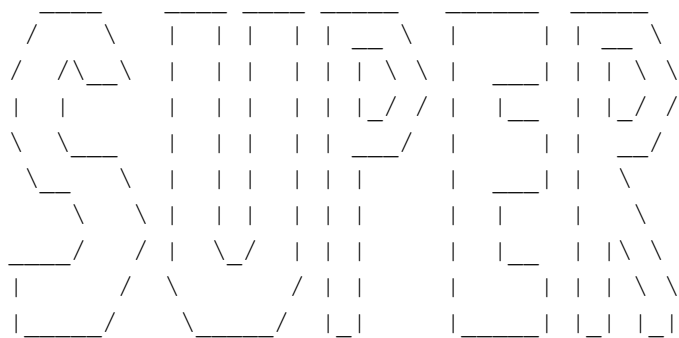


Paper Mario Super Block Guide Final

by Pokemon and Mario

Updated on May 28, 2001



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1 - Versions & Updates

1.0 When this FAQ saw life

Final When I put this FAQ with my GameFAQs screen name

I doubt this FAQ will be updated

2 - What Super Blocks are & do

Super blocks are basically like leveling up Mario, except that this involves certain "rankings". They are sometimes along the original path, although some are off the beaten path. These also are found on alternate routes on the main path. The super blocks power up the character you use it on. It also teaches them an attack/strategy. You can't upgrade a character to ultra rank until you have the ultra stone.

3 - Super & Ultra Moves

These moves vary from simple attacks to raised potential to enemy status change. Here is an example of my chart.

Move: The name of the move

Rank: Super or ultra rank move

Attack Type: What it does & effectiveness

Restrictions: What the attack can't hit (no attack can hit an invisible enemy)

Action: What to press

Bar Type: Type of bar to charge

Explanation: Description of the attack

(The Five Bars)

Four-spot - Four dots mark the damage (action - Hold left; let go at the star).

Damage Charge - Use the actions to charge the bar to 100%.
(action - repeat action; A, control stick left)

Status Charge - Use the actions to charge the bar to 100%. It's harder on this bar.
(action - repeat action; A, control stick left, A&B)

Timing - Press the button at the right time. (no real bar) (action - A)

Special - Press A at when each star lights up. (action - A)

3-1 Goombario

Move: Charge
Rank: Super Rank
Attack Type: None
Restrictions: None
Action: None
Bar Type: None
Explanation: Goombario charges his attack up by 2. I do not know if you can use the ultra rank multibonk after this.

Move: Multibonk
Rank: Ultra Rank
Attack Type: Multiple hit
Restrictions: Spiked Enemies, Ceiling Enemies, Electrified Enemies
Fire Enemies
Action: Press A at the right time
Bar Type: Timing
Explanation: This move consecutively hits an enemy until you miss an action command.

3-2 Kooper

Move: Dizzy Shell
Rank: Super Rank
Attack Type: Multiple Enemy, Status Changing(dizzy)
Restrictions: Flying Enemies, Ceiling Enemies
Action: Continously tap A to charge the bar
Bar Type: Status Charge
Explanation: This is pretty hard to charge to 100%, but it works sometimes.

Move: Fire Shell
Rank: Ultra Rank
Attack Type: Multiple Enemy, Fire Attack
Restrictions: Flying Enemies, Ceiling Enemies
Action: Continously tap the control stick left to charge the bar
Bar Type: Damage Charge
Explanation: This attack is useful against ice-types, but not fire types. Only on ground enemies.

3-3 Bombette

Move: Power Bomb
Rank: Super Rank

Attack Type: Multiple Enemy, Force Attack
Restrictions: Flying Enemies, Ceiling Enemies
Action: Continuously tap A to charge the bar
Bar Type: Damage Charge
Explanation: This attack can knock down all stacks on the ground.

Move: Mega Bomb
Rank: Ultra Rank
Attack Type: Multiple Enemy, Force Attack
Restrictions: None
Action: Continuously tap A to charge the bar.
Bar Type: Damage Charge
Explanation: This attack can hit everyone and knock stacks down.

3-4 Parakarry

Move: Air Lift
Rank: Super Rank
Attack Type: Status Change(dismiss)
Restrictions: Spiked Enemies, Electrified Enemies, Fire Enemies
Action: Continuously tap A to charge.
Bar Type: Status Charge
Explanation: Can lift one enemy away from battle. Best for
magikoopas

Move: Air Raid
Rank: Ultra Rank
Attack Type: Multiple Enemy
Restrictions: None
Action: Continuously tap the control stick left to charge.
Bar Type: Damage Charge
Explanation: As the name implies Parakarry raids the air, damaging
all enemies, regardless of defense.

3-5 Bow

Move: Spook
Rank: Super Rank
Attack Type: Multiple Enemy, Status Change(dismiss)
Restrictions: None
Action: Continuously tap the control stick left to charge.
Bar Type: Status Charge
Explanation: The enemies that are affected run away scared!

Move: Fan Smack
Rank: Ultra Rank
Attack Type: Multiple Hit
Restrictions: None?
Action: Continuously tap the control stick left to charge.
Bar Type: Damage Charge

Explanation: Like smack, except does two damage a shack.

3-6 Watt

Move: Turbo Charge

Rank: Super Rank

Attack Type: Status Change(Mario - power)

Restrictions: None

Action: Press A when each star lights up

Bar Type: Special

Explanation: Every time you hit A at the right time, Mario's attack raises by one for a turn. (one star = one turn)

Move: Mega Shock

Rank: Ultra Rank

Attack Type: Multiple Enemy, Status Change(paralyze)

Restrictions: None

Action: Continously tap A & B to charge.

Bar Type: Status Charge

Explanation: Can paralyze all enemies.

3-7 Sushie

Move: Water Block

Rank: Super Rank

Attack Type: Status Change(Mario - defense)

Restrictions: None

Action: Press A when each star lights up.

Bar Type: Special

Explanation: Every time you hit A at the right time, Mario's defense raises by one for a turn. (one star = one turn)

Move: Tidal Wave

Rank: Ultra Rank

Attack Type: Multiple Enemy, Water Attack

Restrictions: None

Action: Timing

Bar Type: Press A, B, & C-down at the right time.

Explanation: Hits all enemies. Effective against fire enemies.

3-8 Lakilester

Move: Cloud Nine

Rank: Super Rank

Attack Type: Status Change(Mario - evade)

Restrictions: None

Action: Press A when each star lights up.

Bar Type: Special

Explanation: Every time you hit A at the right time, Mario's evasion raises by one for a turn. (one star = one turn)

Move: Hurricane

Rank: Ultra Rank

Attack Type: Multiple Enemy, Status Change(dismiss)

Restrictions: None

Action: Continously tap A & B to charge.

Bar Type: Status Charge

Explanation: Blows enemies away.

4 - Super Block Locations

Location #1: At the oasis in the desert. That is two screens south of the Dry Dry Outpost entrance.

P = path X = unimportant screen O = oasis

E = Mt. Rugged exit

X X X X X X X

X X X X X X X

X X X X X X X

E P P P P P P

X X X X X X X

X X X X X X O

X X X X X X X

Recommended: Bombette

Location #2: Next to the spring in the Dry Dry Ruins.(obvious)

Recommended: Parakarry

Location #3: To the left of the heart block on the same screen as the Mt. Rugged station, there is a stone block. Return with the super hammer to get it.

Recommended: Kooper

Location #4: From the entrance, go left, left, in the pipe, across the platforms, up the elevating platforms, and down the other hole.

Recommended: Goombario

Location #5: Tubba Blubba's Castle. From the entrance, go as far left as you can, then go down the stairs.(obvious)

Recommended: Bow

Location #6: From where you fought Big Lantern Ghost, take two platforms up.

Recommended: Watt

Location #7: Two screens from where you found Sushie (when the yoshi children are in the the jungle), there are bridges. Take those bridges from the middle platform on the screen.

Recommended: Sushie

Location #8: From the entrance to Mt. Lavalava, go right, take the pulley, then go right. It is in that room.

Recommended: Sushie

Location #9: From the ultra hammer(you'll need it), go right, right(this specific right is not blocked by a metal block), right again, up the spring, and through the blocked door. Take the pulley almost all the way and jump. It might take a few tries.

Recommended: Bow

Location #10: From the entrance, go down(through the wood), and go left twice. This is the pattern of hidden blocks...

X = Block O = Space

X O O X O O X

You'll have to push the blue block under each hidden block

Recommended: Parakarry

Location #11: From the Toad Town entrance to Toad Town Tunnels, go left, in the pipe, and down the stairs to another pipe. You'll need the ultra hammer.

Recommended: Bombette

Location #12: From Lily's perch, go left, left, and follow the path above the stairs.

Recommended: Watt

Location #13: From the Wise Wisterwood, go left and solve the "block puzzle"

This is the order to stomp them.

R = red G = green P = purple

X = not stomped number = when to hit the block

R G R G P G P

1 4 X X 3 2 6

5

You'll need Lakilester

Recommended: Lakilester

Location #14: From the dojo, find a "pier" and use Sushie to surf to a pipe. It is in there.

Recommended: Lakilester

Location #15: From the Toad Town Tunnel entrance from Toad Town, go down, left, left, into the blue door, take the pipe, and to the left.

You need the ultra boots and have freed Klevar.

Recommended: Kooper

Location #16: On the Crystal Palace path, there are two stairways set up like this near a white clubba

L

L

L

L _____

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l

1

1

It's at the top of the second stairway

Recommended: Goombario

5 - Copyright Notice

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This FAQ is copyright of VGMaster96 (a.k.a. Mastermind)
April 10, 2001
See?

Anybody who wants to use this can use this if they tell me they are going to (the answer to using this FAQ is yes & yes)

6 - Credits

Thanks to me, the young teen who made this FAQ.

Thanks to anybody who submitted, if any.

Thanks to Blockbuster, the place where I rented the game

Thanks to Nintendo Power, the magazine that told me where some of the super blocks were.

Thanks to KirbyManiac, the person who corrected the mistakes on my badge combinations.

Thanks to anybody who made a FAQ on GameFAQs.

Contact Info

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