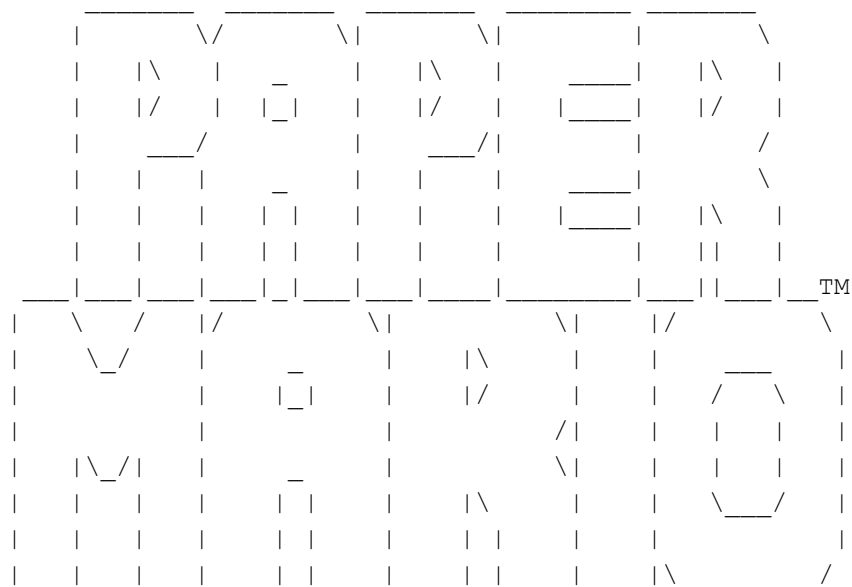


# Paper Mario Badge Combinations FAQ

by KirbyManiac

Updated to v3.1 on Aug 31, 2009



A READER-ENHANCED LIST OF BADGE COMBINATIONS

Paper Mario Badge Combos (v3.1) (August 31, 2009)

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## [1] INTRODUCTION

Hello, readers! This is the first game FAQ I've ever written, and it kept my interest for just under a year and a half before languishing in obscurity for seven more years. It's just a "for-fun" kind of FAQ, surviving mainly on content submitted by readers and not offering the kind of gameplay strategies or comprehensive tables you might see in other FAQs.

So apparently, in my youth, I gave permission for GameFAQs, Neoseeker, and cheating.de to host this FAQ. Given the age of the game there probably aren't any other big websites that would be interested in hosting this FAQ as well, and the fans who still play this game probably visit GameFAQs anyway.







- Sleep Stomp (1)
- Dizzy Stomp (1)
- D-Down Jump (2)
- Power Bounce (2)
- Ice Power (2)
- Fire Shield (2)
- Spike Shield (2)

YouTube URL: [https://www.youtube.com/watch?v=hv1\\_ig5vQ9E](https://www.youtube.com/watch?v=hv1_ig5vQ9E)

As you can tell, this combo is suited for Jump attacks. Although some, like Power Jump, aren't very useful by the time you get some of the other Badges, they allow for a variety of attacks. Other Badges in this combo let you Jump on enemies that usually hurt Mario if he tries to jump on them.

NAME: Hammer Time!

SUBMITTER: KirbyManiac

BP REQUIRED: 18

BADGES: Power Smash (1)  
Mega Smash (3)  
Smash Charge (1)  
S. Smash Chg. (2)  
Spin Smash (1)  
Quake Hammer (1)  
Power Quake (2)  
Mega Quake (3)  
Hammer Throw (2)  
D-Down Pound (2)

Similar to "Jump To It!" but with Hammer attacks instead. In case you don't know, the Ice Power Badge gives both Jump AND Hammer attacks an icy boost, which is why it's also in here. For Spear Guys with their spear pointed forward, you might want the Spike Shield Badge equipped if you decide to use Hammer attacks on them.

NAME: Sound Off!

SUBMITTER: KirbyManiac

BP REQUIRED: 0

BADGES: Attack FX A (0)  
Attack FX B (0)  
Attack FX C (0)  
Attack FX D (0)  
Attack FX E (0)

Each Attack FX Badge causes Mario's attacks to have different sounds when they hit. Equipping more than one Attack FX Badge at a time causes the Badge that changes the sound made from attacking to be randomly chosen for each hit, causing a smorgasbord of varying sounds. Attack FX Badges cost no BP to wear, so why not try this combo at least for fun?

NAME: Now You Saw Me...

SUBMITTER: KirbyManiac

BP REQUIRED: 14

BADGES: Chill Out (2)  
Speedy Spin (1)  
Dizzy Attack (2)  
Spin Attack (3)  
First Attack (1)  
Bump Attack (5)

When rushing through areas with weak enemies, not wanting to fight, this badge combo allows you to blaze through battles, should you find yourself in an unwanted one. Many of these Badges only work on enemies too weak to give any Star Points when defeated.

NAME: Power Up! (name by KirbyManiac)

SUBMITTER: wwwcom654

BP REQUIRED: 12

BADGES: Power Plus (6)  
Power Bounce (2)  
Spike Shield (2)  
Dodge Master (2)

Not a bad combo. Sure, it's like my first one, but it's simple and more likely you would equip all of it, plus it has Power Plus in it. Dodge Master makes Action Commands easier to time, which helps make more Power Bounces in a row. Spike Shield is pretty much a must for Jump-related combos.

NAME: Coins Galore! (name by KirbyManiac)

SUBMITTER: wwwcom654

BP REQUIRED: 30

BADGES: Power Quake (2)  
Peekaboo (3)  
Happy Flower (3)  
Happy Flower (3)  
Power Plus (6)  
Power Plus (6)  
Money Money (7)

According to the creator, this helps make money in Dry Dry Desert. Well, it works, but later you can use something like Bump Attack to instantly beat the enemies you run into. Plus, you need quite a few Star Pieces to trade to Merlow for Money Money. Of course, this combo can be quite practical elsewhere.

NAME: Last Chance! (name by KirbyManiac)

SUBMITTER: Spike

BP REQUIRED: 3

BADGES: Last Stand (1)  
Power Rush (1)  
Mega Rush (1)

If you find yourself in Danger (5 HP or less) frequently, this combo can work wonders. Now, there are some other Badges that work well with this combo (like Lucky Day), but this is quite a good start. It packs a wallop, and even at the start of this game you would have enough BP to wear this badge combo (if you somehow have these Badges back then).

NAME: Untouchable

SUBMITTER: Chris Tran (aka PaperBowser)

BP REQUIRED: 11

BADGES: Close Call (1)  
Pretty Lucky (3)  
Lucky Day (7)

"This Combo will make you almost invincible. With Pretty Lucky and Lucky Day, you would be less likely to be hit. When you're in Danger, Close Call will be activated making you even more invincible. If you want to become even more invincible, use Lakilester's Cloud Nine. When you use this, the chances of being hit is 25% or less."

Spike suggested to combine the two combos above. Heh, just look at what it does... and at only 14 BP too! Plumber caps off to Spike!

NAME: All-Purpose Battling Outfit

SUBMITTER: Giovanni

BP REQUIRED: 30

BADGES: Power Bounce (2)  
Double Dip (1)  
Peekaboo (3)

Dodge Master (2)  
Power Plus (6)  
Damage Dodge (3)  
Ice Power (2)  
Fire Shield (2)  
Spike Shield (2)  
Feeling Fine (4)  
Zap Tap (4)  
Attack FX A (0)  
Attack FX B (0)  
Attack FX C (0)  
Attack FX D (0)  
Attack FX E (0)

"Basically an all-out battling outfit. Fire Shield + Ice Power + Spike Shield are there so you can Power Bounce on anything, and Power Plus + Ice Power ups the damage you do. Dodge Master is deceiving: it not only makes the action command work more when you defend against enemy strikes, but it also makes the action command work more when you attack, too! You can get like 75 Power Bounces (my record) this way. Feeling Fine so you can continue to Bounce unobstructed, and Zap Tap for that extra damage and for when those annoying Fuzzys decide to become vampires... they won't even touch you. Double Dip so you can fully heal w/ a Deluxe Feast and something else. Damage Dodge combos with Dodge Master so you block more attacks w/ more effectiveness. Peekaboo makes it so you don't have to Tattle on Bowser and still see his HP, netting you an extra turn to attack. And the Attack FX Badges are there for no reason at all..."

NAME: Pure Offense

SUBMITTER: Chris Tran (aka PaperBowser)

BP REQUIRED: 24

BADGES: Power Bounce (2)  
Dodge Master (2)  
Power Plus (6)  
Power Plus (6)  
P-Up, D-Down (2)  
All or Nothing (4)  
Spike Shield (2)

"With this Badge Combo, all you want to do is just keep using Power Bounce. If you have the Ultra Boots, your attack power will be 7. With the Power Bounce and Dodge Master badge, you will be able to do 20 damage or more if you're good at timing. I also recommend Watt for your partner because she can use Electro Dash, doing 5 at Ultra-rank so that's 25+ per turn. You can easily beat the Master's final form in 4 turns or less."

NAME: "The Fortress"

SUBMITTER: VGMaster96 (aka Mastermind)

BP REQUIRED: 30

BADGES: Defend Plus (6)  
Power Plus (6)  
HP Plus (3)  
HP Plus (3)  
FP Plus (3)  
FP Plus (3)  
Mega Quake (3)  
Power Bounce (3)

Quite aptly named, IMHO. A fortress has solid offense and defense, and this badge combo delivers there. The Plus Badges increases your powers, while Mega Quake blasts earthbound enemies and knocks off enemies on the ceiling. Power Bounce can nail a single threat, while Mega Quake shakes up anyone on the floor and/or knocks off those on the ceiling.

NAME: "The Brick Wall"  
SUBMITTER: VGMaster96 (aka Mastermind)  
BP REQUIRED: 17  
BADGES: Defend Plus (6)  
        HP Plus (3)  
        HP Plus (3)  
        HP Plus (3)  
        Dodge Master (2)

This one's all about defense, obviously. With Defend Plus, the enemy needs quite a bit of attack power to make a dent in Mario's HP, and Dodge Master makes you block easier, further decreasing the hurt the opposition can deal. With all three HP Plus Badges, you'll be able to keep Mario going a bit longer, which can sometimes make a big difference.

NAME: "The Cannon"  
SUBMITTER: VGMaster96 (aka Mastermind)  
BP REQUIRED: 24  
BADGES: Power Plus (6)  
        Power Plus (6)  
        FP Plus (3)  
        FP Plus (3)  
        FP Plus (3)  
        Mega Smash (3)

Quite the opposite of the last one, this Combo reverses the roles. Mario hits with a ton of attack power to blast through high defensive ratings, and FP Plus Badges give him more Flower Points to use for Mega Smash, which hits with mucho attack power anyway.

NAME: "Preparation X"  
SUBMITTER: VGMaster96 (aka Mastermind)  
BP REQUIRED: 30  
BADGES: Power Plus (6)  
        Defend Plus (6)  
        Power Bounce (3)  
        HP Plus (3)  
        FP Plus (3)  
        Peekaboo (3)  
        Mega Smash (3)  
        Mega Quake (3)

When in unfamiliar territory, you can never be too careful. This well-rounded combo is definitely a great way to go in such cases. Until you can max out your BP to 30 and get all the needed Badges, you can use the various Badges you do have to assemble a more BP-friendly version of it.

NAME: Pure Defense  
SUBMITTER: squirrelboy  
BP REQUIRED: 30  
BADGES: Mega Quake (3)  
        Power Plus (6)  
        Defend Plus (6)  
        Damage Dodge (3)  
        Damage Dodge (3)  
        P-Down, D-Up (2)  
        Lucky Day (7)

"With this, you can take off a possible 4 damage, or avoid attack with Lucky Day. Power Plus is to keep your attack even, and when you are facing someone with a high defense, or a lot of enemies, you can use Mega Quake to take 'em out."



NAME: Protective Barrier  
SUBMITTER: VGMaster96 (aka Mastermind)  
BP REQUIRED: 23  
BADGES: Spike Shield (2)  
Fire Shield (2)  
Defend Plus (6)  
Chill Out (2)  
Feeling Fine (4)  
Zap Tap (4)  
Damage Dodge (3)

This Combo really lives up to its name well. It's obviously different from the Brick Wall combo from the same creator. The Shield Badges let you stomp on fire and spiked enemies, while Zap Tap punishes enemies who physically attack. You can lower the damage received with the defense-based Badges, and the rest takes care of other related matters.

NAME: Multigain  
SUBMITTER: VGMaster96 (aka Mastermind)  
BP REQUIRED: 29  
BADGES: Payoff (2)  
Mega Quake (3)  
Happy Flower (3)  
Happy Flower (3)  
Happy Heart (3)  
Happy Heart (3)  
Bump Attack (5)  
Money Money (7)

This combo has "making money" written all over it. Payoff lets you get more Coins from getting hurt, while the Happy Heart Badges restore the lost HP. Blast the enemies with Mega Quake for heavy damage, and let the Happy Flower Badges restore some of the FP. Once you win, whether from battling or Bump Attack, Money Money keeps the Coins coming.

NAME: Extreme Focus  
SUBMITTER: VGMaster96 (aka Mastermind)  
BP REQUIRED: 5  
BADGES: Deep Focus (1)  
Deep Focus (1)  
Deep Focus (1)  
Group Focus (2)

Equipping all three Deep Focus Badges lets Mario lets him restore... just over a full bar of Star Power? Maybe having all three isn't any better than just having one, but I could be wrong... I hope so! Unfortunately, Badges don't have any effect on your allies, so they still restore half a bar of Star Power when Group Focus lets them use Focus.

NAME: Give me it all back!  
SUBMITTER: Pieomon  
BP REQUIRED: 30  
BADGES: Happy Flower (3)  
Happy Flower (3)  
Happy Heart (3)  
Happy Heart (3)  
Power Bounce (2)  
HP Drain (3)  
FP Plus (3)  
All or Nothing (4)  
Flower Finder (3)  
Heart Finder (3)

"This is so that you gain the max amount of stuff back. The FP Plus Badge helps

you get in more Power Bounces. If you Power Bounce 5 times, HP Drain'll give you 5 HP every turn! All or Nothing is to help your attack back up, and the other stuff is to gain back Flower and Heart Points that you do happen to lose."

NAME: Strength in Powers

SUBMITTER: VGMaster96 (aka Mastermind)

BP REQUIRED: 22

BADGES: Mega Jump (3)  
Multibounce (1)  
Shrink Stomp (1)  
Sleep Stomp (1)  
Dizzy Stomp (1)  
D-Down Jump (2)  
Power Bounce (3)  
Mega Smash (3)  
Mega Quake (3)  
Hammer Throw (2)  
D-Down Pound (2)

With this Badge Combo, you gain a huge variety of Hammer and Jump attacks. Use the Stomp Badges to inflict various status effects, and the Mega Badges launch attacks that make "powerful" an understatement. Wait, isn't this just a toned-down combination of my first two Combos? Oh well, it sure packs a punch... er, hammer and jump...

NAME: Flower Reserve

SUBMITTER: VGMaster96 (aka Mastermind)

BP REQUIRED: 30

BADGES: Flower Saver (6)  
Flower Saver (6)  
FP Plus (3)  
FP Plus (3)  
FP Plus (3)  
Mega Smash (3)  
Power Bounce (3)  
Multibounce (1)  
Dizzy Attack (2)

With this Combo, you can maximize your FP count, and reduce the cost of the techniques available from the attack-related Badges. [NOTE: According to sonofbreid, it's useless to equip more than one Flower Saver Badge at once. I must check this for myself.]

NAME: HP+FP+SP+Items

SUBMITTER: VGMaster96 (aka Mastermind)

BP REQUIRED: 26

BADGES: Deep Focus (1)  
Deep Focus (1)  
Deep Focus (1)  
Group Focus (2)  
FP Plus (3)  
FP Plus (3)  
FP Plus (3)  
HP Plus (3)  
HP Plus (3)  
HP Plus (3)  
Triple Dip (3)

Note: the SP in the title stands for Star Power. With that said, this Combo is quite aptly named. With the maximum in HP and FP, the ability to recover Star Power and use three items at once, it's like a great insurance policy at the price of only 26 BP. Equipping Double Dip might help for when you only need to

use two items at once instead of three.

NAME: Super Man

SUBMITTER: Drew Haas (aka MEGA Articuno)

BP REQUIRED: 30

BADGES: Close Call (1)  
Pretty Lucky (7)  
Dodge Master (2)  
P-Down, D-up (2)  
Defense Plus (6)  
Happy Flower (3)  
Happy Heart (3)  
HP Plus (3)  
HP Plus (3)

"As the name says, you won't be touched much. IF you are touched, however, you'll have so little damage it won't hurt you. Also, Water Block and Cloud Nine help this combo A LOT. Everything is self-explanatory, so it's easy to figure out what this combo does. At least I hope so. :'"

NAME: Ultimate Bounce!

SUBMITTER: squirrelboy

BP REQUIRED:

BADGES: D-Down Jump (2)  
Power Plus (6)  
Power Plus (6)  
Defend Plus (6)  
P-Up, D-Down (2)  
All or Nothing (4)  
Power Bounce (2)

"This combo is a no-nonsense powerhouse-jump creator. A jump on a regular enemy will do 14 damage, no FP! (3+2 from Power Plus, 1 from P-Up, D-down, and 1 from All or Nothing = 7 x 2 from the timed hit and you've got 14!) Defend Plus is to counteract the effect of P-Up, D-Down so you don't die too quickly, Power Bounce is if they have a high HP, and D-Down Jump for a higher-defensive enemy. Of course, it's good to have a couple of Life Shrooms handy in case you DO die, but other than that, you should have no problems."

NAME: Multiattack

SUBMITTER: VGMaster96 (aka Mastermind)

BP REQUIRED: 26

BADGES: Mega Quake (3)  
Multibounce (2)  
Flower Saver (6)  
Flower Saver (6)  
FP Plus (3)  
FP Plus (3)  
FP Plus (3)

This combo focuses on attacking all enemies at once. Along with the two attacking Badges, the rest maximize your FP count and minimize the rate at which you use it. You could also throw in a Happy Flower Badge if you wanted. [Author's note: Check double Flower Savers.]

NAME: Take a Chance!

SUBMITTER: VGMaster96 (aka Mastermind)

BP REQUIRED: 24

BADGES: Lucky Day (7)  
Pretty Lucky (3)  
Close Call (1)  
All or Nothing (4)

Damage Dodge (3)

Happy Heart (3)

Happy Heart (3)

With this Combo, you're really taking a gamble. With Lucky Day, Pretty Lucky, and Close Call, you've got a chance at staying in the game longer when at low HP, hoping for the Happy Heart Badges to slowly restore it. The other two Badges are nice complements.

NAME: HP Helper

SUBMITTER: VGMaster96 (aka Mastermind)

BP REQUIRED: 26

BADGES: Defend Plus (6)

HP Plus (3)

HP Plus (3)

HP Plus (3)

Dodge Master (2)

Heart Finder (3)

Happy Heart (3)

Happy Heart (3)

Here you have a handy way of keeping your HP up. You have a high maximum HP, the ability to slowly replenish HP and find HP-restoring Hearts, and a few damage-evading Badges to boot. If you have some other Badges to lower the damage you'll take, use 'em too!

NAME: FP Helper

SUBMITTER: VGMaster96 (aka Mastermind)

BP REQUIRED: 30

BADGES: Flower Saver (6)

Flower Saver (6)

FP Plus (3)

FP Plus (3)

FP Plus (3)

Flower Finder (3)

Happy Flower (3)

Happy Flower (3)

Meanwhile, this combo focuses on maintaining FP. Once again, you have increased the limit, can get FP back and find Flowers to help restore it, and a pair of FP-conserving Flower Saver Badges! Hmm...doesn't Flower Saver sound like a new candy? Erm...never mind... [Author's note: Check double Flower Savers.]

NAME: "The Second Fortress"

SUBMITTER: VGMaster96 (aka Mastermind)

BP REQUIRED: 30

BADGES: Defend Plus (6)

Power Plus (6)

Power Plus (6)

HP Plus (3)

FP Plus (3)

Damage Dodge (3)

Damage Dodge (3)

This one is similar and different to the original Fortress combo. This one provides no attack Badges, but provides some additional attack power. However, most of the Badges in this combo are for providing ample defense.

NAME: Damage Down!

SUBMITTER: Yoshishi

BP REQUIRED: 28

BADGES: Damage Dodge (3)

Damage Dodge (3)

Defend Plus (6)

Dodge Master (2)  
Last Stand (1)  
Lucky Day (7)  
Pretty Lucky (3)  
P-Down, D-Up (2)  
Close Call (1)

"2 Damage Dodges and a Defend Plus helps you prevent up to 5 points of damage. Dodge Master helps you time the action command better. Last Stand prevents half the damage when your in danger. Pretty Lucky and Lucky Day make enemies miss you a lot so you don't take that much damage anyways. Close Call adds even more invincibility when your in danger. You probably won't even need Last Stand and Close Call anyways since you'll take so little damage most of the time. So you can take Last Stand and/or Close Call off if you want to and put on some other Badge. I'd recommend Zap Tap if you take them off. Zap Tap gets rid of those annoying enemies who try to suck your HP out and recover it for themselves."

NAME: Ultimate Power!  
SUBMITTER: ~Tiger\_dauthi  
BP REQUIRED: 24  
BADGES: Power Bounce (2)  
All or Nothing (4)  
Power Plus (6)  
Power Plus (6)  
P-Up, D-Down (2)  
Dodge Master (2)  
S. Jump Charge (2)

"I beat Bowser in 4 turns with this (not counting Peach Beam). You have S. Jump Charge to raise your attack by four, letting your partner attack or have Lakilester use Cloud Nine while you're charging. If you charge for four turns, you have an attack power of 34. If you time the Action Command, Bowser takes 33 damage since he has a defense of one. Use Power Bounce:  $33 + 32 + 31 + 30 = 116$ , so just four hits and he's finished! Dodge Master helps with Power Bouncing. Ice Power and/or Spike Shield helps for using this Combo elsewhere."

NAME: MONEY!!!  
SUBMITTER: ~Tiger\_dauthi  
BP REQUIRED: 25  
BADGES: Payoff (1)  
Money Money (7)  
Happy Heart (3)  
Happy Heart (3)  
P-Up, D-Down (2)  
HP Plus (3)  
HP Plus (3)  
HP Plus (3)

"This is Multigain tweaked a little to help you get more coins. By reducing your defense [and also by skipping the Action Command], Payoff lets you gain money. Two Happy Heart Badges gradually raise your HP back up, and the three HP Plus Badges increase your maximum HP. If you don't have enough BP, at least equip Money Money and Payoff, and gradually equip the other Badges as you increase your BP."

NAME: All-Out Jumping  
SUBMITTER: XShortguy007  
BP REQUIRED: 30  
BADGES: Power Plus (6)  
Power Plus (6)  
D-Down Jump (2)  
Jump Charge (1)

S. Jump Charge (2)  
Power Bounce (2)  
P-Up, D-Down (2)  
Spike Shield (2)  
All or Nothing (4)  
Power Rush (1)  
Mega Rush (1)  
Power Jump (1)

This is essentially my "Jump to It!" Combo reinforced with extra firepower. It's an excellent use of the extra BP, once you get enough.

NAME: The Bouncer

SUBMITTER: Nick122689 (aka Mingy Jongo)

BP REQUIRED: 30

BADGES: All or Nothing (4)

Chill Out (2)  
Defend Plus (6)  
Dodge Master (2)  
Fire Shield (2)  
Power Bounce (2)  
Power Plus (6)  
Spike Shield (2)  
Zap Tap (4)  
Attack FX A (0)  
Attack FX B (0)  
Attack FX C (0)  
Attack FX D (0)  
Attack FX E (0)

Bwa ha ha...for anyone who enjoys Power Bouncing, this should be a big hit. The creator has changed the Badges in this Combo once more, and now we have several defense-oriented Badges to supplement the offensive Badges.

NAME: Defender

SUBMITTER: XShortguy007

BP REQUIRED: 30

BADGES: P-Down, D-Up (2)

Defense Plus (6)  
Lucky Day (7)  
Pretty Lucky (3)  
Dodge Master (2)  
Damage Dodge (3)  
Damage Dodge (3)  
Close Call (1)  
HP Plus (3)

"This Combo is used to slightly raise your HP and Dodge and Defend against attacks, while sacrificing attack power just a little. The Master (third battle) will only deal six damage instead of the usual 18 if successfully blocked with this Combo."

NAME: Power Up! (name by KirbyManiac)

SUBMITTER: videogamer\_64

BP REQUIRED: 30

BADGES: Multibounce (1)

HP Plus (3)  
HP Plus (3)  
Power Plus (6)  
Power Plus (6)  
Defend Plus (6)  
P-Up, D-Down (2)

Damage Dodge (3)

"This badge combination is mostly offense with a little endurance. The two Power Plus Badges and the P-Up, D-Down badge gives you 3 extra points of attack power. Jump Power: 6+6=12! Hammer power: 9. Multibounce will do 6 points of damage (which is a pretty good amount of damage in one hit) to both ground and flying enemies for only 2FP! And don't worry about spiked enemies. Your hammer will be so powerful that you can just whack'em with your hammer. The two HP Plus badges give you 10 extra HP so that you can last pretty long. Ex. 50HP+10HP=60HP!! The Defend Plus Badge is there to make up for the D-Down part of the P-Up, D-Down badge. And if you're really good at the defending action command then Damage Dodge gives you more defense to last longer. Some extra stuff is that you could replace Multibounce with Mega Quake Hammer by either taking the BP from HP Plus or Damage Dodge. The attack power would be 9 points of damage to only ground and ceiling enemies. It may be more powerful, but it costs 7FP, 5 more FP than Multibounce. And there aren't many ceiling enemies. And you would only have 5 extra HP instead of 10 or you wouldn't be able to have an extra defense point from Damage Dodge. But it's your call."

NAME: "Da Man"

SUBMITTER: Scott Jesse (aka Mario)

BP REQUIRED: 30

BADGES: Power Bounce (2)

Group Focus (2)

Deep Focus (1)

Deep Focus (1)

HP Plus (3)

HP Plus (3)

HP Plus (3)

FP Plus (3)

FP Plus (3)

FP Plus (3)

Damage Dodge (3)

Damage Dodge (3)

Well, you should probably throw out one of the Deep Focus Badges since it seems that simultaneously wearing more than one does no more good than just wearing one. However, what would fill that gap is up to you.

NAME: Destroyer

SUBMITTER: Z999z3 Mystorys

BP REQUIRED: 30

BADGES: Damage Dodge (3)

Damage Dodge (3)

Defense Plus (6)

Power Plus (6)

Power Plus (6)

All or Nothing (4)

Dodge Master (2)

Partially for increasing defense and partially for raising attack seems to be the focus of this combo. Y'know, just between you and me...I think that 6 BP is a bit pricy for raising a stat by one point. Oh well, not like that rant will change anything...

NAME: Health, Strategy, Power, and Bouncing Craziiness (name by VGMaster)

SUBMITTER: HyperBlissey

BP REQUIRED: 26

BADGES: HP Drain (3)

Power Plus (6)

Last Stand (1)

Mega Rush (1)

Power Rush (1)

Power Bounce (2)  
S. Jump Charge (2)  
Multibounce (1)  
Ice Power (2)  
Spike Shield (2)  
Zap Tap (4)  
Quake Hammer (1)

"Because HP Drain is very useful to the weak, and Power Plus cancels it's minus Attack power, I like it. When you add in Last Stand you'll take less damage when your about to die, and you'll do more damage, too, with Power Rush. If you have just 1 HP left you'll be even more Powerful with Mega Rush, and I find that Dodge Master is a waste of BP for those very skilled at action commands, so it isn't necessary to complement fighting and is a hinderance, anyway. S Jump Charge, Ice Power and Spike shield improve your Power Bouncing, and S Jump Charge, for not much FP, can make your Multibounce stronger than Mega Quake, while Quake Hammer is to get those things off the ceiling where you can hit them with Jumps. Finally, Zap Tap keeps HP stealing creatures from doing ANY damage at all, while keeping two-part attacks (the Master has one, for example) from doing the second part."

NAME: Golem

SUBMITTER: XShortguy008

BP REQUIRED: 30

BADGES: HP Plus (3)

HP Plus (3)

HP Plus (3)

Damage Dodge (3)

Damage Dodge (3)

Defend Plus (6)

P-Down, D-Up (2)

Happy Heart (3)

Happy Heart (3)

Power Rush (1)

"High HP, Defense is off the roof, especially in danger, and recovers it all. Let's see, alright, Bowser would originally do 8 damage with a claw attack. If action command is successful, 4 damage, and you gain back two. if you have 3-5 HP, you cannot be destroyed, he'll do two, you'll regain two bringing you almost immortal, its all in the timing. A Hard, Rock Golem! [this would be true if the Happy Heart Badges always restored HP after your turn. Unfortunately, they don't, so this combo does not totally make you invincible. It's very close, though.]

NAME: Quick Cash

SUBMITTER: XShortguy008

BP REQUIRED: 19

BADGES: Bump Attack (5)

Refund (1)

Payoff (2)

Money Money (7)

I Spy (1)

Chill Out (2)

Speedy Spin (1)

"Go anywhere where the enemies are weak, reduce your HP to one, equip Bump Attack, and get lots-o-money. At the end, recover with a Ultra Shroom or something that gives you a lot of money, and bingo, lots of 'Casheroo.'"

NAME: FP Zero

SUBMITTER: XShortguy008

BP REQUIRED: 27

BADGES: Power Jump (1)



Multibounce (1)  
Jump Charge (1)  
Shrink Stomp (1)  
Sleep Stomp (1)  
Dizzy Stomp (2)  
Power Smash (1)  
Smash Charge (1)  
Spin Smash (1)  
Quake Hammer (1)  
Hammer Throw (2)  
D-Down Pound (2)  
Flower Saver (6)  
Flower Saver (6)

"All the moves listed will take zero FP to make your life easier. Put whatever in the remaining 3 BP. Who needs honey when you can have this?!" [Author's note: Check double Flower Savers.]

NAME: Jack of All Trades  
SUBMITTER: Christopher Liu  
BP REQUIRED: 30

BADGES: Multibounce (1)  
Power Bounce (2)  
Power Smash (1)  
Hammer Throw (2)  
Dodge Master (2)  
Happy Heart (3)  
Deep Focus (1)  
Flower Saver (6)  
Damage Dodge (3)  
Pretty Lucky (3)  
Spike Shield (2)  
Refund (1)  
Speedy Spin (1)  
Dizzy Attack (2)  
Attack FX A (0)  
Attack FX B (0)  
Attack FX D (0)

"My belief is that Badge Combos that only do one thing are bad. Note the absence of HP Plus and FP Plus. I think these Badges have questionable benefits. Also note the absence of Power Plus and Defend Plus. I think that it isn't worth 6 BP to raise offense and defense by one point. The Jump attacks are relatively self-explanatory. Power Smash is intended for attacking enemies with high defense power. Hammer Throw is self-explanatory (so you don't have to jump on enemies you don't have an appropriate "shield" Badge for. Dodge Master reduces the difficulty of the Power Bounce to a tolerable level (yes, I'm that bad), but it might be useful for other players because it improves the success rate of all Action Commands regardless of their purpose. Happy Heart helps to restore HP (FP-recovering items seem to be more common than HP-recovering items). Deep Focus is to help restore Star Power faster when you use Focus. However, you might want to replace it with Last Stand or Power Rush if you're battling the final Bowser. Flower Saver helps reduce the negative effect of FP-wasting strategies. Damage Dodge increases blocking power to 2 HP, which is somewhat useful in Bowser's Castle if you have a habit of not leveling up HP often enough. Pretty Lucky is self-explanatory (I can't get Lucky Day because I'm not very good at delivering letters). Spike Shield makes Jump attacks more useful (spikes enemies are more common than fire enemies; change it to Ice Power if you're fighting a lot of fire enemies). Dizzy Attack and Speedy Spin help you to get into battle with a knockout punch (I don't know how else to explain it). I don't have all five Attack FX Badges, but turn on the ones you have."

NAME: Ready for Anything

SUBMITTER: Meganium7

BP REQUIRED: 30

BADGES: Mega Jump (3)

S. Jump Chg. (2)

S. Smash Chg. (2)

Mega Quake (3)

Triple Dip (3)

Quick Change (4)

Deep Focus (1)

HP Plus (3)

FP Plus (3)

Ice Power (2)

Fire Shield (2)

Chill Out (2)

As the name suggests, this combo makes you "ready for anything." You have Mega Jump and Mega Quake, with the Super Charge Badges for both attacks, supplements to quicken up other actions, extra power, and a little insurance on the defensive side.

NAME: Stomping Spell

SUBMITTER: Meganium7

BP REQUIRED: 30

BADGES: Power Jump (1)

Mega Jump (3)

Multibounce (1)

Jump Charge (1)

S. Jump Charge (2)

Shrink Stomp (1)

Sleep Stomp (1)

Dizzy Stomp (1)

D-Down Jump (2)

Power Bounce (2)

Happy Flower (3)

Happy Flower (3)

FP Plus (3)

Flower Saver (6)

This looks similar to my "Jump to It!" combo but with a few changes. Here we have Badges that help Mario with managing his FP, namely slow regeneration, higher limit, and reduced costs. Geez, I sound like an insurance salesman or something!

NAME: Hammer Time

SUBMITTER: Meganium7

BP REQUIRED: 30

BADGES: Power Smash (1)

Mega Smash (3)

Smash Charge (1)

S. Smash Chg. (2)

Spin Smash (1)

Quake Hammer (1)

Power Quake (2)

Mega Quake (3)

Hammer Throw (2)

D-Down Pound (2)

Happy Flower (3)

Happy Flower (3)

Flower Saver (6)

I already have a combo with the same name and most of the same Badge (I guess

great minds DO think alike). Anyway, this has some extra add-ons, namely for FP management. You can decrease the cost of attacks, and slowly recover the FP that is still used.

NAME: Multiple Enemy Attack

SUBMITTER: Meganium7

BP REQUIRED: 15

BADGES: Multibounce (1)  
Spin Smash (1)  
Mega Quake (3)  
Triple Dip (3)  
Deep Focus (1)  
Spike Shield (2)  
Zap Tap (4)

With a few multi-enemy attacks, and some defensive Badges as well, this combo lets the player pick what to add on with the 15 remaining BP. Personally, I'd add on the other Quake Badges so you don't need to waste FP to deal more damage than is needed.

NAME: Defender

SUBMITTER: Meganium7

BP REQUIRED: 30

BADGES: Defend Plus (6)  
Damage Dodge (3)  
Damage Dodge (3)  
P-Down, D-Up (2)  
Pretty Lucky (3)  
Lucky Day (7)  
Fire Shield (2)  
Zap Tap (4)

Yet another combo with an already-used name (not to criticize, as you don't want a name that has NOTHING to do with the Combo). Well, as the name suggests, this Combo is strictly for defensive purposes, and it works. Defend Plus, Damage Dodge, P-Down, D-Up, and Fire Shield will lower the damage you take, while Pretty Lucky and Lucky Day can take care of damage-taking altogether. Zap Tap shocks foes who approach for physical attacks.

NAME: MEGA Bounce!!!

SUBMITTER: Merlenn Osamu

BP REQUIRED: 30

BADGES: Power Bounce (2)  
Dodge Master (2)  
All or Nothing (4)  
Flower Saver (6)  
Flower Saver (6)  
Happy Flower (3)  
Happy Flower (3)  
Spike Shield (2)  
Fire Shield (2)

"This allows you to Power Bounce on every enemy possible with the shields and it only costs one FP with Flower Saver, also Happy Flower restores your FP slowly, and All or Nothing improves your attack power. Dodge Master so you can hit the enemy with the Action Command easier. This Combo served for me greatly once I got enough Badge Points. Even without enough, some of this Combo by itself is still good." [Author's note: Check double Flower Savers.]

NAME: Status Changer

SUBMITTER: Meganium7

BP REQUIRED: 26

BADGES: Shrink Stomp (1)

Sleep Stomp (1)  
Dizzy Stomp (1)  
D-Down Jump (2)  
D-Down Pound (2)  
Group Focus (2)  
Deep Focus (1)  
Flower Saver (6)  
Ice Power (2)  
Fire Shield (2)  
Spike Shield (2)  
Chill Out (2)  
Dizzy Attack (2)

This combo is part status-effect-inflicting, part defense-ignoring, part Focus-supplementing, part defense-supplementing, and part battle-engagement supplementing... wow, that's a lotta parts! It works, though.

NAME: Ultimate Attack  
SUBMITTER: Meganium7  
BP REQUIRED: 30  
BADGES: Mega Jump (3)  
S. Jump Chg. (2)  
Mega Smash (3)  
S. Smash Chg. (2)  
Mega Quake (3)  
Quick Change (4)  
Happy Flower (3)  
Happy Flower (3)  
Deep Focus (1)  
Flower Saver (6)

All I can say is "OUCH!" This Combo lives up to its name and then some. You have the Mega-prefixed attack Badges, the Super Charge Badges for them, a few FP-aiding Badges, and Deep Focus and Quick Change to top it all off! Wow!

NAME: I Will Survive  
SUBMITTER: Meganium7  
BP REQUIRED: 30  
BADGES: Happy Heart (3)  
Happy Heart (3)  
HP Plus (3)  
HP Plus (3)  
HP Plus (3)  
Defend Plus (6)  
Last Stand (1)  
Close Call (1)  
Lucky Day (7)

"First I was afraid, I was petrified..." Oops, ahem...this Combo also lives up to its name spectacularly. Mario's max HP is increased, he can restore it little by little, he takes less damage when in Danger, and he has a chance to dodge attacks! Too bad this Combo uses up all 30 BP or I'd recommend adding Power Rush and Mega Rush!

NAME: Keeping Healthy  
SUBMITTER: Meganium7  
BP REQUIRED: 25  
BADGES: Dodge Master (2)  
P-Down, D-Up (2)  
Ice Power (2)  
Fire Shield (2)  
Spike Shield (2)  
Feeling Fine (3)

Zap Tap (4)  
Heart Finder (3)  
Flower Finder (3)  
Chill Out (2)

If keeping healthy is the name of the game a Happy Flower Badge or two might be some good choices. With a little bit of everything defensive Mario can rest easier when battling (or rather, after battling in the case of Heart Finder and Flower Finder, and anytime out of battle in Chill Out's case).

NAME: Lucky Shield  
SUBMITTER: Merlenn Osamu  
BP REQUIRED: 30  
BADGES: Happy Heart (3)  
Happy Heart (3)  
HP Plus (3)  
HP Plus (3)  
Defend Plus (6)  
P-Down, D-Up (2)  
Pretty Lucky (3)  
Lucky Day (7)

A little bit of "Lucky" and a lot of "Shield" makes for an excellent defensive Combo. The HP-related Badges keep Mario's life energy high, while the defense-related Badges limit the damage he takes. Finally, the luck-related Badges give him a chance to avoid injury all together!

NAME: Enemy Explosion  
SUBMITTER: Merlenn Osamu  
BP REQUIRED: 20  
BADGES: Heart Finder (3)  
Flower Finder (3)  
Money Money (7)  
Chill Out (2)  
Bump Attack (5)

By the time you have the BP and Badges necessary for this combo, there should be plenty of areas rich for the bumping-off of weak enemies for rewards.

NAME: All Leveled Up and Nowhere to Go  
SUBMITTER: Christopher Liu  
BP REQUIRED: 19  
BADGES: Money Money (7)  
Chill Out (2)  
Speedy Spin (1)  
Spin Attack (3)  
First Attack (1)  
Bump Attack (5)

"This is what you use after you get to Level 27 and don't need to battle anymore. If you get a First Strike, spin into the enemy, or walk into the enemy, then the enemy will disappear and give you Coins without any actual battle occurring. Speedy Spin helps you to spin into enemies more efficiently. Chill Out prevents Mario from taking damage from a First Strike (but he will still enter a battle). Money Money helps you get more Coins from instantly destroying the enemy. Obviously, you have to change these Badges when you battle Bowser, but that's the job of an altogether different combo."

NAME: A Lil' Bit of It All!  
SUBMITTER: Watt  
BP REQUIRED: 29  
BADGES: Flower Saver (6)  
Power Plus (6)  
Defend Plus (6)

- Power Bounce (2)
- Mega Smash (3)
- HP Plus (3)
- FP Plus (3)
- Attack FX A (0)
- Attack FX B (0)
- Attack FX C (0)
- Attack FX D (0)
- Attack FX E (0)

This is indeed a little bit of everything: FP-saving, attack- and defense-increasing, a Jump and Hammer attack each, and HP- and FP-increasing, not to mention the Attack FX Badges. If you substitute Power Plus with All or Nothing and Dodge Master, and trade Defend Plus for the two Damage Dodge Badges, you can get a little more for the same price, provided you're talented with the Action Command. Note that you also have one more BP to burn, so you could also trade Power Bounce for Mega Jump to complement Mega Smash.

NAME: It's-a Me, Mario!

SUBMITTER: Cosmicfool2k

BP REQUIRED: 30

- BADGES: Multibounce (1)
- Dizzy Stomp (1)
- Mega Quake (3)
- Quick Change (4)
- Dodge Master (2)
- Power Plus (6)
- All or Nothing (4)
- Lucky Day (7)
- Refund (1)
- Speedy Spin (1)

"Multi Bounce is good for flying enemies that you can't touch with Mega Quake it's also useful when you're against weak enemies you don't want to waste all those Flower Points by using Mega Quake. Dizzy Stomp can be useful when you need a little bit of time to pull off a strategy. Mega Quake is a wicked move for disposing of lots of enemies at once. Quick Change is the most useful badge, nuff said. Dodge Master helps when you're untalented with the action command. Power Plus and All Or Nothing increase attack power which is nice (although it costs a lot of Badge Points). Lucky Day greatly increases your chances of survival. The Refund badge is useful when you use a lot of items (like me!). And finally, Speedy Spin is extremely useful for avoiding any unwanted battles. ^\_^"

NAME: Bowser's Nightmare

SUBMITTER: Metallix Nightmare

BP REQUIRED: 30

- BADGES: Mega Jump (3)
- Mega Smash (3)
- S. Smash Chg. (2)
- Dodge Master (2)
- HP Plus (3)
- HP Plus (3)
- FP Plus (3)
- FP Plus (3)
- Damage Dodge (3)
- Last Stand (1)
- Power Rush (1)
- Close Call (1)
- Fire Shield (2)
- Attack FX A (0)
- Attack FX B (0)

Attack FX C (0)

Attack FX D (0)

Attack FX E (0)

This badge combo deserves a try against Bowser. Although I would normally equip either the Mega Jump or Mega Smash Badges instead of both, if Bowser's jumping crush attack keeps deactivating your options, having both might help. With Last Stand and Close Call, Mario can stay in Danger longer for Power Rush to work longer, but you may want to have some insurance against being defeated, such as Life Shrooms.

NAME: Hotfoot

SUBMITTER: sonofbreid

BP REQUIRED: 7

BADGES: Power Jump (1)

Multibounce (1)

Shrink Stomp (1)

Ice Power (2)

Spike Shield (2)

"This was designed for Mt. Lavalava. Spike Shield helps for Spike Tops. Ice Power DOES protect you from fire, so we don't need Fire Shield. Shrink Stomp is there because it lowers attack of enemies and fire enemies have high attack. You won't have Mega Jump at the time. Multibounce lets you hit all enemies, which is good because enemies in the mountain come in groups."

NAME: Full Power!

SUBMITTER: sonofbreid

BP REQUIRED: 29

BADGES: Mega Jump (3)

Mega Smash (3)

Power Plus (6)

Power Plus (6)

P-Up, D-Down (2)

Flower Saver (6)

Happy Flower -OR- FP Plus -OR- Flower Finder (3)

"OUCH! You have 2 out of 3 Mega badges (Mega Quake is the other) to deal a ton of damage and two Power Plus to increase that PLUS a P-Up, D-Down to further increase the damage! The Flower badges are there because the Mega badges eat FP like I eat pizza. The problem is the high BP requirement. A great combo, but you might want to trim it down a bit."

NAME: HP Multiply

SUBMITTER: sonofbreid

BP REQUIRED: 18

BADGES: HP Plus (3)

HP Plus (3)

HP Plus (3)

Happy Heart (3)

Happy Heart (3)

Heart Finder (3)

"If you have horrible HP, then you will LOVE this combo. 15 HP added to the maximum by three HP Plus, two Happy Heart (one is at Raphael's Tree; Merlow has the other) to increase your HP faster and Heart Finder to get health after the battle. If you have the BP, add Defend Plus."

NAME: A LOT of FP

SUBMITTER: sonofbreid

BP REQUIRED: 18

BADGES: FP Plus (3)

FP Plus (3)

FP Plus (3)

Happy Flower (3)  
Happy Flower (3)  
Flower Finder (3)

"Similar to HP Multiply. 15 FP added. Two Happy Flower. Flower Finder to get FP after the battle. If you have the BP, add ONE Flower Saver. No matter how many you add, they will only save ONE FP. I tried it." [Author's note: Check this.]

NAME: I'm Rich!

SUBMITTER: sonofbreid

BP REQUIRED: 24

BADGES: Dodge Master (2)  
Power Plus (6)  
Defend Plys (6)  
Damage Dodge (3)  
Money Money (7)

"Double the cash from defeated enemies PLUS defeat them easier! Lives up to its name. I have the BP, but I haven't tried it, so e-mail me with the results if you try it."

NAME: Be Prepared

SUBMITTER: sonofbreid

BP REQUIRED: 8

BADGES: Power Jump (1)  
Multibounce (1)  
Power Smash (1)  
Quake Hammer (1)  
Ice Power (2)  
Spike Shield (2)

"Amazing combo! You can make this combo in Chapter 4, and don't need Ice Power before that, so, yeah, you get the picture. This combo definitely lives up to its name. You have Power Jump for single flying enemies, Power Smash for single ground enemies, Multibounce for ground and air enemies, and Quake Hammer for ground-to-ceiling attacking! Low BP is a plus, too."

NAME: Status Effects

SUBMITTER: sonofbreid

BP REQUIRED: 7

BADGES: Shrink Stomp (1)  
Sleep Stomp (1)  
Dizzy Stomp (1)  
Ice Power (2)  
Spike Shield (2)

"For the status-effect fan, this is a great combo. You can shrink your foes, make your opponents dizzy, or make your enemies fall asleep. Low cost, too."

NAME: Bouncing, Stomping, and Jumping

SUBMITTER: sonofbreid

BP REQUIRED: 12

BADGES: Power Jump (1)  
Power Bounce (2)  
Mega Jump (3)  
Jump Charge (1)  
S. Jump Chg. (2)  
Shrink Stomp (1)  
Sleep Stomp (1)  
Dizzy Stomp (1)

"Hope you're good with your jump timing! If not, include Dodge Master. If you are, add All or Nothing."

NAME: The Tank





10	Power Bounce	2 (two)	D-Down Jump	2 (two)
11	Power Smash	1 (one)	D-Down Pound	2 (two)
12	Mega Smash	3 (three)	Damage Dodge	3 (three)
13	Smash Charge	1 (one)	Damage Dodge	3 (three)
14	S. Smash Chg.	2 (two)	Deep Focus	1 (one)
15	Spin Smash	1 (one)	Deep Focus	1 (one)
16	Quake Hammer	1 (one)	Deep Focus	1 (one)
17	Power Quake	2 (two)	Defend Plus	6 (six)
18	Mega Quake	3 (three)	Dizzy Attack	2 (two)
19	Hammer Throw	2 (two)	Dizzy Stomp	1 (one)
20	D-Down Pound	2 (two)	Dodge Master	2 (two)
21	Double Dip	1 (one)	Double Dip	1 (one)
22	Triple Dip	3 (three)	Feeling Fine	3 (three)
23	Group Focus	2 (two)	Fire Shield	2 (two)
24	Quick Change	4 (four)	First Attack	1 (one)
25	Peekaboo	3 (three)	Flower Finder	3 (three)
26	Dodge Master	2 (two)	Flower Saver	6 (six)
27	Happy Heart	3 (three)	Flower Saver	6 (six)
28	Happy Heart	3 (three)	FP Plus	3 (three)
29	Happy Flower	3 (three)	FP Plus	3 (three)
30	Happy Flower	3 (three)	FP Plus	3 (three)
31	Deep Focus	1 (one)	Group Focus	2 (two)
32	Deep Focus	1 (one)	Hammer Throw	2 (two)
33	Deep Focus	1 (one)	Happy Flower	3 (three)
34	HP Plus	3 (three)	Happy Flower	3 (three)
35	HP Plus	3 (three)	Happy Heart	3 (three)
36	HP Plus	3 (three)	Happy Heart	3 (three)
37	FP Plus	3 (three)	Heart Finder	3 (three)
38	FP Plus	3 (three)	HP Drain	3 (three)
39	FP Plus	3 (three)	HP Plus	3 (three)
40	Flower Saver	6 (six)	HP Plus	3 (three)
41	Flower Saver	6 (six)	HP Plus	3 (three)
42	Power Plus	6 (six)	I Spy	1 (one)
43	Power Plus	6 (six)	Ice Power	2 (two)
44	Defend Plus	6 (six)	Jump Charge	1 (one)
45	Damage Dodge	3 (three)	Last Stand	1 (one)
46	Damage Dodge	3 (three)	Lucky Day	7 (seven)
47	P-Down, D-Up	2 (two)	Mega Jump	3 (three)
48	P-Up, D-Down	2 (two)	Mega Quake	3 (three)
49	HP Drain	3 (three)	Mega Rush	1 (one)
50	All or Nothing	4 (four)	Mega Smash	3 (three)
51	Mega Rush	1 (one)	Money Money	7 (seven)
52	Last Stand	1 (one)	Multibounce	1 (one)
53	Power Rush	1 (one)	P-Down, D-Up	2 (two)
54	Close Call	1 (one)	P-Up, D-Down	2 (two)
55	Pretty Lucky	3 (three)	Pay-Off	2 (two)
56	Lucky Day	7 (seven)	Peekaboo	3 (three)
57	Ice Power	2 (two)	Power Bounce	2 (two)
58	Fire Shield	2 (two)	Power Jump	1 (one)
59	Spike Shield	2 (two)	Power Plus	6 (six)
60	Feeling Fine	3 (three)	Power Plus	6 (six)
61	Zap Tap	4 (four)	Power Quake	2 (two)
62	Heart Finder	3 (three)	Power Rush	1 (one)
63	Flower Finder	3 (three)	Power Smash	1 (one)
64	Runaway Pay	2 (two)	Pretty Lucky	3 (three)
65	Refund	1 (one)	Quake Hammer	1 (one)
66	Money Money	7 (seven)	Quick Change	4 (four)
67	Pay-Off	2 (two)	Refund	1 (one)
68	I Spy	1 (one)	Runaway Pay	2 (two)
69	Chill Out	2 (two)	S. Jump Chg.	2 (two)



FAQs written by KirbyManiac:

- > Paper Mario Badge Combination FAQ (the one you're reading now!)
- > Marvelous: Another Treasure Island FAQ/Walkthrough (incomplete)
- > Kirby Air Ride FAQ (unpublished; available by email)

This FAQ written and updated by Matthew Danyeur (aka KirbyManiac).

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