

# Paper Mario Boss/Enemy FAQ Final

by Haunter120

Updated on May 6, 2001

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FINAL UPDATE. Please don't send me more mail hoping it will be put in this FAQ.

Stop e-mailing me on Kent C. Koopa! I already know that he can be put to sleep with sleep stuff such as Lullaby! I don't need 50 people telling me that! If you want to e-mail on something good, e-mail me more boss strategies.

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This is the first faq I've ever completed! Wooo hooo!!!

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Boss/Enemy FAQ

By Haunter120

Email: Haunter150@hotmail.com

Game System: Nintendo 64

Complete: 102%

Date FAQ started: 2/22/01  
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DISCLAIMER:

Whassup all? Here's my very old disclaimer. Lost my new one =(.

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EMAIL RULES:

-Don't e-mail me on game stuff besides bosses and enemies. Don't e-mail me on Amazy Dayzee or the Dojo Master. E-mail me suggestions, tips, and even other strategies for beating bosses/enemies! I'll gladly accept it, and even put your name in the credits. Imagine your name in the credits: You would be very popular! Hee hee hee! BTW, I'll put ya up there not just for something like "Hey, you made a tiny typo in your FAQ". That's too small for credit.

-Don't e-mail me life advice.

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II. VERSION HISTORY:

0.01:

First started the faq. Made some Boss Guides and crap.

0.3:

Now including an enemy list! Whee!

0.5:

Updated Boss FAQ to Lava Piranha.

0.8:

Updated Boss FAQ to Crystal King (almost finished!)

1.0:

Complete! Complete! Complete! This is the first FAQ I've completed! Out of 12 other FAQs! I deserve a party! PAAARTY!!!! Besides, my birthday's on March 3.

1.3:

Added a couple of new stuff. Added useful moves list and quickie walkthrough.

1.5:

Started Star Piece list. Added stuff. Busted a hacker.

1.6:

Not much. Added people's strategies. Scratched star piece list. It's still there, but there's no point in still working on it. I'm too lazy and other faqs have it.

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III. Quick Walkthrough

NOTE: This Quick Walkthrough is only 71% reliable. It really tells you where to go once you're done with places. You won't find much on dungeons though. So if you need help, instead of checking my horrid Shy Guy's Toy Box quick walkthrough somewhere below, either go to another faq or find out yourself.

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PROLOGUE

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Peach's Castle:  
-Meet Peach.  
-Fight Bowser, lose.

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Goomba Village:  
-Wake up, talk to the Goomba.

- Talk to Goompapa, try to leave.
- Go to Goomba's vernada, fall down.
- Find Goomba, search the bushes in the field for the Hammer. Smash the blocks.
- Beat up Jr. Troopa.
- Smash the tree in Troopa's playground for a doll.
- Go east, grab anything on your way.
- Return to Goomba Village. Give the doll to Goombaria for star piece.
- Have Goombario join your party.
- Head east to Goomba Road.

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Goomba Path:

- Keep going and find the Mushroom on the sign.
- Find the Blue and Red Goomba, then heal and go right.
- Fight the King Goomba.
- Watch Bowser and Kammy Koopa speak in the castle.
- Smash the tree near the Toad Town entrance on Goomba Road. Jump up on the trampoline to get the Hammer Throw Badge.
- Enter Toad Town.

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Toad Town:

- Talk to Russ T. Visit the Dojo, go to the central area.
- Go to the shop and buy whatever you need.
- Talk to Rowf and the Flower Garden Toad.
- Go into the star door and north to Shooting Star Summit.
- Find Merluvee's house. You can go upstairs and trade star pieces there.
- Talk to the star messages on the top of Shooting Star Summit.
- Go back down to town, find Twink and get the action abilities, and defeat the Magikoopa. Talk to the Toad near the star gate.
- Go to Merlon's house and examine the door two times. Get Merlon's fortune.
- Go east of the Toad House and find the weird Toads, talk to them.
- Go back to Merlon's place and talk to him.
- After Merlon clears the way east, go there. Bitchin'!

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Pleasant Path:

- Keep heading east to the next screen.
- Go east here until you find a bridge. There's a switch hidden nearby so hit it to open the bridge up. Head east.
- At the junction, go down the steps and enter Koopa Village.

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Koopa Village:

- Talk to the Koopa at the gates to learn about the Fuzzies attacking the town.
- Save the shells and catch the Fuzzies running around. Go to the next screen and help out the Koopas there.
- Go into the middle house in the next screen which turns out to be Kooper's house. Run after the Fuzzy there to the playground.
- Play the minigame and catch the Fuzzy with the shell.
- Have Kooper join your party, then fight the Fuzzies.
- After beating them, go back to Koopa Village and find Chuck Quizmo. Get a Star Piece from him by answering one of his questions. You can get up to 64 star pieces for answering all of his questions!

-Go back to the Pleasant Path Junction with Kooper. Go back west.

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Pleasant Path:

-Find the lake in the second area east of Town Toad. Use Kooper's special ability to nab the star piece from the island.

-Go back to the junction. Go east this time.

-Just keep on going until you start to see some fortress pillars.

-Enter the Koopa Bros. Fortress.

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Koopa Bros. Fortress:

-Go through the fortress.

-Enter Yellow Koopa's trap.

-Have Bombette join up. With her, you can blow up any crack in the wall. Do this in some of the earlier rooms of the fortress.

-Climb up.

-Get caught in the Bullet Bill rush. Jump over the bullet bills.

-Defeat the Bullet Blasters, save and heal.

-Go east of where you fought the Bullet Blaster and you'll have to fight a fake Bowser.

-After beating it you're in a fight with the Koopa Bros.

-After beating them, get your first Star Piece Eldstar.

-Do Princess Peach's scenario by going through the fireplace and finding Bowser's diary.

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Pleasant Path:

-After getting Eldstar's power, Refresh, go back west all the way to Toad Town.

-Encounter and defeat Jr. Troopa along the way.

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Toad Town:

-Meet with Twink to learn about the next place you have to go to.

-Go to the south central of Toad Town. Visit Tayce T.'s house. Go to the Toad Town Sewers and defeat the Blooper.

-Go of the south central and visit the new shop. Buy Super Shrooms.

-Go back to south central. Find the Bub-ulb near the south exit. Get the seed.

-Go south of the south central to the train station. Open up the secret playground.

-Hatch Lil' Oinks.

-At the train station, smash the rock and you can ride the train to Mt. Rugged.

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Mt. Rugged:

-Explore the area carefully. Hit Whacka for Whacka Bumps. You can only get six of them, so use them at the right time. Using them at this time is not a good idea. Save them for Chapter 5 and beyond.

-Get to the top. Find all three letters.

-Go back to the station and give the letters to Parakarry. He will join you.

-Now that you can fly over pits for a short time, use Parakarry to get Quake Hammer so you can defeat the annoying Clefts.

-Cross the east pit and get to Kolorado's camp.

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Dry Dry Desert:

- After speaking to Kolorado with Kooper in your team, head east.
- At the desert, just keep going east all the way until you reach a traveler. Here, keep going east until you reach Dry Dry Outpost.

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Dry Dry Outpost:

- Explore the city. At the east end, find Sheek the mouse guarding the doorway. Do not give him anything. Explore the town once again and go to the shop.
- Buy your stuff there and give it to Sheek. He will ask for a Lemon.
- You can find one of those cloaked guys in one of the alleys.

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Dry Dry Desert:

- Go on screen west of Dry Dry Outpost back to Dry Dry Desert, then immediately head south, and south again, to reach an oasis. Here, you can find not only a Lemon for Sheek but a rank upgrade. I suggest upgrading Parakarry.
- Go back to Dry Dry Outpost.

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Dry Dry Outpost:

- Give the Lemon to Sheek. Follow him across the rooftops and get the sonar.
- Go back to Dry Dry Desert.

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Dry Dry Desert:

- On the Dry Dry Desert screen right west of the Dry Dry Outpost entrance, go north all the way.
- Now go west until the sonar beeps louder and louder. You will eventually reach your destination: Dry Dry Ruins. It will open up.
- Save and enter the lost ruins.

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Dry Dry Ruins:

- Go through.
- Get Spike Shield, Stone Hammer, and the special artifact.
- Get all other artifacts by defeating the Chomps.
- Open up the passageway in the main chamber.
- Defeat Tutankooopa.
- Free Mamar, the second star spirit.
- In Peach's scenario, go into the left room into the library. Go through here avoiding the guards. At the end, listen to the two guards talking about Tubba Blubba, and you will get sent back to your room. Twink will then fly to Mario.

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Dry Dry Desert:

- Go to Dry Dry Outpost.

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Dry Dry Outpost:

-Give the extra artifact found in Dry Dry Ruins to Moustafa.

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Dry Dry Desert:

-Return to Mt. Rugged.

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Mt. Rugged:

-Cross.

-Take the train back to Toad Town. Chapter 2 is complete.

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Toad Town:

-Go inside the Toad Town tunnels. Go left and defeat the Electro Blooper, then go right and defeat the weaker Blooper. You can get a power-up block for him, and three pipes leading to Koopa Village, Dry Dry Outpost, and Goomba Village, from the Electro. They will be very useful, especially when running errands.

-Explore Toad Town. Get what you need.

-Train at the dojo.

-After learning of the third star's location, head across the bridge and talk to the guard. A ghost will spook him and you'll have to follow it into the forest.

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Forever Forest:

-This place can be confusing... Very confusing... First, get lost, and a weird guy will tell you that you will need to take the right paths.

-The stuff around the right path of the four paths in each screen will seem different. Try all four paths and see which one's background is different!

-Taking the wrong path will lead you back to the beginning.

-When passing through the forest, explore around the whole screen. There might be a path leading to the middle where you can find Badges, a Bubulb Seed, and other crap.

-Some paths, although their background might seem like it leads back to Toad Town, lead to secret areas where you can find an HP Plus or FP Plus.

-Once you get through, follow the sign directions to Boo's Mansion.

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Boo's Mansion:

-Save, heal, and go in.

-Go to the second floor and play the game with the Boos.

-Go to the first floor and get the weight.

-Jump on the sofa on the first floor and put the weight on the chandelier.

-Go to the first floor left door and down into the basement.

-Go through to the right and play the game with the Boos. Get the Super Boots.

-Go into the shop and activate the staircase up.

-Once you run all the stuff here, return to the second floor and put the Boo's painting into the big painting to go through.

-Go into one of the doors and talk to Bow and Bootler.

-Bow will join your party to try and help you get rid of the "invincible"  
Tubba Blubba.

-Go to Gusty Gulch just east of Boo's Mansion.

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Gusty Gulch:

-Keep climbing.

-Pass the Windy Mill.

-Save and heal in the Boo Place.

-Watch Tubba Blubba eat a ghost.

-Keep going, and use Parakarry and Bow at the right places.

-Enter Tubba Blubba's castle.

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Tubba Blubba's Castle:

-Avoid the Bloopers in the first room (use transparency. They don't fight you).

-You can use Slow Go obtained in Dry Dry Ruins to easily pass the Clubbas.

-In the basement, heal up and get the key.

-When you get to the upper floors, use your transparency to get pass Tubba Blubba!

-When you get to his bedroom, grab Yakkey and run like hell!

-Once you get outside, Boos will block Tubba Blubba as you make your way back to Windy Mill.

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Gusty Gulch:

-Save, heal, and head to the windmill.

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Windy Mill:

-Enter and go down.

-Follow the path, defeating the Goombas along the way.

-Defeat Tubba's Heart.

-Go back outside after the heart escapes.

-Fight Tubba Blubba.

-After defeating it, the Boos will be safe and you will get the third Star Spirit, Skolar.

-In Peach's scenario, go into Bowser's room and answer his questions. Answer Mushroom for the first question, Thunder Rage for the second, and Super Soda for the third for best results.

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Boo's Mansion:

-After getting Skolar and his powerful technique, head back into Forever Forest.

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Forever Forest:

-Defeat Jr. Troopa.

-To get back to Toad Town, just get lost in the woods and you'll be back there near it (read the sign and it'll tell you).

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Toad Town:

- Something's up. Shy Guys are running around everywhere! You'll see them steal a bunch of stuff.
- Go into the west screen west of the south central, and enter the westernmost house. Jump on the pillow, and turn invisible via Bow.
- A Shy Guy will enter and go through a wall. Follow him into the Toy Box to start Chapter 4.

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Shy Guy Toy Box:

- Enter and you'll find that the train is missing.
- Heal and go left to the playground.
- You'll find a Shy Guy guarding a treasure. If you want to fight him, go ahead. The Anti Guy is really hard, so you might want to come back later.
- The Power Plus Badge is inside treasure box.
- Explore to the left. Grab what's there.
- Remember, each time you get something inside the treasure box that belongs to someone in Toad Town, return to Toad Town and give it back to them after you get it ASAP!
- Go back to the main Station lobby and head right.
- Cross this path all the way to the end.
- Remember Peach's scenario after beating Tubba Blubba? Well, whatever you said that Mario hated first will be here. So if you said Mushroom, a Mushroom would be here! If you said something else, which are all enemies, they would be there. Get what's inside the treasure chest and return to Toad Town.
- Go to the shop of the west central of Toad Town and give the Storeroom key to the shop keep. He'll open the storeroom. Go inside and get all the goodies there, including the Toy Train.
- Go back to the Shy Guy's Toy Box room. Before jumping inside the box, examine the trampoline and put the Toy Train there.
- Get back in the Toy Box.
- The train will be there. Take it to Pink Station.
- Explore the room here and go all the way to the end and on the train track area.
- Talk to Gourmet Guy. Go back to Toad Town and return Tayce T's house and return her stuff to get the Cake.
- Return to Gourmet Guy and give him the cake. He will let you through.
- Turn the switch and get the Ice Power Badge.
- Return to the Pink Station lobby and go to the next station on your right.
- You will see four jack-in-the-boxes here, avoid them for now.
- Head right all the way. To get past the walls, stand on the conveyor and use Boo's Transparency.
- Get all the way to the right, defeat the enemy that's there (or get the Super Soda if you said that in Peach's Scenario) and get the note.
- With the Dictionary and Note, return to Russ T. in Toad Town and he'll give you the note translation. It's "Hit Yellow, Green, Red, and Blue". Go back to the third station of Shy Guy's Toy Box and hit the jack in the boxes in that order. Tracks will appear to the Red Station.
- Go to the Red Station and go to the left room.
- Cross the platforms all the way to the very left room, and fight the Big Lantern Ghost there.
- Watt will join your party.
- Go back to the Red Station lobby. Save, heal, and head right. Follow the Shy Guy and bomb the wall. Go to the next room.
- Light this room up with Watt, then go right.
- Fight General Guy.
- After defeating him, you will get the fourth Star Spirit, Muskular.

-In Peach's scenario, go to the dining room and talk to Gourmet Guy for the key. Now go to the bottom floor with the key. Go into the kitchen and play the cooking mini-game. After making the Cake, return to Gourmet Guy and he will tell you about Lavalava Island and the next Star Spirit.

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Toad Town:

-It's back to normal.

-First, buy what you need in the west central shop, then head west of the west central.

-Go to the far left and down. Talk to Kolorado to learn about his next expedition -- and yours in the same.

-Examine the whale to the right of Kolorado. The whale will tell you that something's bothering him inside his body.

-Put Watt in your party and go inside.

-Catch the Fuzzipede here and fight it.

-After doing this, the whale will gladly take you to Lavalava Island.

Kolorado will come with you.

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Yoshi Beach:

-Once Kolorado gets off, he'll run to the east of the jungle. Examine the flowers to find hearts here, then go to the east.

-Kolorado will be bugged by a couple of Jungle Fuzzies. It's a good idea to gain levels around this part of the beach. The Jungle Fuzzies may not give a lot of Star Points, but with Zap Tap, you are invulnerable to them and they will be harming themselves.

-After saving Kolorado, he will run off east. Follow him to Yoshi Village.

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Yoshi Village:

-Go to the middle island and talk to the chief.

-Head east to the next part of Yoshi Village. Talk to the Yoshi gang, rest, and keep heading east.

-In this part of the jungle, Kolorado will be attacked by a Spear Guy. Beat him up and you'll see that the path to Mt. Lavalava is blocked. Go back to Yoshi Village.

-You'll find out that the Yoshi Gang is lost in the jungle. First, you will need to find their babysitter Sushie. Go north to the jungle.

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Jade Jungle:

-Before trying to find the Yoshi gang you'll need to find Sushie.

-The bushes can be easily moved if you examine them. The teal bushes will attack you.

-Head northeast of the beginning of Jade Jungle and hammer the tree to free Sushie, who will join your party.

-Now you will need to find the Yoshi gang.

-Swim with Sushie around the island and find them all.

-They're not hard to find, you'll hear their cries when you're near.

-Once you find them all, return to Yoshi Village and Sushie will join your party. Talk to the chief and look at the Raphael statue. Get the stone. Go back to Jade Jungle.

-Go deeper in when the background is all leaves. Just get to the statue of Raphael the Raven and put the stone there to open the path.

-Keep going and move the blocks here to the little things on the ground.

Move the last block on the water pump, and keep blocking the water until it creates an opening for you.

-Once you get to the tree, keep climbing it up and don't forget the Star Piece.

-Talk to Raphael the Raven on the very top. He will agree to help you. Jump off the tree and he will create a shortcut from the tree back to the Lavalava Mountain path, which is a good thing since it's a big shortcut back to Yoshi Village.

-He will also give you the Ultra Stone, which lets you upgrade your party members to Ultra Rank when you get to a Power Up Block. To upgrade the party member to Ultra, that party member must be at Super Rank already.

-Heal up at Yoshi Village, and when you're ready, get on the gondola and go inside the mountain.

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Mt. Lavalava:

-Explore the dungeon.

-Follow Kolorado.

-The dungeon is multi-layered, so sometimes falling down will lead you to new areas.

-To get rid of the metal blocks, get to the very bottom of the second huge screen and walk west.

-Open the treasure chest in the lava room for the Ultra Hammer, which gets rid of the metal blocks.

-Now go and destroy every metal block in the area. Some lead to Power Up Blocks.

-One of the metal blocks leads further in. You'll know it when Kolorado is near.

-When you get to the boulders blocking the way, get the big spike rock to roll down by hammering the metal block in front of it.

-You'll find out that you're in the wrong room.

-Head to the lower part, save, heal, and go east to fight the boss, Lava Piranha, also the hardest boss so far.

-After beating him (twice), you'll free Misstar, and the volcano will start to erupt. Kolorado will still want the treasure, but the star saves Mario and Kolorado and brings them back to Yoshi Village.

-In Peach's scenario, go to the bottom floor of the castle and into the left room. The Koopatrols will find Peach and will have her play a trivia game with them.

-The Hammer Bros. Will ask questions, and if you're the first one to press A, you'll have to answer a multiple choice question. They are all very easy, but some you might not know yet.

-As you play the game, you will learn where the next star is held. If you win the game, you get a Jammin' Jelly. After the game Bowser will come in and Chapter 5 is over.

-The treasure also goes with the eruption of Mt. Lavalava.

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Yoshi Village:

-Talk to the chief, then talk to Kolorado. Go to Jade Jungle.

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Jade Jungle:

-Go to the screen where you first found Sushie. You can find the Lava Vase there in the treasure. Return to Kolorado and give him the vase and he'll give you a Bu-bulb Seed.

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Yoshi Village:

-Heal, save, and go west and prepare to exit the island.

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Yoshi Beach:

-Get to the whale and you'll find Jr. Troopa. The whale will depart with you and Jr. Troopa will swim after you.

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Toad Town:

-Once you get off the whale, Troopa will get to you. He'll lose half of his HP due to the swim, and he should be very easy to defeat.

-Go back to north central and talk to the flower girl. You will need four seeds to open the road to Flower Fields.

-The seeds are located in: Jade Jungle, Forever Forest, Mt. Rugged, and Toad Town.

-You should have found the Jade Jungle seed already (see above).

-The Toad Town seed is very easy to find. It's in south central, you should see a flower sticking out south of the Forever Forest bridge on the grass. Examine it and you'll get the seed.

-Go to Mt. Rugged and find the seed there.

-Go to Forever Forest. The seed is located on the fourth screen of the forest, in the middle. Walk around the circular path to get to the middle.

-Give the seeds to the flower girl to open the gate to Flower Fields, a very boring AND annoying dungeon.

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Flower Fields:

-Talk to the Wise Wisterwood. Then go east.

-Out of the three paths on the eastern side, take the one without the gatekeeper.

-Get to Petunia, help her by defeating the Monty Moles.

-Shake the tree on the road for a certain berry.

-Take the berry back to the main area and go to the gatekeeper that is the same color as the berry. He will let you through.

-Get to Posie and talk to her.

-Shake the tree on the path to Posie for some berries, different color.

-Give the berries to the next gatekeeper, on the right side.

-Use Parakarry to move right past the spikes. You may encounter an Amazy Dayzee near the tree, but you probably can't kill them yet.

-Shake the tree for the right berries.

-Go right and talk to Lily.

-Go back to the central, go to the left and give the gatekeeper the berries.

-Pass through to the Lakitus, then pass through the maze. Go through the hedges, some will have secret paths to pass through.

-Once you get through the maze talk to Rosie, then go back to Posie, get the crystal berry from her and go back to Rosie.

-Get the item from Rosie and head back to Lily. Once the water appears, shake the tree for berries.

-Go to the top left of the central and talk to the flower. Give him the berries and you'll bubble past the spikes.

-Keep going and get to the spiral tower. Just climb and use Bombette to blow up cracks.

-At the top, talk the sun.

-Go back down and right, exit the screen to the sun path.

-You will be attacked by Lakilester. After beating him, he will join your party.

-With Lakilester, head back to the central and go to the top right.

-This puzzle is very, very hard and frustrating. But you'll be able to solve it. I forgot the solution, but you can move on the spikes using Lakilester.

-After you solve the puzzle, continue east and you'll get to the cloud machine. Defeat the Magikoopa and Lakitus and Flower Fields will be disposed of clouds.

-Go back to the central and talk to Wise Wisterwood. It would be wise to go back and heal now.

-Save, heal, and plant the beanstalk with the items you got from the flowers.

-Climb the beanstalk and go right. Get to Huff N'Puff and beat the guy up.

-In Peach's scenario, explore the whole castle and get what you need and put it in the box.

-Once done, go to a Koopatrol that's not looking and use the rod on him to turn into him.

-Pass through the top gate, talk to the Koopatrol guarding the doorway and he will tell you to get the sleepy Clubba.

-Go to the main entrance of Peach Castle in your Koopatrol form and find the sleeping Clubba. Turn into him.

-Go back to the Koopatrol and he will let you pass. Afterwards Bowser will find you.

-Back to Mario, you get Kelvar, the sixth star.

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Flower Fields:

-Return to Toad Town.

-Try out Amazy Dayzee if ya want!

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Toad Town:

-Go to Merlon's house.

-You will find a Ninji and Merlon there. Talk to both of them.

-Learn about your next destination.

-Go to Toad Town Tunnels.

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Toad Town Tunnels:

-Get past Super Blooper if you haven't yet.

-Use Lakilester to cross the spikes in the next screen and go into the pipe.

-Get the Ultra Boots.

-Go to the spike area and go right.

-You will see a platform and doorway but it is unreachable. Jump around the floor to open up invisible blocks, or use Watt to see them.

-Jump past the invisible blocks and go into the blue door.

-Go into the pipe and end up in an icy area.

-Exit and you'll be in Shiver City.

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Shiver City:

-The place is huge. Explore the city. Buy stuff in the shop.

-Rest up if you need to.

-Talk to everyone.

-Go into the left-most house on the left-most screen. Talk to the mayor's wife and go into the Mayor's room, to find the mayor dead. The wife and

guard rush in and suspect you as the murderer! Looks like you've been framed.

-You'll now need to find Herringway. But first, get clues by talking to everyone again. Now go to the right-most screen and into Herringway's house. It's empty.

-Go to the frozen lake and smash it.

-Swim with Sushie down there and grab the warehouse key. Enter the warehouse and go up to the bell.

-Move left and slide down the roof to Herringway's house and you'll be able to enter his secret room.

-Talk to Herringway, then guide him back to the Mayor's House.

-The mayor will awake! Looks like he just fell. Anyways, he will thank you and let you pass through the right gate.

-Go back to the right-most screen and pass the gate.

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Shiver Snowfield:

-Just move right and you'll encounter Jr. Troopa again.

-When you beat him, he'll be knocked out. If you return to this screen later, he'll be frozen.

-Go right and pass the screen with the snowmen.

-In this next screen there are tons of enemies. Keep running right as it is almost impossible to avoid those Frost Piranhas.

-Defeat Monstar, only to find out it's a bunch of stars trying to scare you away from Starborn Valley. Then they will let you pass.

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Starborn Valley:

-Talk to Merle, then explore the village.

-You will need to find the other artifact.

-Go back to Shiver Snowfield.

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Shiver Snowfield:

-Three screens left... to Shiver City.

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Shiver City:

-Go to the mayor's house.

-Talk to him and receive the second artifact.

-Go back to Shiver Snowfield.

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Shiver Snowfield:

-Go back to the area with the snowmen.

-Face the snowmen with not enough stuff on and put the artifacts on them.

-You will gain access to a mountain.

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Shiver Mountain:

-Climb up, up, up.

-Defeat the fake Kooper (I thought it was a glitch at first).

-You'll be facing a lot of these Duplighosts from now on.

-Get to the area with the 3 items. Don't take 'em!

-The shrine is behind the staircase. Go there and talk to the cloaked lady for the Star Stone.

-Go back to the other staircase and climb up.

-Get to the top. Save, heal, and go in the final dungeon of Chapter 7.

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Crystal Palace:

-Will be a confusing dungeon (X-Files sounding music?)

-Remember, basically anything you do on the opposite side will affect something on the other side!

-You will face a lot of Duplighosts too. When you get to the Bombette one, hammer every one except for the one that says "I'll be mad at you!".

-The Kooper one is easy.

-The Goombario one is even easier.

-When you get to the area with the big Rhinoxes (is that their name? I remember something like that from Super Mario World), move them around on the other side on the empty blocks.

-If you get stuck, put Goombario on your team and press Down C! He knows too much!

-At the end, you'll come face to face with Crystal King.

-After beating him, watch Peach's scenario.

-With the last star, Kalmar, drop down Shiver Mountain and return to the pipe back to Toad Town.

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Shiver Snowfield:

-Go left to Shiver City.

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Shiver City:

-Enter the pipe leading to Toad Town.

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Toad Town Tunnels:

-After getting through the main connector pipe, head through the blue door and go right instead of left.

-Blow the wall up after the pipe and meet Rip Cheato if you haven't yet.

-Go into the pipe to the right to open up a shortcut back to Toad Town.

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Toad Town:

-This might be your last visit to Toad Town. Get everything you need!

-Go to Shooting Star Summit.

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Shooting Star Summit:

-Climb to the peak.

-With all the stars, you can open up the way to Star Haven.

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Star Way:

-Just keep going.

-The Embers are tough, but you can avoid them.

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Star Haven:

-There's a save point here, a Toad House, a shop, and Chuck Quizmo might show up.

-Go right to the Star Sanctuary.

-Talk to all the stars.

-Get Star Beam.

-Take the vehicle to the final dungeon, Bowser's Castle! (inside the big stone smiley face holding Peach Castle)

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Bowser's Castle:

-Get off the thing and head inside.

-I will only guide you through some of the more confusing parts in this area.

-Keep following the path to the Bowser Door.

-It will trick you and send you into the depths.

-Save and rest on the bed here.

-Blow up the wall with Bombette.

-In this fire area, you will need to use most of your characters to get through. Remember that you can ride past the fire with Lakilester, but you can't really "cheat" like that.

-To get past the lava flow, use Bow.

-After you get past all the pits (and drain the lava) go right.

-This part is probably the most confusing thing in the game.

-You will need to use Watt to get through. When you get to the pits, get Parakarry out. It will be dark, but you will know where the pit is. Fly over the pit with Parakarry.

-After getting through, you'll be back near the door.

-It will let you through to a waypoint. Here, you can rest and buy items on the shop at the top left.

-Go to the top right and keep going through the hallways.

-To get the key in the big platform area, keep flooding the hallways with the chains and use Sushie to swim to other heights. Once you get to the key, grab it and un-flood the hallways.

-The next confusing area will have a lot of secret passages. Check all of them by moving the stones, some will lead nowhere.

-One of the passages will lead to the Bowser Door. It will show you some clips and ask you questions. The answers are: Three, Red Shy Guys, Red Shy Guys, Two, Four, Bob-ombs, Purple. The door will then let you pass.

-In the next waypoint, save, heal, and head top-left to a room. Use your partners to get to the Ultra Shroom.

-Head top right now and carefully look at the torches. Remember them.

-The path here is pretty much endless, unless you looked at the torches, they tell you where to go.

-After that, you'll get to the final Bowser Door.

-It will send Koopa Bros. on you. But Jr. Troopa will rush into them and will fight you ONE LAST TIME! Finally!

-After beating him, head through the Bowser Door.

-You will be in Princess Peach's Castle entrance, go in.

-There's no one inside, for some reason. Why were the Koopatrols there before in the first place then?

-Explore all the rooms. You can get all the badges you missed getting in Princess Peach's scenarios.

-One room has a heal block in it.

-Keep heading up to the hallway you first fought Bowser at. You'll fight him there again, but not the final fight. Use Star Beam to rid his



invincibility.

-Go back and heal, now follow Bowser to the towers.

-Once you get to the final save block, do what you're supposed to: SAVE!

Then head up, and across to the machine Kammy Koopa built.

-Fight Bowser, and stuff. Use Star Beam and it won't work. After the Kammy Koopa fight, use Peach Beam on Bowser to rid his invincibility each time he uses it.

-Beating Bowser means beating the game!

-I won't spoil the ending. Watch it yourself!

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IV. Boss Guide  
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BOWSER

HP: 3

ATTACK: 1

LOCATION: Peach's Castle

DIFFICULTY: 1 (out of 5)

PARTY: Mario

This is a basic straightforward fight. No strategy here at all. Just attack. After attacking 3 times, Bowser will use the Star Rod, which makes him invincible and increases his attack power. Keep attacking him and you won't do any damage. Eventually he will kill you.

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JR. TROOPA

HP: 5

ATTACK: 1

LOCATION: Goomba Field

DIFFICULTY: 1

PARTY: Mario

Another straightforward fight. Since you don't have your Action Abilities yet. Just attack using the Hammer (don't jump). Goomba will tell you about Jr. Troopa too. After you take off 4 points of damage Jr. Troopa will do his "special attack" do 2 HP damage to you. But you should be able to kill him the next turn.

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RED AND BLUE GOOMBA

HP: 6,5

ATTACK: 1,1

LOCATION: Goomba Road

DIFFICULTY: 1

PARTY: Mario, Goombario

Again, just attack with the Hammer. Attack the Blue Goomba first. Also, use your Fire Flower if you want and use the Power Jump Badge you earned to inflict 3 points of damage on any Goomba. Goombario should use Headbonk.

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KING GOOMBA, RED AND BLUE GOOMBAS

HP: 10,2,2

ATTACK: 2,1,1

LOCATION: Goomba Road

DIFFICULTY: 1.5

PARTY: Mario, Goombario

Don't forget to heal at the Heart Block before this fight! Attack the Blue and Red Goombas first by using Power Jump on them. Otherwise they will inflict extra damage on you. Since they have only 2 HP, then make it a chore to kill them first. Once you get rid of them, target the "Goomnut Tree" by moving the pointer left from the Goomba King. This will drop a Goomnut on the king and do 3-6 damage on him. Finish him off after that with Power Jump if you still have the FP. Otherwise, just use regular Hammer or Jump attacks and Goombario's Headbonk.

NOTE: You can also on your first turn shake the Goomnut tree to make a nut fall and beat kill

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MAGIKOOPA

HP: 8

ATTACK: 2

LOCATION: Shooting Star Summit

DIFFICULTY: 1

PARTY: Mario, Goombario

Easy fight. He can power up himself though. Jump on him (you can't use the Hammer since he's on the broomstick) until he falls off his broomstick. Now just do your basic Power Jump and Headbonk to kill him. Now that you have your Action Abilities, this boss is just a mere test to see how good you are with them.

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FUZZY x4

HP: 3 each

ATTACK: 1

LOCATION: Koopa Village

DIFFICULTY: 1.5

PARTY: Mario, Kooper

Each Fuzzy has the ability to drain 1HP from you and heal themselves 1HP. So first, use a regular Jump attack, timed right, to deal 2 points of damage. After that, use Kooper's Power Shell and time it right to do damage to all Fuzzies, killing the first one that you Jumped on. You can actually defend yourself from their array of attacks by pressing A just before they attack. This is useful, as you receive no damage at all and they don't drain anything. Get in the habit of doing this, because it will reduce damage by 1. And since the Fuzzies do only 1 point of damage, that means 0. After their attack just Jump on them and use Kooper's Shell Toss.

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BULLET BLASTER x3

HP: 4 each

ATTACK: -

LOCATION: Koopa Bros. Fortress

DIFFICULTY: 1

PARTY: Mario, Bombette

First, use your Hammer ONLY. Jumping does 0 damage on them. Hammer does 1. Then use Bombette's Body Slam to do 1 again. After this, all three will fire 3 Bullet Bills out. They can be easily killed. Kill them before they explode into you. Chances are one will explode into you since you only have 2 characters with you, and you don't want to waste your FP to kill them. After killing the Bills the Blasters won't do anything for the next turn, giving you time to kill one. Repeat the pattern until they're all dead.

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BOWSER TANK

HP: 10

ATTACK: 1

LOCATION: Koopa Bros. Fortress

DIFFICULTY: 1

PARTY: Mario, Bombette

Now, you definitely know this rag is actually the Koopa Bros.'s invention, and Red Koopa is controlling it. Do not Jump. Use your Hammer and Bombette's Body Slam. You will do 1 damage to him all the time, and DO NOT USE UP FP! Trust me, this is important. LOL at what Red Koopa says about the sequel being called "Paper Bowser". After the other Koopas tell Red that the tank is being wasted by Mario, Red Koopa doesn't listen to them. Finish off the tank then.

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THE KOOPA BROTHERS

HP: 5 (each Koopa)

ATTACK: 4 (when all are doing their attack, otherwise it varies)

LOCATION: Koopa Bros. Fortress

DIFFICULTY: 2.5

PARTY: Mario, Bombette

Now it's definitely the time to fight the Teenage Mutant Ninja Turtles! Cool music =). This battle begins with an unpleasant surprise, it immediately starts off right after you wreck the Bowser Tank, with the leftover HP and FP. See what I told you about not wasting your FP? And another unpleasant surprise - They go first, doing 4 points of damage to you. Immediately use a Jump or Hammer, and Bombette's Body Slam attack. This will knock them off on the ground, on their shells, to their weak spot. Now just use a special Jump or something to get rid of the first Ninja Koopa. The Brothers will then get back on balance and do their attack. This will do 3 points of damage, since one of the Koopas are dead. Continue to Jump to put them off balance, and defeat them one by one. Finally, get rid of Red Koopa and you've completed Chapter 1!

Strategy from VGMaster96:

A. Have multibounce

B. Have Bombette out. (duh)

C. Press Z to use Bombette first and use a bomb attack.

D. Use multibounce.

Caution: Use multibounce if the Koopas are up.

Use the bomb attack when the koopas are stacked.

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JR. TROOPA  
HP: 20  
ATTACK: 3  
LOCATION: Pleasant Path  
DIFFICULTY: 1.5  
PARTY: Mario, anyone

You should be well used to your Action Abilities now, and know hot to time them right. Jr. Troopa, who was the first boss in the game, has a new move, which he uses to defend himself. Hammer him and use your partner's best abilities if you still have FP. Now a tough fight, but you'll be fighting Troopa later too.

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BUZZAR  
HP: 40  
ATTACK: 3  
LOCATION: Mt. Rugged  
DIFFICULTY: 2  
PARTY: Mario, Parakarry

This will be a long battle due to the guy's big HP number. His wind attack makes you repeatedly tap A to avoid it, otherwise both you and your party member are gonna get it! Use Parakarry's super Shell Shot attack to inflict a good amount of damage on him. It may seem hard, but it's all not that hard.

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TUTANKOOPA  
HP: 30  
ATTACK: 3  
LOCATION: Dry Dry Ruins  
DIFFICULTY: 2  
PARTY: Mario, Parakarry

...And I though Tutankooa would be some huge guy... Anyway, the main boss of Chapter 2 is not that hard. He will call upon a Chomp to help him. Jump on the Chomp and use Shell Shot to kill him. Next, he will fire an attack on you or your party member, so be careful. He will repeat his pattern by making another Chomp appear. When he's vulnerable, jump up on him and give him a whoopin'. Repeat this until King Tutankhamen is dead. It'll be a quick battle, so don't fret.

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TUBBA BLUBBA'S HEART  
HP: 50  
ATTACK: 6  
LOCATION: Windy Mill  
DIFFICULTY: 3  
PARTY: Mario, Bow

A sick and weird battle. Whoever at Nintendo thought to have you fight

someone's heart has a twisted mind. Make sure to have Bow with you even in the beginning, she will be very useful. When the Heart says "I'm gonna do my super attack! I just have to charge it up.", use Bow's Outta Sight to hide Mario from the Heart's attack, which does a whopping 12 HP of damage. He won't do this attack once, so when you see him charging up, use Outta Sight again. The bad thing about Outta Sight is that Bow won't be able to act the next turn, so know when to use it! Have Mario use Power Jump and Bow Smack on the other turns. Be sure to have items or FP and HP remaining after battle, since you will have to fight another battle after this one with no saving or Heart Block bashing in between.

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TUBBA BLUBBA  
HP: 10  
ATTACK: 4  
LOCATION: Gusty Gulch  
DIFFICULTY: 1  
PARTY: Mario, Bow

I died here BECAUSE I WAS LOW ON HP/FP AND HAD NO HEALING ITEMS! Please... don't laugh. This battle is meant to be easy, after that battle before. Just use your attack until you take off 10 HP off of him, and he's dead.

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JR. TROOPA  
HP: 40  
ATTACK: 5  
LOCATION: Forever Forest  
DIFFICULTY: 2  
PARTY: Mario, Parakarry

Jr. Troopa now has wings. To kill him this time, just jump on him or do Power Jump. Parakarry should use Shell Shot since it inflicts damage to anyone on the map, regardless of wherever they are: air, ground, spiked, etc. Jr. Troopa still hasn't learned how to do good damage, so there's not much problems in this fight. When he's a little weaker, it would be a good idea to use your new attack, Star Storm, for 7 points of damage. This is a good amount of damage, especially at this point of the game.

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ANTI-GUY  
HP: 50  
ATTACK: 10  
LOCATION: Shy Guy Toy Box  
DIFFICULTY: 4.5  
PARTY: Mario, Bow

Although purely optional, this boss packs quite a punch, doing 10 points of damage when he attacks! It's recommended that you come here AFTER you proceed through the game, but you can still try (like I did) and beat him. Have Bow use her Smack attack (power it up easily. You should know how) and Mario use Star Storm, then just simply use your regular Jump attack (or Power Jump or Power Bounce). For battles like these, Whacka's Bumps are highly suggested. You can up to 6 of them in Mt. Rugged by smashing Whacka. Don't use all six of them here, though. If you're fighting him later, then just use Lakilester's Spiny attack or Cloud Nine and it's much easier. For beating him, you get the treasure he was guarding, The Power Plus badge.

Although it takes a lot of BP, it's very useful. So equip it!

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BIG LANTERN GHOST

HP: 40

ATTACK: 5

LOCATION: Shy Guy Toy Box

DIFFICULTY: 2.5

PARTY: Mario, Bow

To be able to attack him, simply attack the lantern using the regular Jump and TIME IT RIGHT. It will light up the room, after that have Bow use Smack to do 5 damage on the ghost. Chances are he will put out the lantern so you will have to light it up again next turn. Just keep doing this and attacking him. He has an attack, called Flash, which can knock your party member out, so be careful. His main attack isn't all that great, though, compared to Anti-Guy! Beat him up to free Watt, your new helper.

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GENERAL GUY AND SHY GUYS

HP: 30

ATTACK: 4

LOCATION: Shy Guy Toy Box

DIFFICULTY: 3

PARTY: Mario, Bow

When you first enter the battle, you will have to fight a Shy Squad. Just Jump on it to get rid of the Shy Guys, and keep attacking it until all Shy Guys are gone from it. Next, General Guy will send out two Stilt Guys. Jump on them, since they're on stilts, and use Smack to beat them up. General Guy will then make Shy Stacks appear. Again, Jump on them to get rid of the Shy Guys one by one. After beating them, the idiot general will finally fight you. Notice how there's a bulb for you to attack. Don't waste turns attacking it - it only gets rid of one of his attacks, which doesn't really do much damage anyway. You can take it out, to get rid of his stronger attack, but it definitely is a waste of time, since it makes you very vulnerable. Besides, he doesn't have a lot of HP anyway. Just Jump on him and use Star Storm when possible.

Strategy from VGMaster96:

Here is a very good technique to beat general guy:

- A. Have fifteen or sixteen badge points and equip quick change, defend plus, quake hammer, power jump, multibounce and maybe spin smash.
- B. Start with Bombette
- C. A defend plus will definitely protect you against the shy squad at the beginning. Each shy guy only does one unit of damage, so the defend plus would deflect each unit of damage. Don't waste FP on this part.
- D. I heard a quake hammer knocks the stilt guys off their stilts.
- E. Bombette might be able to knock over both shy stacks with

a power bomb attack.

F. Switch to Parakarry and attack the bulb with a shell shot. Let Mario use a power jump. That way your partner will not get hit.

G. The bombs don't cause too much damage, and the action command would help.

H. Use Parakarry's shell shot and Mario's power jump a lot until General Guy is defeated.

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BLOOPER/ELECTRO BLOOPER

HP: 30/50

ATTACK: 3/4

LOCATION: Toad Town Tunnels

DIFFICULTY: 2

PARTY: Mario, Parakarry

You can fight the Blooper anytime after Chapter 1, so you can actually do this before. He's not that hard, just Jump and use Shell Shot. For the Electro Blooper, attack him until he charges himself with electricity, then use missile attacks like Parakarry's Shell Shot.

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FUZZIPEDE

HP: 20

ATTACK: 3

LOCATION: Whale

DIFFICULTY: 2

PARTY: Mario, Watt

You can't see inside the whale, so it's up to Watt and his/her abilities to help you defeat the Fuzzipepe. First, use Star Storm to knock off 7 HP off of him, this will cause him to go up to the ceiling. Use Watt's Electric attack again and Star Storm again if you still have 2 Star Energies. This will easily kill him.

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LAVA PIRANHA

HP: 40/40

ATTACK: 5/5

LOCATION: Mt. Lavalava

DIFFICULTY: 4

PARTY: Mario, Sushie

This battle will be very hard. First, start off by using Star Storm - don't worry about your Star Energy for now. Sushie should use Water Blast even though it won't do much damage. The Lava Buds should die off, leaving the bug piranha to fight you itself. Think of this battle as Megasmilax from Super Mario RPG - hard boss. Quickly defeat the main piranha by jumping on it and don't waste too much FP. After defeating it, it comes back to life! This time, it has a new 40 HP to it and same attack, and it's also on fire! The little Lava Buds can't really be defeated. They will die off when attacked a little bit, but will come back to life after a while. Use

Sushie's Water Blast attack to do double damage on them, since they're flaming, and Hammer the big piranha with Mario since jumping on it will just hurt you. It also help to have the Ice Power Badge found in Shy Guy's Toy Box equipped here. Be careful of the Petit Piranhas the Lava Buds create, they can do 6 damage, but only have 1 HP, so quickly kill them. Also, use your remaining Star Energy to do 7 points of damage to all of the enemies. This will be extremely helpful in the battle.

Strategy from VGMaster96:

- A. Have an amount of healing items, the fire shield, and ice power, as you know.
- B. Aim only at the Lava Piranha with some power bounces and Sushie's squirt attack.
- C. Sushie should be at ultra-rank, so she could use tidal wave when the Lava Piranha and Lava Buds come back up.

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JR. TROOPA

HP: 20

ATTACK: 6

LOCATION: Toad Town Port

DIFFICULTY: 1.5

PARTY: Mario, Bow

He's even easier than before, 'nuff said. Since he swam all the way to get you, he only has a measly 20 HP, out of 40. Use Star Storm and Bow's Fan Smack (have here upgraded) to do some serious whoopin'. That's it.

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LAKILESTER

HP: 50

ATTACK: 5

LOCATION: Flower Fields

DIFFICULTY: 1.5

PARTY: Mario, Bow

Spike is just like the other Lakitus, except he has more HP. Like always, do Mario's Power Jump or Mega Jump attacks, and Bow's Fan Smack. He will throw Spyns at you but they only do 5 damage. It won't be that hard of a fight. Besides, he will join your party after the battle (and somehow, lose 49 HP).

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HUFF N' PUFF

HP: 60

ATTACK: 6

LOCATION: Cloudy Climb

DIFFICULTY: 4

PARTY: Mario, Lakilester

The boss of Chapter 6 surely is tough! At least that's what everyone says... Lots of button mashing here. Start the battle by killing every single cloud helper the big damn cloud has. Use Mega Jump on Huff N' Puff, and Lakilester's Spiny Surge. If you get Spiny Surge at maximum (easy to do... move your controller and move the analog stick toward the left as much as



you can) then you will get rid of all of Huff N' Puff's helpers. On his turn, he will make 2 new clouds appear. They will go up to you and start draining your HP unless you continuously press A to get rid of them. He will then spawn new cloud helpers, which can either attack you full force (having you bash the buttons) or swallow them to cure up to 20 of his HP, which is very bad. Use Mario's Mega Jump you got to do some good damage on Huff N' Puff, and Lakilester's Cloud Nine will be very useful in the battle. Also, you can try to switch Bow with Lakilester and do her Fan Smack. Sometime in the battle the boss will use his super attack, which does 10-16 damage. So keep your HP high and never leave his buddies up there, or he'll swallow them to cure himself. Beat him to free Kelvar, the sixth star.

Strategy VGMaster96:

- A. Have power bounce and quick change.
- B. With Lakilester you are able to get the ultra boots, so get them before the battle in the sewers.
- C. Use Mario's power bounce to make the mess of Tuff Puffs, then "clean them up" with a spiny surge, which will make Huff N' Puff heal, if he does, around three HP.

Strategy from MEGA Articuno:

Huff n Puff:

Have an ultra ranked Sushie as your partner. Have these badges on:

- D-Plus
- Power Bounce
- Damage Dodge
- Any defensive badge

Here, you first put a water block on Mario, then do power bounce w/Mario. Let the clouds attack you, then do a Tidal Wave. Keep using Water Block, Tidal Wave, and Power Bounce until he's dead. NOTE: Have at LEAST 2 Whacka's Bumps.

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SUPER BLOOPER  
HP: 70  
ATTACK: ?  
LOCATION: Toad Town Tunnels  
DIFFICULTY: 2.5  
PARTY: Mario, anyone

The final Blooper isn't really all that tough. Since you have to start out with Sushie, use her main attack or switch with Bow or Lakilester. The Super Blooper can spawn baby bloopers, so use an attack that damages everyone like Star Storm to get rid of him.

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JR. TROOPA  
HP: 50  
Attack: ?  
LOCATION: Shiver Snowfield  
DIFFICULTY: 2.5

PARTY: Mario, Lakilester

Jr. Troopa now has a rod. He will cast spells on you with it, so use Lakilester's Cloud Nine to help you. This fight is really just like the other Jr. Troopa fights, use Mario's Mega Jump and Laiklester's Spiny throw and beat the little guy up. He's getting quite annoying, isn't he?

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MONSTAR

HP: 20

ATTACK: 1

LOCATION: Shiver Snowfield

DIFFICULTY: 1

PARTY: Mario, anyone

This fake monster can be taken out easily. Just attack and don't waste FP. He's even easier than the Gulpits and Frost Piranhas in the snowfield...

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CRYSTAL KING

HP: 70

ATTACK: 6

LOCATION: Crystal Palace

DIFFICULTY: 3.5

PARTY: Mario, Lakilester

Another tough boss. Start the battle by using Mario's Mega Smash (don't jump on the Crystal King) on the Crystal King. Now have Lakilester use Spiny Surge (time it up like you always do with Fan Smack and Smack) to defeat the Crystal Bits, and then freely attack the Crystal King. He has quite an arsenal of damaging attacks, so remember to use Cloud Nine every time Mario's vulnerable to upper his evade. The worst thing about Crystal King is his ability to heal. This little ability will make the whole battle hella tedious, but he won't use it much. It heals 20HP. When he loses about half his HP, he will multiply into three forms. To find his real form, just use Lakilester's Spiny Surge and the other "fake" forms will be defeated by it since they only have 1 HP. He will begin to do this regularly. You shouldn't have as much trouble with him as you did with Huff N'Puff, though. With Lakilester, things aren't so tough.

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KENT C. KOOPA

HP: 70

ATTACK: 10

LOCATION: Pleasant Path

DIFFICULTY: 5

PARTY: Mario, Lakilester

GOD!!!! I HATE THIS GUY! He is optional (choose fight twice when he tells you to pay). His defense is superior. I could not Jump on him and Mario's most of partner abilities were useless. Each time you Jump on him he will block it by going into his shell. I've heard that you can use Dizzy attacks on him to make him vulnerable, but haven't tried it myself. Have Deep Focus and Group Focus equipped. What I did was heavily relied on my Star Spirit ability, Star Storm. Use it first then immediately use Cloud Nine on Mario. Kent C. Koopa has an attack which harms both you and your party member unless you defend against it. It only does 3 damage, but it will knock your

party member out. Keep using Star Storm until you run out of Star Energy, then use Deep Focus and Group Focus to bump the Star Energy up, and use Star Storm again and again and again. Your hammer also does damage to him, but not much (less than Star Storm, since Kent has good defense). If you go low on HP, use your Whacka's Bumps. Just don't use up ALL of them. Keep using Star Storm until the damned Koopa is defeated. All you get is SP...

NOTE:

You can beat him easier if your Jump works, which will flip him like other Koopas. Also using your Star Power Lullaby can put him to sleep. And by putting him to sleep you will easily beat him. I didn't =(.

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MASTER  
HP: 50  
ATTACK: 5  
LOCATION: Dojo  
DIFFICULTY: 2  
PARTY: Mario, Bow

This is guy is only easy if you don't fight before Chapter 2. He can be hard before that though. Other than that, he's actually pretty easy. Fight him once you get Bow. Use Bow's Smack (or Fan Smack, if you have that) and Mario's Power Jump or Hammer, or maybe even Star Storm. He may taunt you a lot, but he isn't hard to beat.

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MASTER  
HP: 70  
ATTACK: 9  
LOCATION: Dojo  
DIFFICULTY: 4  
PARTY: Mario, Bow (or Lakilester)

He's harder now, and in my opinion this is hardest form out of the three he has. He can do a rush attack which can also hurt your party member and another attack which can do 9 damage to Mario. If you have Bow, use Outta Sight, if you have Lakilester, use Cloud Nine. The Master still taunts you, but he won't tell you about his attacks. Use Star Storm a lot and Fan Smack.

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MASTER  
HP: 99  
ATTACK: 9  
LOCATION: Dojo  
DIFFICULTY: 3  
PARTY: Mario, Lakilester

It may be his final form, but it wasn't really as hard as everyone else says so. I don't think he upgraded much from the second form except for his 29 HP add-on. Use Cloud Nine all the time and Star Storm. Master still taunts you, and he does practically the same attack he did to you last time. Like always, you should have a good supply of Whacka's Bumps, however, there probably is no need to waste them here. I beat him without healing at all, but you may want to conserve your items or have Double Dip/Triple Dip equipped with a few Super Shrooms and Maple Syrups.

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JR. TROOPA  
HP: 70  
ATTACK: ?  
LOCATION: Bowser's Castle  
DIFFICULTY: 3  
PARTY: Mario, Lakilester

Your final fight with Jr. Troopa is not really hard, like the other fights. But keep in mind that Jr. Troopa will use ALL of the abilities he showed you in the previous battles here, again. Continuously use your most powerful moves (Cloud Nine, too) until he puts on a new ability. Make sure to have Spike Shield equipped! He will fly AND use his spike top, also he will hide in his shell, and fire you with his magic rod. You can avoid this by jumping on him, and using Star Storm. This isn't too hard of a fight, in fact, this just gets you ready for the next batch of fights.

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BOWSER  
HP: 50  
ATTACK: 8  
LOCATION: Peach's Castle  
DIFFICULTY: 2.5  
PARTY: Mario, Lakilester

Bowser is the last boss of the game, but this isn't it, otherwise it would be disappointing. His Fire Breath will do 8 damage to you, unavoidable if you're not with Cloud Nine or Outta Sight. So use your jump attack and partner's best attack. Bowser will make himself invincible a lot in the fight, but you can get rid of his invincibility using Star Beam.

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BOWSER PRE-FIGHT/KAMMY KOOPA  
HP: 99/10  
ATTACK: 8/1  
LOCATION: Tippy Top of the castle  
DIFFICULTY: 1  
PARTY: Mario, Lakilester

First, you will fight Bowser a little. It's very, very easy. Just use your best stuff (and I mean best) on him until he makes himself invincible. Use Star Beam and it won't work. Turns out Kammy Koopa is doing all the work for him. Peach and Twink, on the other side, decide to try to stop Kammy Koopa and go into battle. Use Twink's attack and Kammy Koopa will attack. Use Peach's Focus all the time to increase Twink's attack power. After lots of dialogue, and lots of attacking, Kammy Koopa falls. You cannot die here, Twink and Peach have unlimited HP. Now that the protective power is gone, it's time to defeat Bowser once and for all!

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BOWSER  
HP: 99  
ATTACK: 8  
LOCATION: Bowser's Big Machine Thingy  
DIFFICULTY: 4.5  
PARTY: Mario, Lakilester

Well, here it is, folks, the final boss! And he made himself huge, too! Yet he always gets beaten by plumbers. The best thing about this fight is that you and your buddy is healed to the max: HP, FP, SE, everything. That's why I told you to use your best abilities last fight. Bowser will usually use his breath attack that does 8 damage and can knock out your party member, too. The more annoying thing is his ability to make himself invincible. To get rid of his shield, just use Peach Beam. The worst thing he can do, though, is to HEAL!!!! Damn dreaded being! He heals for \*gasp\* 30 friggin' HP!!! Anyways, he doesn't do this much, but usually when his HP is lower. The first thing you should do with Mario is to use Mega Jump and do a good amount of damage. Then, immediately use Lakilester's Cloud Nine and time it right in all three sequences to increase Mario's Evade. Just repeat this strategy and use Peach Beam when he turns himself invincible. Peach Beam, like Star Beam, takes no Star Energy, so don't worry. Star Storm is also a good source here. I hope you've been saving up your Whacka's Bumps. If you have Ultra Shrooms, use them too! Another good idea is to put all your Ultra Shrooms and rare items in the storage at a shop and buy a bunch of Super Shrooms and Maple Syrups. Then have Double Dip equipped (buy at Rowf's Badge shop in Toad Town) or Triple Dip (Crystal Palace). This way, you can use up to 3 Super Shrooms to heal up or 3 Maple Syrups to heal MP, or a mix of both! When Bowser heals, immediately do your best attacks before he has a chance to heal. He will heal a lot when his HP is much lower, making it seem he has almost 200 HP and no healing. When you get him down to 0, you've won the game! Watch the magnificent ending! For an added bonus, try to beat Kent C. Koopa and the Master in the areas of Mushroom Kingdom!

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ENEMY LIST

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!NOT ALL ENEMIES INCLUDED! NO BOSSES!

-It's finished, I just missed like 2 or 3 enemies.

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Goomba:

HP: 2

Attack: 1

Defense: 0

Skills: None

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Spiked Goomba:

HP: 2

Attack: 2

Defense: 0 (Absorbs Jump unless Spike Shield is equipped)

Skills: None

Other: He has a spike on his head, so don't jump on him if you don't have Spike Shield equipped.

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Paragoomba:

HP: 2

Attack: 1

Defense: 0

Skills: None

Other: Jump on them to get rid of their wings and turn them into regular

Goombas.

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Koopa Troopa

HP: 4

Attack: 2

Defense: 1

Other: Jump on them to flip them, which will decrease their defense.

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Bob-omb

HP: 3

Attack: 1-2

Defense: 0

Other: When you attack them, they will get their Explode ability ready, so be sure to kill them before they bomb Mario doing 2 HP of damage.

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Bullet Bill:

HP: 2

Attack: 2

Defense: 0

Other: Kill them before they explode!

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Monty Mole:

HP: 3

Attack: 2

Defense: 0

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Cleft:

HP: 2

Attack: 2

Defense: 2

Other: Once you get the Quake Hammer Badge, you'll be able to hit them all for 2 HP of damage. Only strong Hammers or Hammer Attacks will be able to kill them.

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Bandit:

HP: 5

Attack: 2

Defense: 0

Other: When they steal your money, kill them before they run away!

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Pokey:

HP: 4

Attack: 2

Defense: 0

Other: Don't jump on them or it'll hurt you (if you don't have the Spike Shield badge). They will shrink sometimes when they throw their body parts

at you.

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Pokey Mummy:

HP: 4

Attack: 2

Defense: 0

Other: They can poison you.

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Buzzy Beetle:

HP: 3

Attack: 2

Defense: 2

Other: Flip 'em to decrease their defense and make them inactive.

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Swooper:

HP: 4

Attack: 2

Defense: 0

Other: Use the super Hammer attack (forgot what it's called... Power Quake or something) to knock all enemies off the ceiling, like these. Otherwise, use Parakarry's Shell Shot.

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Stone Chomp:

HP: 4

Attack: 3

Defense: 1

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Piranha Plant:

HP: 5

Attack: 3

Defense: 0

Other: Piranha Plants have always been a bother in Mario games, and these are no exception. Don't jump.

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Forest Fuzzy:

HP: 6

Attack: 1

Defense: 0

Other: They drain your HP.

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Hyper Cleft:

HP: 4

Attack: 3

Defense: 3

Other: Use Quake Hammer to beat their ass... wait... they don't have one.

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Hyper Goomba:  
HP: 7  
Attack: 1  
Defense: 0  
Other: They can charge their strength... Watch out!  
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Hyper Paragoomba:  
HP: 7  
Attack: 1  
Defense: 0  
Other: Same as Hyper Goombas, except they fly. Jump on them to get rid of their wings.  
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Clubba:  
HP: 8  
Attack: 3  
Defense: 0  
Other: Them in groups can be VERY deadly. Watch out!  
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Shy Guys:  
HP: Varies  
Attack: Varies  
Defense: Varies  
Other: I'm not even gonna bother putting EVERY Shy Guy information in this FAQ. I'm too lazy.  
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Jungle Fuzzy:  
HP: 7  
Attack: 2  
Defense: 0  
Other: They never even TOUCHED me every time I fought them. Have Zap Tap equipped, and they will kill their own HP. Good way to get SP in Chapter 5...  
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Hurt Plant:  
HP: 8  
Attack: 2  
Defense: 0  
Other: They can hurt you - a lot! So don't touch those damned Heart Plants.  
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M. Bush:  
HP: 8  
Attack: 3  
Defense: 0  
Other: Just like the Hurt Plants, except a different picture.  
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Putrid Piranha:

HP: 12

Attack: 3

Defense: 0

Other: They can not only poison you, but they have a huge amount of HP as well!

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Lava Bubble:

HP: 9

Attack: 4

Defense: 0

Other: They are tough because you can't hammer them nor Jump on them. Use missile attacks like Parakarry's Shell Shot or Sushie's powerful water attacks.

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Crazy Dayzee:

HP: 8

Attack: 4

Defense: 0

Other: Run away when weak, taking all the SP with them.

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Bzzap!

HP: 3

Attack: 6

Defense: 0

Other: These guys are dangerous. They are good at getting first strikes, and their attack power is 6! Quickly kill them since they only have 3 HP. Jump or use Multibounce.

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Monty Mole:

HP: 12

Attack: 3

Defense: 0

Other: They upgraded after Mt. Rugged. They have more HP and 1 more attack power now. They're still pretty easy, though.

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Spiny:

HP: 5

Attack: 4

Defense: 0

Other: Have Spike Shield equipped and jump on them to flip.

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Lakitu:

HP: 12

Attack: 3

Defense: 0

Other: Jump on `em.

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Ruff Puff:

HP: 10

Attack: 4

Defense: 0

Other: These gray clouds are a pushover.

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Amazee Dayzee:

HP: 20

Attack: 20

Defense: 1

Other: Hard to kill. Do Dizzy Attack on them and then kill for lots of SP.

My strategy: Get Double Dip and buy two Shooting Stars at Shiver City. Go to Flower Fields with Bow in your party upgraded to Ultra and defeat the Crayzee Dayzee first, then go for First Strike to the Amazyee Dayzee. You must have First Strike for the strategy to work, and you need Ultra Boots or Ultra Hammer (Ultra boots if you jump first strike, Ultra Hammer if you hammer first strike). Once you attack first, use Double Dip and use Shooting Star twice. Have Bow then use Fan Smack and BOOM! Amazyee Dayzee's dead.

Strategy by Adam Miles:

You need the following badges equipped: Mega Smash, Power Plus and P up/D down. You also need the Ultra Hammer or Ultra Boots and have to get first strike. After getting first strike(should do 4 dmg), use Mega Smash to do 11 damage. Now have Bombette use her Bomb attack(3fp atk) and it will be dead. You can easily max out in level doing this especially if you have the FP to do it 3 times in a row which will automatically level you up.

Strategy from MEGA Articuno:

Amazy Dayzee: First get the Triple dip from the Crystal Palace. Buy 3 thunder bolts and have an Ultra ranked Watt as your partner. First use the Thunder bolts, then do Watt's first attack. Voila!

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Frost Piranha:

HP: 10

Attack: 4

Defense: 0

Other: They can freeze you. Be careful!

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Gulpit:

HP: 12

Attack: 2-7

Defense: 0

Other: They throw the rocks at the rock piles at you. Waste of time trying to attack the rocks though.

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Duplighost:

HP: 15

Attack: 4

Defense: 0

Other: Always try to stop you by making themselves look like party members, or, worse, Princess Peach.

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Swoopula:

HP: 8

Attack: 2

Defense: 0

Other: On the ceiling. Hard to target. Use Parakarry or Lakilester's Spiny Throw.

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White Clubba:

HP: 12

Attack: 5

Defense: 0

Other: Modified Clubbas. VERY dangerous in packs.

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Ember:

HP: 10

Attack: 4

Defense: 0

Other: Flying flames. Like those other fire guys in Mt. Lavalava. There are only 3 of them for you to fight (they respawn though). Careful.

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Koopatrol:

HP: 8

Attack: 4

Defense: 3

Other: Flip them, then do your job. They're actually the same guys in all of Peach's scenario. The ones that walk around the castle, y'know.

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Hammer Bros.

HP: 12

Attack: 5

Defense: 1

Other: These are the toughest enemies (not counting bosses) in Bowser's Castle. They can minimize you! And their attacks are powerful than powerful.

Run if you can!

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Bombshell Bill:

HP: 3

Attack: 6

Defense: 0

Other: Best to kill them ASAP before they explode!

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Dry Bones:

HP: 8

Attack: 4

Defense: 2

Other: When you kill them they may get revived again. Kill everyone else in the battle before they do.

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Bony Beetle:

HP: 8

Attack: 3

Defense: 4

Other: Flip them. There you go.

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USEFUL MOVE LIST

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I'll update this as time passes. Right now I only have two up below, but I'll add more. Besides, there aren't just two useful moves...

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CLOUD NINE:

Who: Lakilester

FP: 6

Rating: A+

This is perhaps the most useful game in the game in my honest opinion. Lakilester performs it, sharing his cloud with Mario to boost his evade up a lot. Kind of like Bow's Outta Sight, except it lasts for up to 4 turns. To make this move perfect, press X EACH TIME the big star pops up. It may be kind of first, but you'll know how to do it very good later. Although this moves still makes you vulnerable to attacks, they will often miss.

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OUTTA SIGHT:

Who: Bow

FP: 2

Rating: C

This move is like Cloud Nine, except it lasts for only one turns, BUT it makes you totally invulnerable to anything. Useful for avoiding very powerful enemy moves, like Heart's super attack. The problem is, Bow will not be usable next turn. So you can't just cheat and use every time.

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STAR PIECES

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THE FIRST 7 STAR PIECES:

(I'm not updating this list)

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1: Climb the hill on the Goomba Path after beating Jr. Troopa.

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2: Find Goombaria's Peach Doll by smashing the tree in Troopa's playground.

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3: Smash the area where you fell from the veranda.

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4: Pound the fallen veranda.

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5: Pound the ground in Goomba King's Fortress.  
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6: Smash the Goomnut tree at Goomba King's fortress.  
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7: Pound the grass near the crate beneath the dojo.  
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Q AND A  
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Q. How do I avoid battle with Buzzar?  
A. Simple, When he asks you who you are, just say "Luigi". Saying you're Mario will have him fight you. Thanks to Zeomewx for the verification. (I put Princess Peach and that wasn't the right answer)  
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Q. Can I cause more than 1 damage on the fake Bowser in Koopa Bros' Fortress?  
A. It's possible. Smash Charge and Bombette's Bomb do more damage. Thanks to Giovanni for clearing this out.  
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Q. Where do I fight the Anti Guy?  
A. The Shy Guy Toy Box, in the Blue Station, just go to the left room to see a Shy Guy dressed in black guarding a treasure. Talk to him and beat him up to earn your treasure (a Power Plus Badge. Recommended).  
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CONTRIBUTORS TALK  
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Stuff from contributors:  
  
+++++  
Dasugue@aol.com

Here are a few tips you missed: Kent C. Koopa's weak point is his tail, when you flip him. You also probably know that you can skip Anti-Guy by giving him a Lemon Candy (Lemon + Cake Mix). I'm guessing that you prefer Lakilester as the battle partner. I generally use Goombario or Bow. But to each there own. : - )

Another strategy for General Guy and his army: 1. Have the Quick Change, Spin Smash(?), Damage Dodge, Power Jump, and Quake Hammer badges equipped. 2. Start with Bombette and use timed Jump attacks and Bombs to take out the Shy Squad. 3. Use Quake Hammer on the Stilt Guys to turn them into Shy Guys. Finish them at your leisure. 4. Use Kooper for the Shy Stack, use Spin Smash and Power Shell to decrease their attack power. 5. Use Watt for General Guy, it's electrical attack penetrates the general's 2 defense. Have Mario use Power Jump to destroy the bulb, as it attacks both members. A strategy for Lava Piranha: 1. Have the Ice Power, Fire Shield(?), and Power Jump badges equipped. 2. Use an Ultra-Ranked Sushie for the fight. 3. In the beginning, use timed Jump and Squirts to beat him. 4. When he's on fire, use a Power Bounce on the Lava Piranha, as the Ice Power badge adds 2 damage on

fire enemies, then use Sushie's Tidal Wave to put the Lava Buds out of order. When they revive, repeat that attack pattern until they're dead. A Huff 'n Puff strategy: 1. Have Super Jump Charge, Power Bounce, Multibounce, Damage Dodge, maybe Flower Saver if you have the BP, and Quick Change. Also, have a Repel Gel ready if you can get 1. 2. Start by using Super Jump Charge on the 1st turn, and Lakilester's Spiny Throw, then on the next turn, use Power Bounce on Huff 'n Puff, and follow up with Laki's Spiny Surge. 3. When H'n'P stores lightning, use the Repel Gel or Bow's Outta Sight to hide. 4. Use Star Storm every now and then to tenderize H'n'P.

Well there ya go!

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CREDITS

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Wiseone444: Got through the second half of Chapter 2 (I watched...)

GameFAQs and GameWinners: For being very good sites

Giovanni: Telling me that you can do more than 1 damage to Bowser???

Zeomewx: Telling me the right answer to Buzzar's question.

Adam Miles joe5918@hotmail.com: Amazy Dayzy strategy.

VGMaster96 VGMaster96@aol.com: For many boss strategies.

Mega Articuno therabbit5@home.com: for Amazy Dayzee strategy and Huff n Puff.

Dasugue@aol.com: For the above contributors Talk thing.

And lastly, me: For writing this.

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-Document End-