

Super Mario RPG: Legend of the Seven Stars Spoiler-Free Walkthrough

by THayes

Updated to v2.0 on Feb 5, 2005

=====

Spoiler-Free Walkthrough for
SUPER MARIO RPG: LEGEND OF THE SEVEN STARS

=====

GUIDE INFORMATION

Author: Tom Hayes
E-mail: guidewriter(at)gmail(dot)com
System: Super Nintendo Entertainment System
Updated: 5th February, 2005
Version: 2.0

CONTENTS

1. Walkthrough
2. Copyright Information

VERSION HISTORY

2.0: 5th Feb, 2005 (Format update)
1.0: 20th Jan, 2005 (First version)

- =====
1. Walkthrough
- =====

STAR PIECE 1

1. Walk north-east through the castle to the chandelier room. Defeat Kinklink above Bowser to return to Mario's house.
2. Jump off the hook and exit the house. Talk to Toad and try to exit Mario's pad to be given a tutorial. Exit Mario's pad and return to Bowser's Keep.
3. The sword will not allow Mario to enter the castle. Return to the house at Mario's pad and talk to Toad. Exit the house.
4. Try to exit Mario's Pad to be given another tutorial from Toad. Exit Mario's Pad and enter Mushroom Way.
5. Walk to the second area of Mushroom Way and defeat the Hammer Bros. Continue north-east to exit Mushroom Way. Enter the Mushroom Kingdom.

6. Enter the castle and walk north-east to the chancellor's room. Talk to the chancellor. Exit the castle.
7. Talk to Mallow and jump when asked about Bowser. Select "Sure thing" to help Mallow. Walk down the north-east path and enter Bandit's Way.
8. Follow Croco through Bandit's Way and walk behind him three times. Jump on the spring and walk north-west to return to the Mushroom Kingdom.
9. Enter the castle and walk north-east to the throne room. Defeat Mack to collect the first star piece.

STAR PIECE 2

10. Talk to the chancellor at the top-left corner of the room. Exit the Mushroom Kingdom and travel to Kero Sewers.
11. Go down the pipe to enter the sewers. Continue through the sewer and jump on the exclamation button to drain the water in a previous area.
12. Return to the area where the water has drained. Go through the bottom-left pipe. Go through the next pipe and defeat Belome to arrive at Midas River.
13. Float to the bottom of the river and complete the barrel jumping event. Exit the river and travel to Tadpole Pond.
14. Walk north-east and stand on the stone to talk to the tadpole. Jump across the tadpoles to talk to Frogfucius on the island.
15. Talk to Frogfucius again to receive the Froggie Stick. Jump back across the tadpoles and exit the area. Travel to Rose Way.
16. Travel through Rose Way to see Bowser. Continue north and enter Rose Town.
17. Enter the house at the bottom-left corner of town to see Geno. Exit the town and enter the Forest Maze.
18. Walk through the Forest Maze to the area after the save point. Follow Geno to the tree stumps and defeat Bowyer to collect the second star piece.

STAR PIECE 3

19. Walk north-west to exit the Forest Maze. Travel to Moleville.
20. Enter the mine and walk through to the area with the spring. Jump on the spring and follow Croco back to the area with the spring.
21. Wait for Croco to enter the room. Talk to him and defeat him. Continue west to the room with the mole.
22. Talk to the mole and continue through the mine to the cart tracks. Continue north-east and defeat Punchinello to collect the third star piece.

STAR PIECE 4

23. Walk north-east and board the mine cart. Complete the mine cart ride to

return to Rose Town. Exit the town and travel to Booster Pass.

24. Continue north-east through both areas. Travel to Booster Tower.
25. Try to open the door and Bowser will break it down. Enter the tower and walk through to the area with the green button. Jump on the button.
26. Continue through the tower to see the princess. Hide behind the curtains and move to avoid being seen by the Snifits.
27. Defeat Booster and the Snifits if Mario was found, or jump and hit the Mario doll down from the shelf if Mario avoids being seen.
28. Exit the room and defeat Knife Guy and Grate Guy. Complete the Booster Hill track to arrive at Marrymore.
29. Talk to either person outside the front door of the chapel. Walk behind the right spire and go south-west to enter the chapel.
30. Walk through the chapel and help the Snifit break down the door. Exit the room and walk back in to talk to Bowser.
31. Help Bowser break down the door. Collect the accessories from the Snifits and talk to Booster. Defeat the cakes.
32. Exit the town to return to the Mushroom Kingdom.
33. Enter the castle and walk north-east to talk to the chancellor. Exit the castle and talk to the princess. Exit the town and travel to Tadpole Pond.
34. Jump across the tadpoles and talk to Frogfucius. Jump back across the tadpoles and exit the area. Travel to Star Hill.
35. Touch the green flowers in all areas to open the star doors. Walk north in the fourth area to collect the fourth star piece.

STAR PIECE 5

36. Touch the green flowers in the area and walk through the star door to exit Star Hill. Travel to Seaside Town.
37. Enter the house at the top-left corner of town and talk to the elder. Exit Seaside Town and travel to the sea.
38. Walk through the cave to the outside area. Jump in the whirlpool and walk south-west to the sunken ship. Go down the pipe on top of the ship.
39. Go through the ship to the hall with the three ghosts guarding the doors. Enter the door at the top of the hall.
40. Continue through to the room with the six boxes. Enter the password, which can be found from the clues scattered throughout the ship.
41. Talk into the pipe after the correct password has been entered, and walk through the door to defeat King Calamari.
42. Walk through the ship and talk to the Mario clone in the mirror room. Defeat the enemies as normal to pass.

43. Jump in the whirlpool in the room with the water and go through the top door. Continue through the ship and defeat the bandana reds.
44. Walk up the steps to the next area and defeat more bandana reds. Go through the door and defeat Johnny to collect the fifth star piece.
45. Walk through the top-right door and jump on the spring to exit the sunken ship. Return to Seaside Town.
46. Yaridovich will take the star piece. Go down the path at the bottom-left corner of town. Defeat Yaridovich to collect the fifth star piece.

STAR PIECE 6

47. Get the shed key and go south-east to the town. Open the bottom-left house to rescue the people. Exit the house.
48. Enter the house at the top-left corner of town and talk to the elder. Exit the town and travel to Land's End.
49. Travel through Land's End to the area with the save point. Use the red flowers to jump up the ledges and continue through to the next area.
50. Jump across the sky bridge and exit the area to enter the desert. Follow the ant through the whirlpools to enter the underground area.
51. Walk north-east through the underground area and drop down the hole to land in a room full of Geckits. Exit north-east to enter Belome Temple.
52. Go north-east and talk to the fortune teller. Pay him and hit the tongues in any order. Jump up the ledges and continue north-east.
53. Hit the tongue in the room with the single statue and read the scroll.
54. If the message says that visitors are not accepted, exit the room and then return. When the hungry message appears, jump on the yellow tile.
55. Go down the pipe in the next area. Defeat Belome and jump on the green button. Walk through the door and go down the pipe to enter Monstro Town.
56. Walk through the first door. Go up the steps and talk to the singing star. Go down the steps and talk to Monstermama. Exit the town.
57. Go back through Belome Temple and talk to the person on the spring. Pay him 100 coins and jump on the spring to return to the desert.
58. Walk through the exit at the top-left corner and jump up the Troopa shells to the top of the cliff. Exit the area and travel to Bean Valley.
59. Travel through Bean Valley and defeat Smilax the piranha plant. Hit the block twice in the next area to climb the beanstalk.
60. Climb the vines up to the top of the cloud area. Make sure to defeat the enemies between vines to make the yellow tiles appear.
61. Jump on the left spring at the top of the cloud area to enter Nimbus Land.
62. Enter the house at the top-left corner of the town and look at the statue. Talk to Garro and select yes to enter the castle.

63. Walk north-west twice and jump to avoid being pecked by Dodo. Continue through the castle to the room with the Nimbus people.
64. Talk to the man at the bottom-left corner to receive the castle key. Use it to unlock the door behind the red Heavy Troopa.
65. Talk to the egg and hit it to open it. Defeat Birdo to receive the castle key 2. Use it to unlock the door at the right side of the room.
66. Continue through the castle and follow Dodo to fall down to a cloud. Jump on the first spring and then the left spring to return to Nimbus Land.
67. Defeat Valentina and Dodo to meet Mallow's parents. Exit the castle.
68. Drop down the hole in the cloud and the right hole in the next cloud. Talk to the guards and walk south-east twice to enter the volcano.
69. Follow the arrow signs through the volcano and defeat Czar Dragon and Zombone. Walk north-east to the next area to get a fake star.
70. Continue through the volcano and jump on the spring. Defeat the Axem Rangers to collect the sixth star.

STAR PIECE 7

71. Return to Nimbus Land and talk to Mallow's parents in the castle.
72. Exit the castle and walk up the steps at the top-left corner of town. Talk to the person to travel to Bowser's Castle.
73. Follow the path through the castle to the area with the six doors. Enter any of the doors and complete the action, battle, or puzzle course.
74. There will be a cross on the door that is completed. Complete three more of the courses to continue through the castle.
75. Defeat Magikoopa and go through the right door. Follow the path to the chandelier room and defeat Boomer.
76. Mario will ride the chandelier to the top floor of the castle. Defeat Exor to enter the factory.
77. Move the bolts across the screws by jumping on the bolts. Continue through the factory and defeat Count Down.
78. Jump on the spring and ride the conveyer belts through the next areas.
79. Jump on the block in the room with the ninjas defeat the Machine Made. Drop down the hole and defeat the Mad Adder.
80. Walk north-west and defeat the clerk, manager, director and factory chief. Jump on the green button and defeat Smithy to complete the game.

=====
This document is Copyright 2005 Tom Hayes. It is not to be distributed in any form without the permission of the author. The author of this document is not affiliated with the creators of this game in any way. The latest version of this document can be found at www.gamefaqs.com.

This document is copyright THayes and hosted by VGM with permission.