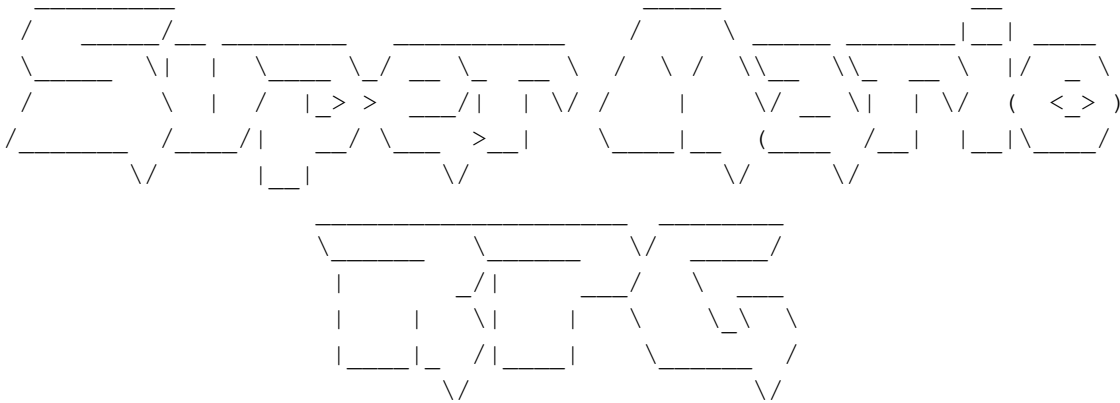


Super Mario RPG: Legend of the Seven Stars FAQ/Walkthrough Final

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Table of Contents

** In order to navigate this guide I have implemented a Ctrl+f system, which means you press ctrl+f in your browser or word processor to bring up the search menu, then enter the letters in brackets on the right of the section that you're looking for.

1. Full Walkthrough.....	(00000)
i - Castle.....	(00001)
ii - Mario's Pad.....	(00002)
iii - Mushroom Way.....	(00003)
iv - Mushroom Kingdom.....	(00004)
v - Bandit's Way.....	(00005)
vi - Mushroom Kingdom.....	(00006)
vii - Kero Sewers.....	(00007)
viii - Midas River.....	(00008)
ix - Tadpole Pond.....	(00009)
x - Rose Way.....	(0000A)
xi - Rose Town.....	(0000B)
xii - Forst Maze.....	(0000C)
xiii - Pipe Vault.....	(0000D)
xiv - Moleville.....	(0000E)
xv - Booster Pass.....	(0000F)
xvi - Booster Tower.....	(0000G)
xvii - Booster Hill.....	(0000H)
xviii - Marrymore.....	(0000I)
xix - Star Hill.....	(0000J)
xx - Seaside Town.....	(0000K)
xxi - Sea.....	(0000L)
xxii - Sunken Ship.....	(0000M)

xxiii - Seaside Town.....	(0000N)
xxiv - Land's End.....	(0000O)
xxv - Monstro Town.....	(0000P)
xxvi - Bean Valley.....	(0000Q)
xxvii - Nimbus Land.....	(0000R)
xxviii - Barrel Volcano.....	(0000S)
xxix - Bowser's Keep.....	(0000T)
xxx - Factory.....	(0000U)
2. Sidequests.....	(00010)
i - The Three Musty Fears.....	(00011)
ii - Culex.....	(00012)
iii - Other.....	(00013)
3. Plot Summary.....	(00020)
4. Boss Guide.....	(000B0)
5. Shop List.....	(000S0)
i - Mushroom Kingdom.....	(000S1)
ii - Tadpole Pond.....	(000S2)
iii - Rose Town.....	(000S3)
iv - Moleville.....	(000S4)
v - Marrymore.....	(000S5)
vi - Seaside Town.....	(000S6)
vii - Sea.....	(000S7)
viii - Sunken Ship.....	(000S8)
ix - Seaside Town.....	(000S9)
x - Monstro Town.....	(000SA)
xi - Nimbus Land.....	(000SB)
xii - Barrel Volcano.....	(000SC)
xiii - Bowser's Keep.....	(000SD)
xiv - Factory.....	(000SE)
6. Item List.....	(000J0)
7. Item Locations.....	(000L0)
8. Monster List.....	(000M0)
9. Equipment List.....	(000K0)
i - Weapons.....	(000K1)
ii - Armor.....	(000K2)
iii - Accessories.....	(000K3)
10. Version History.....	(000X0)
11. Legal.....	(000Y0)
12. Credits.....	(000Z0)

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O=====O
|                                     Full Walkthrough                                     (00000) |
O=====O

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/
\  uper Mario RPG  /-----o
/  -----o-----\                                     Castle                                     |
(00001)           \-----o

```

```

o----- Item Checklist -----o  When you enter the castle you'll notice a
|                                     |  number of enemies walking around, bumping
| None..... / |  into these enemies will trigger a random
|                                     |  battle. There will be an in-game tutorial
o-----o  on battles coming up soon but for now they
          remain quite simple so you won't really have
to worry too much even if you have trouble figuring out what's going on, the A
button attacks that's all you need to know. Follow the linear path through
the first few rooms until you reach Bowser and the boss battle begins.

```

```
O=====O
| Boss: Bowser |
O=====O
|
| Don't even attack Bowser, instead aim each one of your attacks at the |
| chain clamp behind him, Bowser cannot be defeated but soon enough |
| Princess Toadstool will begin telling you to nail that chain, and |
| obviously it's going to help if you've been doing it the entire time |
|
O-----O
```

```
/
\ uper Mario RPG /-----O
/ -----o-----\ Mario's Pad |
(00002) \-----O
```

```
o----- Item Checklist -----o Press the jump button to jump off the
| | hanger. If you examine the light on the
| Mushroom....._____ | table in the corner you can take a rest for
| Mushroom....._____ | the night, but at this point you really
| Mushroom....._____ | don't need to. On your left is a save
| Mushroom....._____ | point, jump on top of it to be brought to
| | the save menu. Leave Mario's Pad and return
o-----o to Bowser's Keep. After a scene you have no
choice but to return once again to Mario's
Pad. Speak with Toad and then try to leave to begin the tutorial. He'll give
you a 'Mushroom' at the beginning of the tutorial and then three more at the
end. Leave Mario's Pad now and head to Mushroom Kingdom via Mushroom Way.
```

```
/
\ uper Mario RPG /-----O
/ -----o-----\ Mushroom Way |
(00003) \-----O
```

```
o----- Item Checklist -----o Star heading down past the Goombas, remember
| | that bumping into an enemy will trigger a
| Honey Syrup....._____ | battle, but battles lead to experience and
| Flower....._____ | stronger characters so you're probably not
| Flower Tab....._____ | going to want to avoid battles, in fact you
| Hammer....._____ | should fight as often as possible. When you
| | come to the first question mark box you
o-----o should be able to jump and hit it about five
times to get a coin each time. The same
applies to the question mark box up the road from here. You'll notice that
Toad is trapped on the left by a Goomba, defeat the Goomba to free Toad. For
helping him, he'll give you a 'Honey Syrup.' Around this time you'll probably
get your first level up. When you level up not only do your stats increase
normally but you also get the chance to manually increase a stat of your
choice as well. This kind of thing may be personal opinion, but when going
for the best characters I find it's most preferable to just stick with one
thing for each level up rather than rotating. For Mario I would pick Power
for every single level increase for the rest of the game, for other characters
who use magic I would pick the magic power option and I never really select HP
for anyone. But the point is, it's up to you. On the next screen you'll find
a Goomba on a spinning flower, jump onto the Goomba and fight it, now you can
get on the spinning flower yourself. Press the jump button to get a super
jump in the direction you're currently facing while the flower spins. First
you're going to want to jump left and hit the chest to get a 'Flower,' a
flower technically isn't an item, it's more like an item that is used
automatically. It increases your Flower Points by one (flower points are like
```

MP, they let you use magic and abilities.) Get on the flower again and jump to the right. Jump up toward the Sky Troopa to fight it and rescue Toad. As a thank you gift he rewards you with a 'Flower Tab.' Flower Tabs work exactly the same way as the Flowers do just like you got on the other side, the only difference is that you actually have to go into your inventory and use them there. Before leaving this map on the right, be sure to jump and hit the treasure box with a Mushroom inside. The Mushroom will fully restore your HP and FP automatically. In the next area you'll encounter a new monster. Before you go any further to the right stay here and start fighting. There's a boss coming up and I would recommend at best you be at level four to fight the boss, but level three would probably be acceptable. The enemies in this area will spawn infinitely, in the event that they stop appearing simply go back to the previous screen and return again to find a fresh supply. When you think you're ready to take on a boss then make your way right.

```

O=====O
| Boss: Hammer Bro (x2) |
O=====O
|
| You have to fight two of the enemy you saw on the map, they have a few |
| basic attacks. The most basic is a simple hammer strike where they |
| come up to you and bonk you on the head with their hammer. This can |
| easily be defended against with some good timing on the A button. The |
| less easy to defend and slightly more powerful attack is Hammer Time, |
| the boss throws a number of hammers at you for moderate damage. At level |
| four a couple of well placed timed hits should have the boss dead in |
| a relatively short time. When one of its companions is dead (or sometimes |
| before) the boss will use Valor Up which increases its defense power |
| weakening your attacks by almost half. After this he will revert back |
| to the normal pattern which you can defend against easily and finish |
| him off again with a few nicely placed blows from your fists. |
|
O-----O

```

For defeating the boss you are rewarded with a 'Hammer.' The Hammer is a new weapon for Mario more powerful than his basic fists so it would be a good idea for you to go into the menu now and equip it before you forget! With that, you can leave Mushroom Way and select the Mushroom Kingdom from your map.

```

/
\ Super Mario RPG /-----O
/ -----o-----\           Mushroom Kingdom |
(00004) \-----O

```

```

o----- Item Checklist -----o
|                               | Inside Mushroom Kingdom there are a number
|                               | of things you can do, visit people houses,
| Flower....._____ | converse with the townspeople, do some
| Flower....._____ | shopping or some sleeping, whatever you
| Map....._____ | want! Enter the item shop (the shop with
| 10 Coins....._____ | the mushroom symbol on it) and go
| Flower....._____ | downstairs. Speak to the woman here and
|                               | when she tells you to stand directly in
o-----o front of her, do so, and then jump. This
                               | will reveal a hidden treasure chest with a
'Flower' in it. As she mentions these invisible chests are hidden all over
the world, so you'll need to look hard to
find them all! Speaking of hard to find o- Item Shop -----o
invisible chests, don't even leave this |                               |
room. You need to get the old woman to walk | Mushroom.....4 Coins |
over to the far right corner, just right of | Honey Syrup.....10 Coins |

```

the bottom of the stairs. Stand in her way so she can't move back, only in that direction until you eventually get her over there. Now stand on her head (this is the exact corner remember) and jump to reveal another hidden chest, jump once more to get a 'Flower' from it. The time has come to head to the castle. Follow Toad into the Chancellor's room and explain everything that has happened so far. After this you are given a 'Map' and told that you have permission to take anything you want from the vault. The vault is located to the right of the main castle entrance, go right and then down. The chest on the left contains '10 Coins,' the one in the middle has a 'Flower' while the one on the right will fully restore your HP & FP. Leave the castle and watch the scene. Head down and speak to the little marshmallow boy. When the woman asks how you're going to take care of Bowser, press the jump button. After the scene you've now got Mallow in your party, be sure to equip him before you continue. Head to the right side of town and speak with the little toad boy. With that it's time to leave and head for Bandit's Way.

```

/
\ uper Mario RPG /-----o
/ -----o-----\
(00005) \-----o

```

```

o----- Item Checklist -----o
|                               |
| Flower....._____ |
| Wallet....._____ |
|                               |
o-----o

```

The reptile appears right at the beginning but quickly runs away. There are a few enemies in this area but nothing special to pick up. Continue down and right to reach the next screen. Use the spinning flower to jump up onto the raised area and then from there jump onto the yellow platform. When you jump to the second one the first one will spin across so you can keep jumping without worry, grabbing the coins between each of them. It's okay if you fall, you don't have enough bounce to get up onto the raised ground but you should be able to jump back onto the yellow platforms no problem. In the next area chase the reptile all the way up to the top, but don't follow him left, instead go right and you'll find a wolf enemy guarding a chest. Defeat the enemy and then jump to open the chest and refill your HP & FP completely. The next area is the one you've been waiting for. The first chest close to the yellow platforms has a star inside, anyone who has played a Mario game before knows that a star makes you invincible and allows you to defeat enemies instantly, well when combined into an RPG it allows you to gain massive amounts of experience with little effort. While the star is in effect you can run through enemies and kill them instantly, new ones will spawn and run at you allowing you to take out tons of them. After the star has worn off all the experience for the battles will go to you and you'll most certainly get at least one level up, if not more. After doing this use the yellow platforms to get across to the chest on the right as well, this chest contains a 'Flower.' The next screen is the last, you'll find the lizard but he is cornered. The chest in front of you will fully heal your HP & FP, so don't get it if you don't need it, you can always use it later. What you need to do is run around this area and sneak up behind Croco. The first two times you do this he'll run away but on the third time Mallow is able to corner him.

```

O=====O
| Boss: Croco |
O=====O
| |
| Croco actually has quite a bit of HP. Mario should be at least level |

```

```

| four for this battle and Mallow should be level three. Mallow's normal
| attack even with a timed hit is pathetically weak so he should focus on
| useing Thunderbolt for the entire battle and then HP Rain whenever
| someone gets hurt. Most most useful attack in this battle is the Fire
| Orb. Not only does it deal massive 90+ damage if you press the button
| really quickly, but often it will also set Croco's tail on fire! You
| don't actually see this but you will get a message saying Croco is
| dousing a tail fire and he won't do anything on his next turn. The basic
| hammer attack also works well when your run out of Flower Points. Croco
| has two attacks, the first is a rushing body slam which can be defended
| against easily using the A button at the right time, he also has a more
| powerful bomb-throwing attack. After he's taken a certain amount of
| damage Croco will use a Weird Mushroom ability which gives him +60 HP
| to his already high HP total. Be sure to hit hard and hit fast here!
|
|-----o

```

When the boss has been defeated not only will you get Mallow's coin back but you also get a 'Wallet.' Use the spring pad to bounce back to the first screen and run up from there, now return to the Mushroom Kingdom.

```

/
\ uper Mario RPG /-----o
/ -----o-----\
(00006) \-----o

```

```

o----- Item Checklist -----o
|
| Flower Tab....._____ |
| 10 Coins....._____ |
| Flower Tab....._____ |
| Wake Up Pin....._____ |
| 10 Coins....._____ |
| Flower....._____ |
| Flower Tab....._____ |
| Cricket Pie....._____ |
|
|-----o

```

Seems like there's something seriously wrong going on in this town. The first thing to do is go left and drop down, fight the enemy chasing this guy in circles, once you've rescued him he'll realize you've got the wallet that was stolen, give it to him in exchange for a 'Flower Tab.' Rescue the little boy a well in front of the item shop and he'll give you '10 Coins.' Next enter the house on the far left side of town, defeat the two enemies on the first floor and then go upstairs and defeat the single enemy there to get a 'Flower Tab.' Now it's time to head into the castle. Make a right and go up this time, you'll find a little mushroom man hiding in the corner, speak to him to get a 'Wake Up Pin.' The treasures in the vault have been restocked so you'll want to go down there and open them again, they contain '10 Coins,' 'Flower' and full HP & FP. Return to the front hall and rescue the little mushroom man who keeps running by. Continue left and defeat the enemy in front of the stairs, then the two enemies at the top of the stairs. Now you can enter the princess' room. Toad will give you a 'Flower Tab' here. You can save your game using the save point and speak to the old woman beside the bed to fully heal yourself. Now make your way to the throne room and prepare for a boss fight!

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O=====O
| Boss: Mack
|-----O

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|
| Mack starts off the battle with four of those normal bouncing enemies
| alongside him. To defeat all of them quickly use Mallow's Thunderbolt
| spell a couple of times (or once if you're strong enough) and you'll
| be able to take them all out. As an added bonus this can often stun Mack
| and make him lose his next turn. The boss' most powerful attack is the
| Flame Wall which hits both of your party members and can't really be
|

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```

| defended against. At a decent level though (level five or level six)
| it should barely dent your party at all. This is really Mack's only
| real attack. Besides this the only other thing he does is respawn those
| four normal enemies. In fact once his HP gets low it's the ONLY thing
| he will do, meaning that as long as you have enough Flower Points to cast
| Thunderbolt every turn and you're able to kill all of them with a single
| cast, you'll go for the rest of the battle without taking damage. As for
| Mario, the Fire Orb spell is pretty ineffective against this boss, if
| Mario is at level six though he can do some pretty severe (100+) damage
| with the super jump as long as you can bounce somewhat decently.
|
|
|-----o

```

When the battle has ended speak with the Chancellor to trigger a scene. Before leaving the Mushroom Kingdom return to the item shop now that you have Mallow's coin back, the shopkeeper will give you a 'Cricket Pie' for Mallow's grandfather. Now leave the Kingdom and select the Kero Sewers from the map.

```

/
\ Super Mario RPG /-----o
/ -----\
(00007) \-----o

```

```

o----- Item Checklist -----o
|
| Trueform Pin....._____ |
| Flower....._____ |
|
|-----o

```

When you drop down the pipe you'll find a save point at the bottom, be sure to save your game. Swim through the water to the other side and descend into the next pipe. You'll see another sewer pipe immediately on your right here, go down that one. When you pop up run around the corner and down the next pipe. There's an area below you where you can drop down, do so and go right to find a floating chest, when you jump and hit this chest it will trigger a battle. It shouldn't be too difficult to win this battle, for doing so not only does the monster drop a Flower Jar but you also get a 'Trueform Pin' afterward. Now you want to get back up to the second level again, you can take the long way around through the pipes but here's the much easier way. Go down a little bit from the chest you just fought to reach some steps, stand on the second highest steps and jump left, you should land on the second level. From here make your way up, watching out for rats that pop out between the cracks. On your left at the bottom of the stairs is a chest containing 'Flower.' Jump up to the top and go down the pipe. On your right here is a star, as usual you should use it wisely. What I would recommend doing is jumping down to take out the four rats, then jump right, taking out the ghost on your way to the pipe. In the next area just run up again like you did before knocking out as many rats as possible as they pop out of those cracks. You'll end up right beside the star box again when you go down the pipe at the top. Run left and go down the pipe on the left side, now stick left in this area too, you'll need to pass three rats (don't jump down into the water) to reach the next pipe. When you pop up note the rat standing completely still on your right. Jump over him and go down the pipe behind. This will lead you to a room with a number of ghosts and a big button. Return through the pipe you just came from and jump down where there used to be water, you'll find a pipe at the bottom. Jump and hit the treasure chest in this room to fully heal yourself and then be sure to use the save point before dropping down.

```

O=====O
| Boss: Belome |
O=====O
|
| Belome is a huge dog creature with an appetite as big as he is! For |

```

| attacks he's got a basic licking attack where he hits you with his
| tongue, this one is fairly easy to block. You'll want to be sure you
| equip the Trueform Pin you got from defeating the treasure chest enemy,
| Belome's Scarecrow Funk attack will actually turn you into a scarecrow!
| Only the Trueform Pin will protect you against this. While in scarecrow
| form you are unable to attack normally or use items however your ability
| to use special attacks is not hindered so just keep using those in
| scarecrow form, the status ailment will wear off in a few turns. The last
| attack he has, he will actually eat one of your party members! Nothing
| will protect you against this attack. The person isn't technically dead,
| they're just gone from the battle for awhile so you'll need to take on
| Belome with only one person. Eventually he will spit the other person
| back out if you hit him enough, or if you defeat him of course.

o-----o

/
\ uper Mario RPG /-----o
/ -----o-----\ Midas River |
(00008) \-----o

o----- Item Checklist -----o Now you'll find yourself falling down the
| | waterfall. Toad appears and offers to give
| Flower....._____ | you a tutorial if you want, but it isn't
| Flower....._____ | necessary. Your goal is to use the jump
| NokNok Shell....._____ | button to swim upward a little bit at a time
| | as you rapidly fall downward. This little
o-----o upward stroke will allow you to navigate

through the water and get as many coins as possible, be sure to aim yourself for the green ones as they are the most important. After the first four coins and a green coin you'll reach a cave, ignore this cave as nothing happens if you go into it. Continue to collect coins as you progress down then when you come to a fork take the left path and grab the green coin. Now you need to make a decision, if you wish to get as many flowers as possible then go into this cave. If you wish to get as many green coins as possible then skip this cave. If you went through the cave a 'Flower' will drop on your head at the end. When you come to the next fork make a right and go into the cave to get a second 'Flower.' Now, if you skipped the cave because you wanted more green coins, you'll get another one quickly and then reach a cave, go into this cave for another green coin and when it spits you out, make a right at the fork to pick up your fourth green coin. For the record, getting the flowers is the better idea. Following the waterfall event comes the barrel jumping event, basically you just need to decide whether to stay on or get off and you don't have a lot of time to decide. If you can possibly follow a walkthrough while doing this I'll tell you exactly what you need to do in order for each barrel that appears: Don't jump, jump, jump, don't jump, don't jump, jump, jump, don't jump (fish attack!), don't jump, jump, jump, don't jump, don't jump, jump, jump... and this leads you to the end. When you land you can exchange 60 Coins for one Frog Coin (the green coins you have been picking up.) He also gives you a 'NokNok Shell' for free, a new more powerful weapon for Mario.

/
\ uper Mario RPG /-----o
/ -----o-----\ Tadpole Pond |
(00009) \-----o

o----- Item Checklist -----o Head forward and step onto the single round
| | stone near the water to trigger a scene.
| FroggieStick....._____ | When the tadpoles gather together jump


```

|                               | across them to reach the island. Speak to
o-----o Frogfucius for a long scene and then
|                               | afterward talk to him again, if you got the
Cricket Pie he'll give you the 'FroggieStick.' Before leaving you'll want to
check out the two shops on the left, when
you approach the water above the entrance o- Frog Coin Emporium -----o
two tadpoles will appear, one has a normal | |
shop which you can purchase from based on a | Sleepy Bomb.....1 Frog Coins |
| | | Bracer.....2 Frog Coins |
o- Card Member Shop -----o | Energizer.....2 Frog Coins |
| | | Crystalline.....5 Frog Coins | |
| Sleepy Bomb.....1 Frog Coins | | Power Blast.....5 Frog Coins |
| | | | |
o-----o o-----o

```

limited inventory since you aren't a card member (yet) and the other is a Frog Coin shop where you can spend your Frog Coins. With this little adventure out of the way it's time to sit back and make a nice relaxing visit to Rose Town.

```

/
\ uper Mario RPG /-----o
/ -----o-----\ Rose Way |
(0000A) \-----o

```

```

o----- Item Checklist -----o Jump onto the yellow platform and ride it
| | across. Jump onto the next one and then
| Flower....._____ | ride that one to yet another platform past
| Frog Coin....._____ | the healing mushroom. When this one glides
| | over to the left don't switch, stay on it
o-----o and it will bring you down to get the

```

'Flower.' Get onto the other one and leave this area via the exit on the left, you'll find two Shy Guys on moving yellow platforms here. Defeat both of them to obviously make things simpler. Unfortunately you can't get onto the second one from the ground so you need to jump on the one closer to the entrance, and then onto the second one from there. When you land on the second one wait till it gets to the other side and jump slightly to the right, use the shadow of the chest to judge where to jump. The chest contains 'Frog Coin.' Leave this little area and ride the platform across to the upper exit this time. There's an enemy holding Shy Guys on a fishing line in this area, defeating about four of them will cause the guy on the cloud to throw down a full healing mushroom before he runs off. Continue to ride the platforms in the next area to the lower right exit. If you jump up to hit this multi-coin chest you'll knock the Shy Guy down and he'll probably attack you. Same idea applies to all chests in this area except for the one at the top which contains a full healing mushroom. Watch the scene in the next area and then continue onward toward Rose Town.

```

/
\ uper Mario RPG /-----o
/ -----o-----\ Rose Town |
(0000B) \-----o

```

```

o----- Item Checklist -----o Head to the Item Shop and upgrade your
| | armour. While you're in here jump on the
| Frog Coin....._____ | shelf at the back left and jump into the air
| Flower....._____ | in the corner to reveal an invisible chest
| Frog Coin....._____ | containing a 'Frog Coin.' Now leave the
| | weapon shop and jump up on the crates on the
o-----o right, you can get onto the roof from there,
use the chimney like a pipe to drop down

```

into the Item Shop beside the chest and jump up to get the 'Flower.' Head to the upper left house in town. The man there is locked out but you can access his house by jumping on his head and up into his

```

o- Item Shop -----o
|                                     |
| Thick Shirt.....14 Coins |
| Thick Pants.....14 Coins |
| Jump Shoes.....30 Coins |
| Mushroom.....4 Coins |
| Honey Syrup.....10 Coins |
| Pick Me Up.....5 Coins |
| Able Juice.....4 Coins |
|                                     |
o-----o
  
```

house. Ignore the chests for now and jump on the button upstairs. Leave the house and tell the man his chests are still okay. He'll give you a tip, when you enter the forest go left, left, straight, right- in that order. Now you can go back inside and get the coins from those chests. Head up stairs and jump on the bed to reveal a hidden treasure chest containing 'Frog Coin.' With all this out of the way it's time to go into the inn and watch the scene. After the scene has ended, in the morning if you've done everything you need to in this town then you need to leave Rose Town and head for the Forest Maze.

```

/
\ uper Mario RPG /-----o
/ -----o-----\                  Forest Maze                |
    (0000C)      \-----o
  
```

o----- Item Checklist -----o Right when you enter the maze you can find a
| | 'Mushroom' on the ground above you. There
| Mushroom....._____ | are tons of these throughout the forest so
| | the rest of them won't be mentioned. Run up
o-----o and use the tree stump like a pipe. At the
bottom you can grab the first Mushroom but
the second one pops up into an enemy. Run to the end of this area and use the
bounce spring to get back up to the forest again. In the next area you'll
find a number of trunks you can go down, go down the one at the top and touch
the sleeping caterpillar to cause an earthquake and create a path leading up
from all the stumps. If for some reason you don't find the sleeping
caterpillar in the top one, you'll have to go and check all the other ones.
Descend down the tree stump down the path and make your way along underground
until you reach another spring. You'll find a save point here and the next
screen is the first screen that relates to what the guy in Rose Town was
talking about, remember? Left, Left, straight, right- in that order.
Exit: from edwai, if you do indeed follow these directions at any point, you
should come across a number of chests. Afterward, you need to locate Geno
and then follow him wherever he is going for the next few screens and then
you'll suddenly come to one where Geno just isn't there. At this point do
the left, left, straight, right combination. If you do it successfully,
after the right you'll find Geno again. Follow him for a couple more screens
until he disappears. At this point go right just once, and you'll find him
again. Now you can follow him to the end of the maze to trigger a scene.

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O=====O
| Boss: Bowyer                        |
O=====O
|
| The battle against Bowyer is an interesting one to say the least, and it's
| certainly going to be the most difficult battle you've faced so far.
| Bowyer has four basic attacks, one of which really isn't an attack, but
  
```

| let's look at those first. Starting with his weakest attack which is a
| blockable arrow from his bow that does moderate to low damage to a single
| character. His next attack is Bolt which does heavy damage to a single
| character, usually in the 25-25 range. His most powerful attack by far
| is the Static E which deals mid teen damage to Mario and Mallow while
| doing about 25 damage to Geno, the fact that this attack hits your entire
| party is what makes it so dangerous. Finally we have the fourth attack,
| which is what makes the battle interesting. Bowyer will drop three
| buttons onto the field which correspond with the SNES controller buttons.
| When he shoots an arrow and locks a button it means the attacks or
| abilities that correspond to that button cannot be used. For example
| if Bowyer locks the A button then you cannot attack. If he locks the
| X button then you cannot use items. He'll switch which button is
| locked every few turns. Unfortunately locking a button doesn't usually
| count as a turn for him, so you'll often find a button lock followed up
| by a nasty Static E spell. In terms of damage, for Mario by far the
| most effective is the Super Jump, hopefully you've been practicing
| because this will really knock him. Mallow's attack is weak and his
| Thunderbolt is even worse meaning he should be dedicated to using HP
| Rain for the entire battle, which is good because the boss' attacks are
| quite powerful. Geno's Geno Beam is just about as strong as a Timed
| hit normal attack, possibly even weaker, so Geno should just use physical
| attacks for the whole battle. Stick with this and you'll be fine.

o-----o

With that the boss has been defeated and geno has joined your party. Rose
Town is saved but there are new areas on your map and no real reason to go
back there besides visiting with the citizens and grooving to the awesome
uplifting music. When you're ready, then head on over to the Pipe Vault.

```

/
\ uper Mario RPG /-----o
/ -----o-----\                Pipe Vault                |
      (0000D)      \-----o

```

```

o----- Item Checklist -----o   This place is completely optional but it's
|                               |   good to go thorough so you don't have to do
| Flower....._____ |   it later. Descend down into the pipe to
|                               |   reach the underground area and start jumping
o-----o                   across the pillars. If you land in the fire

```

it will bounce you back but you won't take
any damage. Continue along the path to the next area, watch out for the
stomping block. If you touch it you won't fight a battle but you need to jump
before it hits the ground otherwise the shock will send you rolling down the
stairs. Go down the pipe on the other side, the second one, not the first one
as it has an enemy in it. Continue to jump over all these pipes to reach a
section where you need to jump from pillar to pillar to avoid the Goombas. Be
careful of enemies in the red pipes, they aren't afraid to come up even if
you're standing right beside them. After this you'll find another type of
enemy, the small biting plants. If these touch you it won't trigger a fight
either, you'll just lose some Coins, so avoid them. After this you'll drop
into an area with a moving yellow platform, be sure to hit the chest above you
containing a 'Flower.' Along the moving platform that goes above the little
money grabbers there's another chest that has multiple coins, be careful not
to fall when you hit it. This is the end of the Pipe Vault. Outside is a
save point and then a path leading down to Yo'ster Isle. There's nothing you
can do at Yo'ster Isle at the moment so just leave, but now you can access it
easily on the world map. Your next destination is Moleville.

```

/
\ uper Mario RPG /-----o
/ -----o-----\
                      Moleville
(0000E) \-----o

```

```

o----- Item Checklist -----o
|
| Flower Tab....._____ |
| Flower Tab....._____ |
| Flower Tab....._____ |
| Bambino Bomb....._____ |
| Frog Coin....._____ |
| Flower....._____ |
| Lucky Jewel....._____ |
| Fireworks....._____ |
| Shiny Stone....._____ |
|
o-----o

```

Head into Moleville and the first thing you should do is visit the item shop, they've got great new weapons and armour for all your characters as well as some upgraded and more powerful mushrooms. Head for the entrance of the mine to trigger a scene, then go inside. You can use the moles' shoulders to get up to the next level. Jump up into the mines and start heading right, when you fight a guy wandering around drop down and continue up through the door. In the next room you'll see a smiley spring, jump on top of it and something rather unfortunate occurs, but don't worry, it's supposed to. When you wake up head right for another quick scene, then go into the next room and follow Croco down. A couple of rooms from here you'll find the first bandit hiding behind a box before the exit path, run up behind him and fight. You won't get any Coins but he'll give you a 'Flower Tab.' In the next room behind the large spring bouncer you used before is the second crook, defeat him to get a 'Flower Tab.' Next head right and you'll find the last crook hiding behind a box in the last room, defeat him for the final 'Flower Tab.' Now return to the room with the trampoline and stand right at the doorway. Croco will rush through every once in awhile and if you're blocking the door he has nowhere to go. You do have to be moving however to trigger the fight so since you'll know he's coming from the left side get ready to move left and intercept him. If you pretend like you're trying to talking to him in the process with the talk button it might make it easier to get into the fight.

```

o- Item Shop -----o
|
| Punch Glove.....36 Coins |
| Finger Shot.....50 Coins |
| Cymbals.....42 Coins |
| Mega Shirt.....22 Coins |
| Mega Cape.....22 Coins |
| Mega Pants.....22 Coins |
| Work Pants.....22 Coins |
| Mid Mushroom.....20 Coins |
| Maple Syrup.....30 Coins |
|
o-----o

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O=====O
| Boss: Croco
O=====O

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|
| Croco is similar to the same Croco you fought back in Bandit's Way,
| he's just leveled up accordingly. His normal attack now was his more
| powerful attack before which is when he reaches into his bag and pulls
| out a bomb to throw at you. This goes one for while while you fight him
| until he loses approximately half his HP at which time a message comes
| up and then he rams you. When Croco rams you something flies out, this
| something turns out to be all your items. You must fight the rest of
| the battle without items. Croco's attack pattern also changes after
| this. He begins to use an attack called Chomp in which he reaches into
| his bag and throws a random enemy at you, this attack is actually quite
| powerful dealing more than 20 damage each time which might not sounds like
| too much but remember you can't use mushrooms. Mallow's HP Rain really
| comes in handy at this point as it is your only means of healing. For
| attacks Geno's beam isn't as powerful as his physical, and even Mario's
| Super Jump doesn't quite cut it against the power of his Timed Hits
| so both of them should just stick with that while Mallow uses his power
|

```

| of healing to keep the two of them (and himself) in the game. |

|

o-----o

For defeating Croco you not only get your equipment back but also a 'Bambino Bomb' as well. Proceed up and left as much as possible to eventually reach a mole man standing in front of a solid wall. Speak to him and give him the Bambino Bomb. After you blast through head through the lower door and run up the tracks toward the top, when you try and go thorough this door you'll be knocked back by a Shy Guy on a cart. When he runs off there's a 'Frog Coin' to pick up. Now jump up to the upper level. The chest here contains a star so make sure you're prepared to use it well when you get it. I would recommend making a mad dash up to the right, a couple rooms from here there's a big collection of four bombs squished together and it's quite possible to reach them with the star, make sure to check out that route before trying though. If you actually did do this make sure you turn around and go back one room and get the chest containing a ton of Coins. There's a save point in the next room and beside it a chest with a full healing mushroom inside. Before going any further stand on the two piled up boxes on the left and jump down to the lower right to try and hit that chest floating high in the air, it contains a 'Flower.' You'll find the boss in the next room, in order to trigger the battle you need to come up behind him so he doesn't see you.

o=====o

| Boss: Punchinello |

o=====o

|

| Punchinello is a mean and nast weird looking clown man who has far too |
| much fun with his bombs. He's got a few basic attacks, the first two are |
| like any others. He's got his physical finger poke which you can defend |
| against, it doesn't deal too much damage (usually 0 damage actually if |
| defended well.) His next attack is far more annoying, he uses the |
| Sand Storm attack which not only does damage to your entire party |
| but leaves them in a weakened state as well, if I'm not mistaken it's the |
| Fearless Pin that can protect you from this ailment. Now the other thing |
| Punchinello will do is drop four little bombs on the ground and then |
| command them to go kamikaze on you. These things kill themselves so |
| often that there is absolutely no reason to attack them yourself, keep |
| focusing on Punchinello. When he has take enough damage, about one third |
| of his HP he'll destroy all the bombs himself and drop four normal |
| sized ones which deal more damage when they explode. This goes on for |
| awhile until he loses about two thirds of his HP which is when he drops |
| three enormous bombs that do massive damage when they hit you, this is |
| your cue to go on an all out offensive. As for attacking the boss, if |
| Geno has learned the Geno Boost by now you can use that to up the damage |
| done by him and Mario. Press the Y button just as the spell ends to |
| get a boost to defense as well as offense. Mallow can focus on healing |
| like he normally does however if his magic is strong enough, the |
| Thunderbolt can usually wipe out every single one of the mini bombs in a |
| single cast which may set him back a turn or so. Once the bigger ones |
| come around Thunderbolt loses pretty much all use. Mario's physical |
| attack after a Geno Boost will really clean up in this fight so as long |
| as there are no big surprises and you can stay healed, then you're set. |

|

o-----o

When the boss is dead pick up the star and head into the back. There's a mine cart here, help the little girl onto it and get ready to ride. This minigame can actually be quite a lot of fun. What you do is press X to jump your mine cart, A to put on the brakes and X for a super boost as long as you have at

least one mushroom remaining. There are gaps in the track where you'll have to jump, and also tight turns where you'll have to brake even if you're going at normal speed. Hold left or right to turn left or right respectively at a fork. There are two different kinds of areas, 3D areas like the first and sidescrolling areas like the second, the controls remain the same for both however. When you make it out of the mines speak with the girl's parents and then leave the house for a scene. After this it's not quite time to leave Moleville, there are a couple of things you can do. You can jump up top of the mines and drop down to the trolley if you wish to ride it again. Next you can check out the points store they're opened in the upper left house. Third, head into the Item Shop. There's a new guy behind the counter who will sell you a 'Lucky Jewel' for a mere 100 Coins. Lastly head into the upper left house, you can purchase some 'Fireworks' for 500 Coins. Once you have the Fireworks head outside and speak to the little girl beside the boxes nearby and offer to trade her the Fireworks for a 'Shiny Stone.' You won't find a use for this stone until the end of the game, but it is required in order to fight the most powerful optional boss, so if that sounds appealing you may as well pick it up now. It's time to make tracks for Booster Pass.

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/
\ uper Mario RPG /-----o
/ -----o-----\                Booster Pass                |
      (0000F)      \-----o

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o----- Item Checklist -----o   When you start run over to the left side and
|                                   |   jump on top of the far left plant, while
| Flower....._____ |   standing on this if you jump you'll reveal a
| Flower....._____ |   hidden treasure chest containing a
|                                   |   'Flower.' You'll find the exit to this area
o-----o                       o   if you jump up the right side and head up.
                                   |   Be careful of some of the other shrubs in
this area, many of them, if you touch them it will trigger a battle with a
monster hidden inside. Here's what to do on the next screen, head right
rather than jumping up the rocks. At the back right corner you'll find a
'Flower.' (Just because it's enormous doesn't mean it gives you anything more
than one though.) Now on your left should be kind of a little nook. Go in
there and jump, there's an invisible button here that will automatically
destroy all the spiked enemies and gives you Coins for each one. Now you're
able to freely jump up and exit Booster Pass, then head for Booster Tower.

```

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/
\ uper Mario RPG /-----o
/ -----o-----\                Booster Tower                |
      (0000G)      \-----o

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o----- Item Checklist -----o   Approach the castle for a scene, then try to
|                                   |   go through the door. When you can leave the
| Flower Tab....._____ |   area for yet another scene and presto! The
| Masher....._____ |   door is open. You now have the ability to
| Elder Key....._____ |   switch allies, you'll probably want to drop
| Chomp....._____ |   either Mallow or Geno from your party.
| Frog Coin....._____ |   Enter the tower and start climbing up the
| Frog Coin....._____ |   platforms on the left side. Make your way
| Room Key....._____ |   up the tower until there's a quick scene
| Frog Coin....._____ |   with Booster on the train. If you try to
| Zoon Shoes....._____ |   follow Booster up and left where the track
| Frog Coin....._____ |   goes you'll be stopped by one of the Snifits
| Frog Coin....._____ |   and forced to fight a battle. On the other
| Goodie Bag....._____ |   hand if you follow the train tracks in the
| Amulet....._____ |   other direction you will find a 'Flower

```

| Tab.' Up the next area past the bombs
o-----o you'll come to two paths leading down, take
the first one. You will notice there's a
treasure chest floating in the air but you can't reach it. Below you is a
see-saw with a weight (a bomb) on the other side, you need to use your ability
to judge distance to jump down and land on the see-saw, if you miss you'll
have to run all the way up and try again. I'll help you as much as possible,
here's how you can pretty much to it every time. Notice the tiled ground, you
are standing on four tiles. First of all you want to stand on the lowest
tile, the yellow tile. From here you want diagonally down-right exactly two
tiles. The easiest way to judge this is jump diagonally down-right and right
when you get underneath the treasure box in mid-air simply let go of all
buttons. It's easier to underestimate the distance than overestimate, but
it's still possible to jump too far, like I said let go of everything right
when you're under the chest in mid-air, and you can't miss. For doing this
you get a 'Masher,' a new more powerful weapon for Mario. Return to the area
where you went down and jumped, this time take the second downward path.
Press the large button in this room. In the next room if you want to change
your costume temporarily, check behind the curtains for a little surprise.
Once that's over leave this room via the upper door and continue up through
the next couple of rooms and use the save point. The next hall has a puzzle.

You must examine these in the correct order, each time you miss one you are
forced into a battle. The order is as follows, from left to right: the last
one, the second last one, the third one, the first one, the second one, and
the only one that's left. Now Booster spits out the 'Elder Key.' Use it to
open the door with the large lock on it and jump toward the chomper. After a
quick scene you get the 'Chomp,' a new weapon for Bowser. Leave this room and
keep climbing up. When you come to a see-saw with a large stomper on it
simply jump on the empty side and wait for it to launch you up one level.
Navigate this area up to the next room where you'll find a number of Coins on
the ground, but don't start running, the floor is trapped with enemy battles.
Do the following: Jump up to get the coin then right to get another and right
again for the 'Frog Coin.' Jump back to the first coin you got (or where it
was) and jump left twice to get another 'Frog Coin.' Ignore the door beside
you and the coin in front of it. Jump diagonally up-right to get the two
coins above you. Now jump right to grab the bottom coin of those three and
then right again to get the 'Room Key.' Jump diagonally up-left then up-right
to grab the coin and 'Frog Coin.' From here you should be able to make it to
the door. Open the door with the key and hit the chest to find 'Zoom Shoes.'
Now leave this room and jump to the 'Frog Coin' on the left and from there to
the door, if all went well you should have avoided all battles. Continue up
to another room where you meet Booster again, when he throws the bombs down
simply run into that little area at the upper right until they explode. A
couple rooms up from here you'll find a save point and some platforms to jump
across and reach a 'Frog Coin.' Now jump back across those platforms and from
the last one try to jump ON TOP OF the other chest you already opened. While
standing on it if you jump you'll reveal a hidden chest containing 'Goodie
Bag.' When you're ready and you've saved your game, proceed into the next
room. There's a little minigame to play here after the scene. The Snifits
will start opening the curtains and you need to run back and forth to avoid
detection. First one, then two then three of them. There aren't a lot of
tips I can give that will help, what really matters are your reflexes, though
I can tell you one thing. The very last thing the three Snifits do is run
around randomly. At this point run underneath the Mario doll, this is the one
that will remain shut. If you can do this correctly without being caught
you'll be rewarded with an 'Amulet.' When you have control again you may want
to go back and save because when you go out on the balcony...

O=====O

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| Boss: Knife Guy & Grate Guy
O=====O
|
| Definitely the hardest boss you've fought to far. Knife guy has 700 HP
| while grate Guy has 900 so it seems only logical to take out Knife Guy
| first. Whoever you do choose to focus on, at least make sure you focus
| on someone, spreading out the damage won't help you at all. Both of them
| have normal attacks with somewhat odd timing on the defense which makes
| them kind of hard to block. Knife Guy will use an attack that puts you
| to sleep while Grate Guy will use the Echofinder which disables all
| special skills. After they've taken some damage they will combine forms.
| Sort of. They're still considered two separate enemies they're just
| standing one on top of the other. This does however cause them to start
| using the real power attacks. Grate Guy uses Meteor Blast, this can
| do upwards of 25 damage to the entire party and is often followed by
| Knife guy's Blizzard which does anywhere between 10 and 15 damage to the
| entire party. Hopefully he'll use Crystal since it only hits one person.
| Once Knife Guy dies though Grate Guy will really lay off the Meteor Storm,
| in fact I think he may only be able to use it in the combined form. When
| attacking, Bowser's Chomp does significant damage to both of them while
| Mario's Masher works great against Grate Guy but not so great against
| Knife Guy. For Knife Guy have Mario use his Super Jump attack which will
| really work well. If you're using Geno for this fight have him cast the
| Geno Boost on Bowser and then use Mid Mushrooms accordingly. If you've
| got Mallow in your party every single one of his turns should be
| comprised of using HP Rain to keep your party alive. The battle really
| does become significantly easier once there's only one of them left.
|
O-----O

```

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/
\ uper Mario RPG /-----O
/ -----o-----\                Booster Hill                |
(0000H)          \-----O

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```

o----- Item Checklist -----o
|                               |
| Lots of Flowers....._____ |
|                               |
o-----o                       |
                                |
                                | The entire area of Booster Hill is just a
                                | minigame, here's how it works. There are
                                | three Snifits behind you, barrels coming
                                | down the slope and Booster with the Princess
                                | on his back. You can put down the
                                | controller and watch as you complete this
                                | area automatically but there's a reason not to do that, each time you get far
                                | enough up so that you come into contact with the princess, she gives you a
                                | Flower and knocks you back a bit. This means you could in theory get a hell
                                | of a lot of Flowers here and likely will. Being hit by barrels knocks you
                                | backward however jumping and landing on top of a barrel will give you a huge
                                | boost forward, so you goal is to bounce off all the barrels and get as many
                                | Flowers from the princess as you can. After awhile the Snifits start running
                                | faster up the hill and while they can knock you back you can also jump on
                                | their heads to get a speed boost. Once you reach the top it tells you how
                                | many Flowers you got. I managed to get sixteen Flowers, but then again I'm
                                | using an emulator so I've got a save state, if you get that many Flowers (or
                                | more) on the console version then you are certainly a better man (or woman)
                                | than I. At the top of the hill you'll find the pleasant town of Marrymore.

```

Note, before doing anything in Marrymore, you may remember that you pressed a large button in Booster Tower and it told you to go back to Booster Hill. Well return there and check the left side of the first screen for a large opening in the wall. Jump across to find three chests containing KerokeroCola, a Frog Coin and finally a Flower. Back to Marrymore!


```
/
\ uper Mario RPG /-----o
/ -----o-----\
                    Marrymore
(0000I) \-----o
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```
o----- Item Checklist -----o Check out the inn and shop, they have a
|
| really nice expensive suite there. Once
| None..... / | you've checked that place out head to the
|
| front door of the church and speak to the
o-----o people there. When Raz & Rani are thrown
out you'll need to find some way to get in.
```

Around behind the right side there is a hidden door leading into the back of the church. Go down into the kitchen then up again. When the Snifit asks for your help in breaking down the door, you need to run alongside him and hit the door at the same time. When you make it through save your game then try to get through this door. Bowser will come out and do the same thing the Snifit was doing. When you finally get into the main room there's a new little task for you to take part in. You need to quickly speak to each one of the Snifits to get the various pieces of wedding gear, then after that you'll have to find the crown yourself. The crown is located on top of Booster's head, jump up and get it then speak to him. You'll get a different scene depending on how fast you manage to do this. One you complete that there's a scene and...

```
o- Item Shop -----o
|
| Super Hammer.....70 Coins |
| Hand Gun.....75 Coins |
| Whomp Glove.....72 Coins |
| Chomp Shell.....60 Coins |
| Happy Shirt.....38 Coins |
| Happy Pants.....38 Coins |
| Happy Cape.....38 Coins |
| Happy Shell.....38 Coins |
| B'tub Ring.....145 Coins |
| Mid Mushroom.....20 Coins |
| Maple Syrup.....30 Coins |
|
o-----o
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```
O=====O
| Boss: Bundt
O=====O
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|
| The fight starts off with you actually facing off against the two chefs,
| but since you are unable to damage them your main target becomes the
| cake in the background. The more you hit this cake the more it will begin
| to move and after 900 damage it will move so much that the chefs are
| scared off and the real battle begins. This form of the cake does not
| even have HP, it's based on the number of hits. Each hit you do will
| snuff out one of the candles, and each of the cake's turns it will restore
| either one or two of them, with a three man party this won't be too hard
| however don't underestimate the cake. The cake has a normal attack that
| is extremely difficult to defend against because it happens lightning
| fast. The next three attacks are absolutely brutal. The weakest of the
| three is Blizzard which does moderate damage to your entire party. In the
| middle is the Sand Storm which probably does less damage than the Blizzard
| but is far worse due to the fact that it inflicts an ailment on you to
| weaken all of your physical attacks. Lastly and bar far the most powerful
| is the boss' Drain Beam which really rips away at your party's HP totals
| with nearly 30 damage to everyone. That's not even the boss most powerful
| attack. Lastly we have the Diamond Saw which is only manageable because
| it only hits one person. The diamond blades will hit one character for
| a very large amount of damage, so much so that if you want to avoid losing
| anyone in this battle you're going to have to make sure they stay healed
| at almost all times during the fight. Like I said before your attack
| pattern for the first part of the boss doesn't really matter much since
| it's mostly based on number of hits. For the second part of the boss
```

| however, Mario equipped with the Masher, Amulet and under the influence
| of a Geno Boost can easily deal over 200 damage with a single Timed Hit.
| Considering the boss only has 600 life in this form, it should end soon.
|

o-----o
Now it's time to return to the Mushroom Kingdom, when you leave Marrymore that
will happen automatically and scene occurs when you arrive at the castle.
After meeting with the chancellor leave the kingdom and head for Tadpole Pond.
Speak with Frogfucius who tells you that a large star has been spotted up on
Star Hill. That becomes you next destination, just past Marrymore.

/
\ uper Mario RPG /-----o
/ -----o-----\ Star Hill |
(0000J) \-----o

o----- Item Checklist -----o Star hill is an interesting place indeed,
| | examining the flowers will open the gates to
| None..... / | other parts of the hill. Examine the flower
| | on the left and go through that gate.
o-----o You'll find a flower right in front of you
on the other side of the gate then another
one on your left. Check the top left corner for a third and then head a
little bit right for a fourth. The final one is in the lower right corner.
You may have noticed a bunch of stars on the ground with smiley faces on them,
examine these stars to read some people's wishes, nothing really comes of it
but they can be quite entertaining, and a couple of them actually trigger
scenes with your party. Proceed through the now open gate to the next area.
Head down and left to find the first flower and then up and left from there
for the second. Along the lower part of this area you'll find one in the
middle and one at the lower right as well. Check the upper right corner for
the fifth one that opens the gate. In this next area there's one on your left
and another in the lower left corner. Check the lower middle, upper right and
then a little bit left of that one. Somewhere around this point you should
spot the star at the top, enjoy the only star in the game you get to pick up
without fighting a boss. Finally examine the flower at the upper left corner
to open up the gate and take you right out of Star Hill and to Seaside Town.

/
\ uper Mario RPG /-----o
/ -----o-----\ Seaside Town |
(0000K) \-----o

o----- Item Checklist -----o The only thing you really need to do here is
| | go into the town and head to the house in
| None..... / | the upper corner. This is the Elder's house
| | and when you speak with him he'll ask you to
o-----o go and retrieve the star for him. Before
leaving and doing so head upstairs and speak
to the large frog which just happens to be sitting there, he has opened up a
Frog Coin shop and sells some of the best
accessories in the game, but it's very o- Frog Coin Shop-----o
doubtful that you can afford any of | |
them at this point. When you leave Seaside | See Ya.....10 Frog Coins |
Town you'll find that a new area is open | EarlierTimes...15 Frog Coins |
after talking to the Elder head for the Sea. | Exp. Booster...22 Frog Coins |
| Coin Trick....36 Frog Coins |
o-----o Scrooge Ring...50 Frog Coins |
| |

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o-----o
/
\ uper Mario RPG /-----o
/ -----o-----\
(0000L) \-----o

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o----- Item Checklist -----o Just down from the room you start in there's
|                                     | a cloaked figure which could be mistaken for
| Max Mushroom....._____ | an enemy but he actually runs a fairly
| Flower....._____ | decent shop. Through the lower door you'll
| Frog Coin....._____ | find something rather appealing, notice all
|                                     | the enemies in this area, well it just so
o-----o happens that in that chest it a star. Go
nuts! This should lead you just about to an
area with a large body of water (still inside the cave.) Jump right and into
the pool then swim into the whirlpool so it brings you to the bottom. Head to
the door on the upper right side and jump out to find a chest with a 'Max

```

```

o- Item Shop -----o
|                                     |
| Hurly Gloves.....92 Coins |
| Super Hammer.....70 Coins Hand Gun.....75 Coins |
| Whomp Glove.....72 Coins Sailor Shirt.....50 Coins |
| Sailor Pants.....50 Coins Sailor Cape.....50 Coins |
| NauticaDress.....50 Coins Mid Mushroom.....20 Coins |
| Maple Syrup.....30 Coins Pick Me Up.....5 Coins |
| Able Juice.....4 Coins Freshen Up.....50 Coins |
|                                     |
o-----o

```

Mushroom' inside. Turn around and go back toward the shopkeeper but this time via the left route, you'll find three chests, one heals you fully and the other two contain a 'Flower' and a 'Frog Coin.' Make your way down and left to reach an outdoor area. Have one of the whirlpools suck you down from the bottom and from there jump up on top of the pipe that leads down to the ship.

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\ uper Mario RPG /-----o
/ -----o-----\
(0000M) \-----o

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o----- Item Checklist -----o When you land the room on your right has a
|                                     | save point in it, that's good to use. Head
| Flower....._____ | left through the next couple of rooms to a
| Royal Syrup....._____ | large staircase with a bunch of rats on it.
| Mushroom....._____ | Descend this staircase and keep hitting the
| KerokeroCola....._____ | chest at the bottom for a bunch of Coins.
| Frog Coin....._____ | The next room has a number of doors blocked
| Safety Badge....._____ | by enemies but it's actually quite easy to
| Frog Coin....._____ | sneak in behind them without touching them.
| Frog Coin....._____ | Enter the first room. The troopa that is
| Frog Coin....._____ | flying around in this area flies above your
| Frog Coin....._____ | head and stays that way. In order to knock
| Safety Ring....._____ | the heavy ball down onto the button you need
| Frog Coin....._____ | to run to the top of the room and position
|                                     | yourself on the opposite side so the troopa
o-----o knocks it down in that direction. When it
is hit you get a full healing mushroom and a
clue "There is an "s" in the word." The puzzle in the next room has you

```

hitting three switches in order to stop three springs. For the far left one hit it when the spring is close to the right, same with the middle and for the far right switch, hit it when the spring is close to the middle. A 'Flower' drops and a clue that says "It is found on the bed of the ocean." For the next room you'll have to navigate a three dimensional maze, it's rather difficult but you can press the menu button to give up if you wish. At the top you get a 'Royal Syrup' and a clue "It has two vowels." Continue down and in the next room battle the bone monster so you can reach the chest at the back containing a whole bunch of Coins. In case you haven't figured out how to defeat those bone monsters yet, simply cast a magic spell and they'll be toast. The guy here runs the same shop as he did back in the sea.

```
o- Item Shop -----o
|
| Hurly Gloves.....92 Coins
| Super Hammer.....70 Coins   Hand Gun.....75 Coins |
| Whomp Glove.....72 Coins   Sailor Shirt.....50 Coins |
| Sailor Pants.....50 Coins   Sailor Cape.....50 Coins |
| NauticaDress.....50 Coins   Mid Mushroom.....20 Coins |
| Maple Syrup.....30 Coins   Pick Me Up.....5 Coins |
| Able Juice.....4 Coins   Freshen Up.....50 Coins |
|
|
o-----o
```

There are three more puzzle rooms coming up, the first is a trail of coins, you must pick up every coin after they appear but before they disappear. You must also avoid getting the moving coin or it will stop the trail. Pick up all of them and you will get the money value along with another clue that says "There are four consonants." For the fifth puzzle you have to hit the low switch on the right which will make the cannon fire. Now knock the cannonball up to the second switch, then keep doing that all the way to the end. For this you get a 'Mushroom' and the clue "At least... two consonants are side by side." For the final puzzle in the save point room jump on the barrels on the right side and knock one of them down. Keep jumping on it to roll it onto the switch then jump on the other one yourself. There's a full healing mushroom that falls and the final clue "The "r" comes before the "l"." Save your game and head through the door. When you stand in the shadow of each one it will tell you which letter it's on. It also tells you which key letter it is so you know the order to go on. For those who wish to try and figure it out themselves they should not read any further than this sentence (I remember figuring it out myself when I was like ten years old... cmon... you can do it.) Anyway the correct answer is "Pearls." Be prepared to fight a boss.

```
O=====O
| Boss: King Calamari
|
O=====O
|
| For the first part of this fight you will simply be fighting three
| tentacles. The tentacles have two hundred HP a piece and have two
| attacks. The first is a blockable physical attack that does a decent
| amount of damage to single character and actually does get dangerous
| since you'll be feeling it about three times per turn. The second attack
| is when the tentacles actually grabs a character and takes them out of the
| battle. Fortunately they are rarely gone more than a turn or two, even
| so it doesn't take more than that to kill a tentacles anyway. Have Mallow
| use his magic is he's in your party, everyone else should just attack.
| Following this is the exact same battle a second time against another
| three tentacles. The third part of the battle you actually face the
| owner of all those tentacles (along with another two tentacles as well.)
| The boss has some nasty attacks, his physical will do more than 40 damage
```

| to almost any member of your party. The boss also has a nasty habit |
| of inflicting some status ailments on your party which is made worse |
| since people kidnapped by tentacles are already weakened. One thing |
| however that this boss comes up short in, is group attacks. Pretty much |
| everything only targets a single member which will make things a lot |
| easier for Mallow to use HP Rain or for anyone else to use items and |
| such. Damage wise the boss has some pretty good physical defense so you |
| may want to consider other alternatives. Mario's Super Flame is actually |
| quite effective here, use that a few times for a guaranteed win here. |
|

o-----o

When you're dropped down, go into the next room and jump up to the higher door. You need to get past these cannons to reach the door on the other side but if you're hit by a cannon ball it will knock you down below and you'll have to try again. Sure you can jump across the top of them but that would mean fighting a bunch of rats. Down the stairs in the next room you'll find yourself looking at two chests floating above you but you can't jump up that high. Run around to the other side, stand on the barrels near the door and jump from there. The two chests contain a whole bunch of Coins. Go through the door to find your mirror self. It's actually quite easy to get by him, the trick is that he doesn't know how to do a running jump. if you hit the jump button while moving your image won't jump, so you can get over his head. Before you go though, stand exactly in the middle between the two exits along the wall on the same side as the exits and jump to reveal a chest. You'll need to jump on the image's head to get this one containing a 'KerokeroCola.' Continue through the lower door and into the next room. The bone enemy is guarding a hidden path behind the boxes leading to a door. There's a small room here and a single chest with a 'Frog Coin' inside. Go down the stairs and get the full healing mushroom from the chest. Jump up the boxes and onto the other side after saving your game, this chest here is evil and will attack you! This chest is actually harder than most bosses, but there's a trick. Use Mario's Super Jump and you should be able to deal more than 300 damage with a good twelve jumps or so. For defeating the monster you get a 'Safety Badge.' Head two rooms up and use the whirlpool in the water. Go down from here to find a nice four 'Frog Coin's on the ground underwater. Return to the previous room and go up. Descend the stairs here and at the bottom in the large area with the squid swimming aorund, head to the upper left corner behind all the barrels there is a hidden door. Through it you will find a 'Safety Rin' in the chest. Jump up the right side but before going in this door swim across the top of the water to the left and grab the 'Frog Coin.' Head through the upper right door and defeat the four enemies that attack you, then heal yourself with the mushroom in the chest. There's a whole bunch more of them to fight at the top of the stairs as well. Then there's the boss.

o=====o

| Boss: Johnny |
o=====o

| For the first part of the battle you'll be fighting against Johnny and |
| four Bandana Blues. If you've got Mallow in your party you can really |
| clean up with his basic Thunderbolt spell here, otherwise just pick them |
| off one by one (yes, it is worth it to pick them off.) None of them, |
| including Johnny, really use anything besides single character physical |
| attacks so those people who are good with defend button timing should |
| find this battle much easier than those who aren't. Once you've dealt |
| enough damage Johnny will use the Get Tough ability and the next battle |
| will actually be quite hard. Johnny doesn't have much health but his |
| physical defense at this point is absolutely incredible and some of his |
| attacks are deadly. Most everything will likely deal less than ten |

| damage but then he'll use his Diamond Saw which deals almost 40. Special
| attacks are almost as useless as normal attacks, if you're really good
| with Super Jump it'll probably work better than a normal attack, but
| unless you can get more than 15 hits each time you might as well just
| cycle between attack, attack, Mid Mushroom, attack, attack, Mid Mushroom
| over and over again. It gets boring, but you'll win for sure.

Once you're got the fifth star you can use the trampoline in the room at the
back to bounce you back onto the world map again. Your next destination is
Seaside Town, hopefully you're prepared for yet another boss fight.

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\ uper Mario RPG /-----o
/ -----o-----\
                    Seaside Town
(0000N) \-----o
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```
o----- Item Checklist -----o Upon entering Seaside Town you'll be forced
|                                     | to hand over the star, don't bother
| Shed Key....._____ | declining it will just loop the choice. If
| Flower Jar....._____ | you're ready to take on the boss then head
|                                     | left. There's a path leading out.
```

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O=====
| Boss: Yaridovich
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O=====
|
| Devastating. That's a good word to describe some of this boss' attacks.
| Why don't we start off with what is by far the most dangerous of all
| the attacks, the Water Blast. The Water Blast will completely wipe your
| party if you aren't adequately prepared. A huge blast of water (go
| figure) hits you party for upwards of 50 damage per person. It's going to
| take some serious manpower to recover from these. Each turn just hope the
| boss uses one of his other single-party hit attacks, since that's what
| all the rest are. Willow Wisp will hit a single member for more damage
| than the Water Blast, but at least it's just a single person. The Flame
| Stone will hit a single person for about the same damage as Water Blast.
| The last two attacks are Pierce in which he uses his head to spear you,
| and a glowing orb attack. Both of these can be defended against which
| is good since un-defended they can deal more than 100 damage in a single
| hit. Lastly we look at his most unique attack, the Mirage Attack. In
| this the boss will split into two forms. One of these is the real boss
| while the other is fake. You can tell the difference quickly, the real
| boss has far more physical defense than the fake one, so while it might
| be appealing to do 170 damage per hit, you're probably aiming at the
| fake boss and you should redirect your attack. Eventually they will join
| once again and then it's just a matter of hitting the boss until he goes
| down. Despite a strong physical resistance, his magic resistance is
| even higher. Spell's like Mallow Shocker work decently but forget
| Super Jump and Super Flame, they're quite useless. Remember to use Geno
| Boost if you have that available, just hit physically and keep healing.
```

When the boss has been defeated, grab the 'Shed Key' and use it to unlock the
door of the large house in Seaside Town and let the people out. The Elder
will reward you with a 'Flower Jar.' Now you're free to explore the town and
check out the shops. Your primary task is to speak with the Elder, which

opens a path on the world map to Land's End, make that your next destination.

o- Weapon Shop -----o	o- Armor Shop -----o
Troopa Shell.....90 Coins	Sailor Shirt.....50 Coins
Parasol.....84 Coins	Sailor Pants.....50 Coins
Hurly Gloves.....92 Coins	Sailor Cape.....50 Coins
Double Punch.....88 Coins	NauticaDress.....50 Coins
Ribbit Stick.....86 Coins	Shirt.....7 Coins
NokNok Shell.....20 Coins	Pants.....7 Coins
Punch Glove.....36 Coins	Thick Shirt.....14 Coins
Finger Shot.....50 Coins	Thick Pants.....14 Coins
Cymbals.....42 Coins	Mega Shirt.....22 Coins
Chomp Shell.....60 Coins	Mega Pants.....22 Coins
Super Hammer.....70 Coins	Mega Cape.....22 Coins
Hand Gun.....75 Coins	Happy Shirt.....38 Coins
Whomp Glove.....72 Coins	Happy Pants.....38 Coins
Slap Glove.....100 Coins	Happy Cape.....38 Coins
Hammer.....123 Coins	Happy Shell.....38 Coins
o-----o	o-----o

o- Health Food -----o	o- Accessory Shop -----o
Mushroom.....4 Coins	Jump Shoes.....30 Coins
Mid Mushroom.....20 Coins	Antidote Pin.....28 Coins
Honey Syrup.....10 Coins	Wake Up Pin.....42 Coins
Maple Syrup.....30 Coins	Fearless Pin.....130 Coins
Pick Me Up.....5 Coins	Trueform Pin.....60 Coins
Able Juice.....4 Coins	Zoom Shoes.....100 Coins
Freshen Up.....50 Coins	
o-----o	o-----o

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\ Super Mario RPG /-----o

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Land's End |

o----- Item Checklist -----o

|

| Frog Coin....._____ |

| Cricket Jam....._____ |

| Temple Key....._____ |

| Frog Coin....._____ |

| Frog Coin....._____ |

| Frog Coin....._____ |

| Frog Coin....._____ |

| Frog Coin....._____ |

| Frog Coin....._____ |

| Frog Coin....._____ |

| Frog Coin....._____ |

| Flower....._____ |

| Flower....._____ |

| Flower....._____ |

| Flower....._____ |

| Royal Syrup....._____ |

| Max Mushroom....._____ |

| Fire Bomb....._____ |

|

Jump into the cannon at the beginning and use it to fire yourself up onto the platform. The cannon on the next screen has to fire you quite far, in order to maximize your distance hit the jump button while the cannon is moving from the mid position to the position you're aiming for, as is it was flinging you along with firing you. Upon landing in the hole you'll knock three enemies out. Jump out of the hole back in the direction of the cannon and jump, this should reveal a hidden yellow platform. Hop down and get back into the cannon to fire yourself up onto this platform. When you get onto it, the platform will move and allow you to jump and hit a chest containing 'Frog Coin.' Continue into the next area. you need to jump across here with all the enemies flying at you. If you fall then the only way to get back is to go down to the bottom and use the cannon that you find

o-----o there. On the next screen you'll find a spinning flower. Ignore it for now and head right, there's a path connecting to an area where you'll find kind of a large hole in the side of the wall. A puff of smoke pops out of this every once in awhile, jump when this smoke puff appears and it will drop you down into a cave. After the first lizard there's a chest above you containing 'Frog Coin.' Follow the linear path through past a barrel you knock down and get the full healing mushroom before you jump onto the trampoline. The trampoline brings you back to the Kero Sewers, be careful not to fall! Jump across those arches on the left and hit the chest to get 'Cricket Jam.' Now return all the way back to that one part in Land's End where you went past the spinning flower, this time use it to jump up. If you wish to challenge the Sky Bridge you can speak to the man here. Jumping across the bridge normally you can't fall but for the course you can. The best possible prize you can win is four Frog Coins by doing the expert course and doubling your winnings every time. Continue on from the other side of the bridge and save your game when you land beside the two whirlsands. To get through this area take the exit on the right. One of the whirlsands has an enemy in it, you need to defeat this enemy and then immediately jump into the whirlsand he was occupying before it spins around and you lose it. Do this about three times until you see an exit path at the top leading to a large cliff. Speak to the rat and leave again. Fight the enemy in the whirlsand and go through to reach a save point in a cave. Right below you is a chest containing a star, you can really go nuts with this one. After jumping down the large hole into a pit of lizards your star has probably run out by now. Above you, hidden behind the crates, is a shadowy figure who will sell you another star for 400 Coins which is most definitely worth it. Go in an up and down kind of S pattern and you should be able to get all of them without too much trouble. Continue on into the Belome Temple. The man on the trampoline will allow you to use it and return to the world map if you wish, for a mere 100 Coins. Get the chest in the next room and give the man 50 Coins to have your fortune told. After jumping to hit the three faces use the brick platform to get up higher and keep going until you reach another of these faces, picking up all the treasure chests along the way. Jump at the face and wait for the fortune "Mmm I'm so hungry, I wish I had something to eat" then ride the elevator down. If this isn't the fortune you get leave the room and try again. Now ride the elevator to the bottom.

O=====O
| Boss: Belome |
O=====O
| |
| Time to fight another familiar face. Belome has gotten a lot nastier with |
| a few more tricks up his sleeve. Let's start with his basic attacks, |
| he only really seems to have two of them but they can get a bit ugly. The |
| tongue attack isn't really a problem, time it right and you can usually |
| defend against the majority of the damage. The second is the much uglier |
| of the two, the Aurora Flash does pretty minimal damage to your entire |
| party but it also puts them to sleep. At least one person if not your |
| entire party should be equipped with the Wake Up Pin to prevent this |
| ailment. Lastly we have Belome's unique ability, no longer does he |
| eat one of your characters and remove them from the battle, instead he |
| eats them temporarily and then produces a clone of whichever character |
| he just ate! The clones have roughly somewhere between 100 and 200 HP, |
| they also have mostly enemy attacks not the attacks they have while in |
| your party, Mallow for example will do little else beside Static E. |
| Focus all your attacks on Belome and ignore the clones! The battle does |
| not end when Belome is gone, you still need to eliminate the clones as |
| well but if you kill them first you risk Belome just making more and more |
| of them. Physical attacks are as effective as always, Mario's Super Jump |
| will actually put quite a dent in this boss, so I recommend that ability. |

Use the large button to open the path to the tube leading to Monstro Town!
 When you arrive ignore everything for the moment and head into the door right below that key up on the ledge above. Speak to the blue stomping thing a total of seven times and leave the house, this should have knocked the key down, pick up it to get the 'Temple Key' and use the trampoline to return to Belome's Temple. Head back to where you got the second fortune and jump at it until it reads "Sorry, I'm not accepting visitors past my bedtime." Ride the ladder down and give the key to the guardian. You're now free to pick up the stash of eight 'Frog Coin,' four 'Flower,' 'Royal Syrup,' 'Max Mushroom,' 'Fire Bomb.' Now it's time to return back to Monstro Town again.

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\ uper Mario RPG /-----o
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(0000P) \-----o

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o----- Item Checklist -----o
|                               |
| Frog Coin....._____ |
|                               |
o-----o

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Start by going into the first house you pass and speaking to the person in here. Head upstairs and examine the star, then go and speak to them again. Once you've encountered the Troopas your new destination becomes that large wall you came to back in Land's End, but while you're here you might as well check everything out. The hardest optional boss in the game is now available, there's a sealed door here, about the third one down, but if you got the Shiny Stone back in Moleville you can open it. Inside you'll meet Culex, a boss which was imported from Final Fantasy IV I believe (I haven't played that game in years) but the boss music certainly does come directly from that game. If you can beat this boss at this point in the game there's something seriously wrong, don't even try, you can come back later. At the bottom of town in that hole is a save point if you need to use

```

o- Item Shop -----o
|                               |
| Spiked Link.....94 Coins |
| CourageShell.....60 Coins |
| Mid Mushroom.....20 Coins |
| Maple Syrup.....30 Coins |
| Pick Me Up.....5 Coins |
| Able Juice.....4 Coins |
| Freshen Up.....50 Coins |
o-----o

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it. Check out the shop and then enter the house beside it. If you sleep in this bed it will trigger an optional sidequest, refer to the sidequests section for more information, it's called the "The Three Musty Fears." Take the furthest right door that leads to the exit of town, but without actually leaving in the little room behind the bush on the left jump to hit an invisible chest containing 'Frog Coin.' Now it's time to visit the Dojo which is at the top of the stairs, speak to the shelled warrior to do battle with him, the fight isn't particularly hard. After the battle however the master shows up, and challenges you. Accept his challenge and prepare to fight.

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O=====O
| Boss: Jinx |
O=====O

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Jinx is a somewhat difficult enemy, his attacks basically revolve around the self titled Jinx attack and the Triple Kick. These attacks are fairly powerful, but the Jinx attack can be defended against as long as you hit the defend button just as you hit the ground. Jinx doesn't have any full party attacks so you'll be able to heal your party one at a time. With only 600 HP you would think this fight would fly by but Jinx has the most defense out of any enemy you've fought so far,

| and you'll be hard pressed to find a way to get past it. |

|
o-----o

o=====o
| Boss: Jinx |

o=====o
|

| After defeating him once Jinx gets angry and challenges you again, this |
| time around his defense is increased a bit and his HP is incresed to |
| 800 but those are the least of your worries. You're going to want the |
| Safety Ring equipped because of his new attack Silver Bullet which will |
| instantaneously kill a party member without even any damage. He also |
| has a new attack called Quicksilver which doesn't do that much more damage |
| then the others but is pretty much impossible to defend against. When you |
| have done more than 500 damage or so, Jinx will use Valor Up and his |
| defense power will double, you'll need strong attacks to win this one. |

|
o-----o

o=====o
| Boss: Jinx |

o=====o
|

| The final fight in this series where Jinx puts his reputation on the line |
| is almost impossible to win at this point in the game. He's got 1000 HP |
| and defense so high that your attack damage will range from about one to |
| four. That's about it. Attacks like quicksilver now deal between 150 |
| and 200 damage while his new attacks, Bombs Away was seen to do more than |
| 400 damage in a single hit at one point. Fighting this guy now is like |
| a liscense for a Game Over, but don't worry, you can come back again. |

|
o-----o

With all that taken care of leave Monstro Town and return to Land's End. If
you remember how to get to that part with the whirlsands and after going
through about three of them you'll reach the enormous wall. (It's actually
probably faster to go back through the Belome Temple.) Use the backs of the
Troopas to scale the large wall and reach the top where you'll find yourself
back on the world map once again. Head into Bean Valley next.

/
\ uper Mario RPG /-----o
/ -----o-----\ Bean Valley |
(0000Q) \-----o

o----- Item Checklist -----o Enter Bean Valley and drop down the pipe on
| | the right. When you pop up go down the pipe
| Flower....._____ | above you, then head down and through the
| Frog Coin....._____ | pipe below, this will lead you to a chest
| Seed....._____ | containing a 'Flower.' Return to the
| Flower....._____ | previous screen and follow the path up.
| Frog Coin....._____ | You'll find a total of five flowers here,
| Rare Scarf....._____ | wait for them to be watered in order to
| Flower....._____ | attack and open up the tube entrance they're
| Flower....._____ | sitting on. The far left one has a chest
| | below with a kind of slot machine game,
o-----o which is what they pretty much all have
except for the upper right one which
leads to a chest with an enemy inside that gives you no reward, then a

trampoline at the top of the stairs that takes you to a 'Frog Coin.' The upper left chest just drops you down to enemies. Save your game then follow the path up, when you jump at this flower be ready to fight a boss.

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O=====O
| Boss: Megasmilax                                     |
O=====O
|
| This fight starts out easy enough against a simple 200 HP plant monster |
| that can barely harm you. Simply use a couple of physical attacks to take |
| this thing out. Afterward the Shy Away comes in and does his watering to |
| spawn two of the enemies you just fought. Two easy enemies doesn't make |
| for a difficult fight so once again take them out with ease. The same |
| applies for the three of them, Mallow's Snowy spell is quite effective |
| at wiping the floor with these enemies. On the fourth run the Shy |
| Away adds some nutrients and creates one rather large flower. Megasmilax |
| has quite a few abilities his smaller form did not. First of all the |
| normal attack is quite powerful. Megasmilax also has the ability to |
| use Flame Wall, but it's not his most powerful attack. The only thing |
| that really makes Megasmilax dangerous at all is the Petal Blast which |
| hits all of your party members for quite a bit of damage and turns them |
| into Mushrooms, from which they will gradually recover but they won't |
| be able to act while in this state. For this reason, the Trueform Pin |
| is essential for this fight. Actually it's good for two reasons, |
| Megasmilax also has the ability to use Scarecrow Dust so it will protect |
| against that too. Most of the attacks that have been effective up to |
| this point should work in this battle, so just keep at it. |
|
O-----O

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After the Shy Away runs away, grab the package he drops which turns out to be a 'Seed.' Proceed through the tube and jump up to hit that brick floating in the air to sprout a beanstalk from it. Hit the block once more to climb it. Begin climbing the vines here and grabbing all the Coins along the way. When you reach a yellow and red vine, take the red vine to reach a 'Flower' and jump from there to the middle one. Climb up and jump from the middle one left to the yellow one. Head up from here. Jump from the blue to the red to the yellow, and now you need to jump from the yellow to the green, it's extremely hard and near impossible but doable. If you can't do it there's an alternate path if you head back down and go right. If you can do it you're rewarded with two chests, one contains a 'Frog Coin' and the other contains 'Rare Scarf.' Further down is a couple of 'Flower's and it'll drop you beside a trampoline which jumps you up to where you would have landed if you took the sissy route... which you didn't. Jump on the second smiley face trampoline and it will bring you up to Nimbus Land, home of the marshmallow people.

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/
\ uper Mario RPG /-----o
/ -----o-----\                Nimbus Land                |
(0000R)          \-----o

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o----- Item Checklist -----o
|                                     |
| Feather....._____ | out the shops, head to the house at the top
| Flower....._____ | of town, inside you'll find a golden statue
| Flower....._____ | which looks just like Mallow. Examine it to
| Flower....._____ | trigger another scene. When you're ready to
| Frog Coin....._____ | continue, tell the statue maker you're ready
| Castle Key 1....._____ | and he'll bring you into the castle. When
| Castle Key 2....._____ | you have control again leave the statue room
|                                     | and save your game. When you try to go

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| Fertilizer....._____ | through the door you'll be forced back onto
| Lazy Shell....._____ | your pedestal. Now Dodo comes into the room
| Lazy Shell....._____ | and starts pecking the statues. When he
| _____ | moves his head back he's about to peck, and
o-----o if he's standing in front of you this is
your cue to jump. Don't jump too early

though or he will see you! You get two chances so you can be caught once,
getting through the whole thing successfully
gets you a 'Feather' in the next room. After o- Item Shop -----o
the enemies run off, take the upper left | _____ |
path out of here. Drop down and get the | Mid Mushroom.....20 Coins |
chest containing 'Flower.' From here follow | Maple Syrup.....30 Coins |
the path out to the front hall of the castle | Pick Me Up.....5 Coins |
and up again to get back where you started. | Able Juice.....4 Coins |
Once again go through the upper left door | Freshen Up.....50 Coins |
but don't drop down this time. When you | Mega Glove.....102 Coins |
reach the next screen get the chest at the | War Fan.....100 Coins |
top containing 'Flower' then head through | Hand Cannon.....105 Coins |
the door on the right to find another | Sticky Glove.....98 Coins |
'Flower' in a chest. Leave here and return | Fuzzy Shirt.....70 Coins |
to the hall with three doors, a large Troopa | Fuzzy Pants.....70 Coins |
guarding one of them. Take the lower right | Fuzzy Cape.....70 Coins |
exit going down and get the full healing | Fuzzy Dress.....70 Coins |
mushroom from the chest. Back up once again | _____ |
take the far left door going up. Two rooms o-----o
from here you'll find a little vegetable man

using his fork. Exactly where his fork penetrates the wall there is an
invisible path leading into the blackness, there if you jump you'll find a
hidden chest containing 'Frog Coin.' Enter the room beside you and speak with
the man across from the save point, he'll give you the 'Castle Key 1.' With
the key in hand return to the hall with three doors and use it on the door
being guarded by the big fat Troopa. Examine the egg in the middle of the
room and agree to play... by "play" of course it means "fight."

o=====o
| Boss: Birdo |
o=====o

| _____ |
| At the beginning of this battle you only need to knock off the shell which |
| has a very minimal 500 HP, a few simple physical attacks should take |
| care of that with ease. When the shell has been eliminated the real boss |
| appears. Birdo only has 777 HP but the problem is that he has more |
| defense than the shell that surrounded him, if that's even possible. |
| Anyway he's only got two attacks, both of them hit only one person, in |
| fact they're both pretty much the same attack, just an egg projectile. |
| It does however deal nearly 100 damage so if you've got the patience to |
| devote Mallow to using nothing but HP rain then the other two characters |
| will really be free to do what they want for the rest of the battle, which |
| usually ends up just being attacking normally since most magic and |
| abilities end up dealing nothing more than 0 damage to the boss anyway. |
| _____ |

o-----o
When the fight has ended you are given the 'Castle Key 2.' Use this key to
open the door behind the boss. Watch out for the fan here, it will blow you
off the edge if it is spinning violently when you try to get by, wait for it
to slow down then move. In the next room examine the door for a quick scene
then continue up past the fat Troopa into the door with the queen. Follow her
down the hall at the back, use the save point as you go along. Part way along
the second hall you'll see a chest floating in the air, under it jump to

reveal a hidden yellow platform. Now you can use that to hit the chest which contains a star. In the next hall you'll find Dodo which triggers a boss fight but you can actually use the star to defeat him instantly. Hitting Dodo with the star makes it end automatically so if you're looking to maximize your payaoff you can run back one room and hit those two birds before continuing up, you'll have time before you reach Dodo. Head through the door and drop like a rock. Use the trampoline at the bottom to get back up to Nimbus Land.

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O=====O
| Boss: Valentina & Dodo                                     |
O=====O
|
| This fight can be extremely difficult, Dodo takes one member of your party |
| (presumably Mallow) for a one on one battle. While Dodo is listed as      |
| having over 1000 life for this you only have to deal just over a couple   |
| hundred before he runs away, this is easier said than done however. If    |
| you want to stay alive you'll need perfect timing on your defends and hope |
| that he misses every once in awhile which he quite often does. He'll     |
| use a fear inflicting status effect which can be prevented and also      |
| it wastes his turn each time he uses it so that'll be your chance to     |
| attack, most other times you'll be healing waiting for a good time to    |
| strike. After Dodo has been defeated you'll have to fight Valentina with  |
| the remaining two party members. This is definitely one of the hardest   |
| fights in the game. Valentina has quite possibly every attack in the     |
| boos. She's got a weak physical attack you can just hope she uses, and   |
| is quite fond of the Crystal attack which is her second weakest. The rest |
| are spells like Water Blast, Blizzard, Solidify and such that deal        |
| massive damage to your entire party. Those are her mid level attacks.    |
| The worst are the following three, Light Beam, Aurora Flash and Petal     |
| Blast, each of them comes with their own set of status ailments and      |
| massive damage as well. To survive these you'll have to have prepared    |
| beforehand with some really good accessories and stuff like that. Soon    |
| enough Dodo and the character he took away will join the battle making    |
| it a full on fight to drain the remainder of both their HP totals. She   |
| really is insanely hard, you might find yourself forced to use items like |
| Fire Bomb and Rock Candy if you can't win, it's an unfortunate truth. One |
| thing to note however, and this is a good example, is that often if you  |
| can't win there's no substitute for good old fashioned leveling up.      |
|
O-----O
```

Watch the scene after the boss is defeated and prepare to depart for the volcano. Leave the castle and return to town, now do the following. Run diagonally down and right to the right edge of town. Run along the edge until you find an area where there is no barrier and you can freely run out into the sky. There's a Shy Away there who will give you the 'Fertilizer.' Are you ready to get Mario's best weapon? Leave Nimbus Land via the hole on the left side and use the other trampoline to get onto the world map. Now return to Rose Town and at the top of town you'll find a new path leading to the gerdener's house. Speak to him and give him both the Seed and the Fertilizer so that he grows a giant beanstalk. Climb the beanstalk to find two chests, one containing the universal armour 'Lazy Shell' and then other containing Mario's weapon, the 'Lazy Shell.' Also while you're out here you may want to deliver the Cricket Jam to Frogfucius if you haven't already, it's worth ten Frog Coins to him. When you're ready to continue with the game return to Nimbus land and drop down the hole beside the trampoline to reach the hot springs. You can bathe in the springs to restore your health and then drop down the cliff on the right when you're ready to enter into the volcano.

/

```
\ uper Mario RPG /-----o
/ -----o-----\          Barrel Volcano          |
(0000S)          \-----o
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o----- Item Checklist -----o  When you land in the volcano head out of the
|                                | first room and then down. There are a few
| Flower....._____ | panels you can hop across in this area
| Flower....._____ | leading down to a room with two chests
| Flower....._____ | containing a 'Flower' in both of them.
| Frog Coin....._____ | Continue up through another couple rooms to
| Frog Coin....._____ | find a chest with 'Flower' and another with
| Frog Coin....._____ | a bunch of Coins in it. The next room has a
| Frog Coin....._____ | star, be ready for this one before you get
| Flower....._____ | it, you might even want to check out the
| Frog Coin....._____ | next room. It should end around a room
| Flower Jar....._____ | where you can see a 'Frog Coin' hovering
| Flower....._____ | over the lava, jump from the upper left
|                                | area to reach it. Continue on, jumping
o-----o  across the platforms floating in the lava.
```

You might be wondering how to get that 'Frog Coin' up there, simply head into the next room then come back and fall in the lava on purpose, it will get you up there. You'll find another couple of 'Frog Coin's here is you jump up on the unstable platforms. Two rooms here here, yet another 'Flower' and another 'Frog Coin,' there's a serious pattern going on here. Save your game and continue forward. From here it's a pretty

```
o- Item Shop -----o  o- Armor Shop -----o
|                                | |                                |
| Mid Mushroom.....20 Coins | | Fire Shirt.....90 Coins |
| Maple Syrup.....30 Coins | | Fire Pants.....90 Coins |
| Pick Me Up.....5 Coins | | Fire Cape.....90 Coins |
| Able Juice.....4 Coins | | Fire Shell.....90 Coins |
| Freshen Up.....50 Coins | | Fire Dress.....90 Coins |
|                                | |                                |
o-----o  o-----o
```

linear path until you reach a man standing in a doorway. Enter his shop area, depending on which crates he's standing beside he operates a different shop. You can check out some interesting F-Zero and Starfox memorabilia on the right side if you wish, then leave when you're ready to go. Another save point waits outside, then a bridge section where you must jump across a bunch of unstable platforms. On the other side you finally meet up with the boss.

```
O=====O
| Boss: Czar Dragon          |
O=====O
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|
| The Czar Dragon has a number of different attacks and many of them can be
| quite powerful. First of all his physical attack is quite difficult
| to defend against. The boss is also able to cast the Flame Wall spell
| which can deal anywhere from 30 to 70 damage to your entire party. The
| boss mostly focuses on these two spells except when it's using its other
| remaining ability. The boss can dip down into the magma and pull up
| four little dots that help in the battle. Basically all these things
| are good for are going kamikaze on your party. If I were you I would
| destroy them before this can happen. Mallow's Snowy spell is ideal for
| the job but I'm also partial to Mario's Ultra Jump, one of the few
| uses it has in the entire game. Since I had just acquired the two
| Lazy Shells I was able to put both of them to good use in this battle.
| Mario's physical attack at times was able to deal up to 256 damage with
```

| a a single hit. Mallow was equipped with the Lazy Shell armour and the
| Rare Scarf, his defense was so high that not a single attack in the
| entire fight could deal more than 1 damage, which pretty much guarantees
| a win. He was mostly the healer however, using HP Rain and items as
| necessary. Once the boss has been defeated a second form appears, this
| is the undead form. Unlike in a Final Fantasy game, you cannot use a
| Pick Me Up for an instant win, but you can however use any extra Pure
| Water items you have in your inventory on this boss for some decent
| damage. Many new attacks are used here like the powerful Storm attack.
| The boss also uses Boulder which hits every member of your party. Blast
| is a highly damaging attack however it only hits one person so it isn't
| too bad. Scream will inflict a status ailment on one person unless they
| have protection from it (or it misses.) Fortunately while this boss does
| have a decent amount of HP, his defense is far lower than the previous
| boss. In fact hits that were dealing 50 damage before will now deal
| almost 200. Kept hacking physically to eventually end this fight.
|

o-----o

You'll find the star in the next room, go to pick it up and then watch the
scene. Chase them up and up and up... and up! When you reach the top and hop
out of the volcano, you had better be ready for yet another fight.

o=====o

| Boss: Axem Rangers |

o=====o

|

| Time to take on the power rangers here, there are five of them and you
| need to decide which ones to target. Here's the way it should go down,
| you need to defeat Axem Pink first. Not only does she have the least
| HP out of all of them with only 400, but she has the ability to heal
| as well. Bad combination, destroy her. Next we need to eliminate
| Axem Green, his HP total isn't too high and he's the magic user of the
| group so this will really reduce the damage that your party takes. Of
| the remaining ones Axem Red is the most dangerous but he also has the
| most HP so target one of the other two, preferably Black. It really
| doesn't matter from this point. If you have any Rock Candy items in
| your inventory, this is probably the second best time in the game to
| use them (the best would be the fight against Culex, the optional boss)
| but you can still get quite a few of them, a big bonus if you get a
| freebie from it, and just two Rock Candies will deal 400 damage to all
| enemies, automatically eliminating pink and leaving the rest ready to
| fall almost instantaneously. Use party targeting magic and pretty much
| anything that hits more than one for best overall results here, the
| faster and more offensive you are at the start, the better off at the end.
| When you actually do manage to defeat all the Axem Rangers, the fight
| still isn't over. Red jumps into his Megazord and then you need to
| defeat that thing which has 999 HP before the battle is really over.
| This boss only has two attacks, and one of them isn't even an attack.
| The boss simply wastes a turn recharging then on the next turn uses Breaker
| Beam which can do up to 140 damage to every member in your party. It's
| devastating. You're going to want someone with the Lazy Shell and Rare
| Scarf, for Mallow who still had this equipped, the Breaker Beam dealt
| one damage, he was then able to use Pick Me Ups and help attack while the
| boss was recharging. You're going to have to hit hard here, there's only
| so long you can survive against an onslaught of this magnitude.
|

o-----o

Back on the world map again you need to return to Nimbus Castle. On the way

to the throne room right outside the door, head into the room that was locked where the king was being held while you were chasing Valentina. The man who gave you the key will now give you a 'Flower Jar.' After speaking to the king take the exit at the back of the throne room. You'll notice the chest that previously contained a star now contains a 'Flower.' Your destination is back outside in Nimbus Land again, at the upper left there is a small set of steps leading to the air bus. Have it take you now to Bowser's Keep.

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/
\ uper Mario RPG /-----o
/ -----o-----\
                    Bowser's Keep
(0000T)           \-----o

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o----- Item Checklist -----o
|                               |
| Fright Bomb....._____ |
| Royal Syrup....._____ |
| Rock Candy....._____ |
| Max Mushroom....._____ |
| Red Essence....._____ |
| Flower....._____ |
| Fire Bomb....._____ |
| Super Slap....._____ |
| KerokeroCola....._____ |
| Pick Me Up....._____ |
| Flower....._____ |
| Max Mushroom....._____ |
| Rock Candy....._____ |
| Flower....._____ |
| Flower....._____ |
| Royal Syrup....._____ |
| Fire Bomb....._____ |
| Pick Me Up....._____ |
| KerokeroCola....._____ |
| Sonic Cymbal....._____ |
| Rock Candy....._____ |
| Star Gun....._____ |
| Drill Claw....._____ |
|                               |
o-----o

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Back to where it all started once again. Unfortunately the enemy difficulty has been stepped up a couple of notches. If you've got Bowser in your party for this section many of the enemies will run away from battle after seeing his face. Head up until you reach Bowser's throne which now has a hole in it leading to a path in the back. When you come to a fork head left past the statue to find a chest with a full healing mushroom inside. In the next room you'll find a save point and Croco again, instead of being your enemy however he was nice enough to open up a shop. Pick up whatever you need, be sure to save and then continue on through the door. There are six doors here and behind each one is a special puzzle. There are two skill doors, two puzzle doors and two battle doors. Behind each one is a challenge. Let's head through door number one. The ground will flash giving you an idea where to run. The first chest around the middle contains a 'Fright Bomb' while the second one on the right has a 'Royal Syrup' and the one near the door contains 'Rock Candy.' In the second room note that the moving platforms will stop moving while you're in the air jumping so keep that in mind when you leap.

The chest on the lower right contains 'Max Mushroom' and the one on the lower left has 'Red Essence.' In the upper left chest you'll find a 'Flower' and the upper right chest a 'Fire Bomb.' There's nothing to get in the next room, simply jump past all the barrels on your way up this homage to Donkey Kong and jump at him at the top to make him run away. Through this door is your prize, a 'Super Slap.' Next let's do the other similar one to this, door number six. Jump across to the other side and ride the platform up, run back toward the entrance and grab the 'KerokeroCola' from the chest. Jump on the ball in the next room and ride it to the first pillar, the chest on top has a 'Pick Me Up.' You'll find a 'Flower' on the second pillar. There's a 'Max Mushroom' on the third and a 'Rock Candy' on the fourth. In the final chest you will find a 'Flower.' The first chest in the next room has a 'Flower,' up and left from there is another 'Flower.' Move toward the middle from there to get a 'Royal Syrup' and then continue right to find a 'Fire Bomb.' At the upper left you'll find a 'Pick Me Up' and near the exit is a 'KerokeroCola.' Your prize for getting through this is the 'Sonic Cymbal.'

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o- Item Shop -----o

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Mid Mushroom.....20 Coins	Fire Shirt.....90 Coins
Maple Syrup.....30 Coins	Fire Pants.....90 Coins
Pick Me Up.....5 Coins	Fire Cape.....90 Coins
Freshen Up.....50 Coins	Fire Shell.....90 Coins
	Fire Dress.....90 Coins
o-----o	

Next head through the combat doors, it's just a matter of fighting your way through doors two and three to get the 'Star Gun' and the other a 'Drill Claw.' After going through four of the doors you'll be dropped off at the end. These four have the best rewards (unique weapons) but for some reason you want to go through the puzzle doors instead, read to the end of this paragraph (otherwise skip it). Start with number three. There are 21 Coins in the chest, you can get up to four and cancel using the A button any time you want. Whoever gets the last coin loses so as long as you're good at counting you'll be fine here. The next room is quite annoying. Follow this exactly and you'll be able to do it. Pretend the buttons are like a grid. 4x4 rows by columns so 1x1 would mean the first button and 1x2 would mean the second button to the right on the top row. Jump on the four buttons at the four corners, no other ones. Now jump on 3x3, then on 2x2, then on 3x2, then on 2x1, then on 1x2, then on 2x3, then on 3x4, lastly on 4x3. You're all done. For the next room to be honest a textual description would be quite difficult, the puzzle isn't too hard as there are almost an infinite number of different correct ways to do it, with a few random tries and basically figuring out how it's working you'll get it. Your prize for this is the 'Rock Candy.' Our next destination is door number five. The questions are asked randomly and you aren't given time to check what the answers are but luckily they aren't too difficult. Here are the answers to a couple of the more difficult questions: the end of Dodo's beak is red, a Wiggler has six legs, Terrapin does not appear in Booster Tower, Bowser learns Crusher at level 15, Booster is 7th generation, Johnny loves his currant juice. In the next room you're given a certain amount of time to count barrels, assume that it's a full layer below if you can't see it. For me the answers were 14 and 46 respectively but they may not be the same for you. In the final room once again you've got to listen to the story and figure out the pieces they came in speak to everyone and put it together. Again, mine was Bones/Boo/Kipp/Goo but if they change it around which they likely do, you'll just have to think.

When you're dropped down in front of the save point be sure to save your game.

o-----o
 | Boss: Magikoopa |
 o-----o

| This is actually a rather easy boss, especially if you've got all those |
 | great new weapons equipped. The two things which make him difficult are |
 | couple of powerful spells like Solidify and Flame Wall, and the ability |
 | to summon a large enemy into battle so he can hide. If this occurs |
 | simply defeat the enemy and continue to pound this guy. The |
 | Magikoopa has 1600 HP but when it comes to defense he's weak as a kitten, |
 | Mario's Lazy Shell, Bowser's Drill Claw and Geno's Star Gun will all hit |
 | very hard in this battle, and that's exactly what you need to win. |
 |

o-----o

Magikoopa will regain his memory and decide to help you out. There's an infinite money chest out here now which is nice, because through the left door you'll find Croco again who has some new armour to sell for your characters.

```

o- Item Shop -----o
|
| Mid Mushroom.....20 Coins      Hero Shirt.....100 Coins |
| Maple Syrup.....30 Coins       Prince Pants.....100 Coins |
| Pick Me Up.....5 Coins        Star Cape.....100 Coins |
| Freshen Up.....50 Coins       Heal Shell.....100 Coins |
|                                Royal Dress.....100 Coins |
|
|
o-----o

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Proceed through the door on the right now and head up. TO get through this part easily simply jump on top of one of the stompers and ride it up, now you can jump across the stone platforms to the door. In the next room...

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O=====O
| Boss: Boomer |
O=====O
|
| Quite a simple boss actually, more like a miniboss. Boomer has some |
| strong magic like storm capable of dealing to to 90 damage on one |
| person but the majority of his attacks are physical ones, easy to |
| defend physical attacks that often end up dealing no more than 0 or |
| 1 damage. Part way through the battle he changes from red to blue |
| and as far as I can tell the only difference it makes is that he becomes |
| easier, his defense drops like a rock. If this gives him any new |
| attacks or special powers I certainly didn't notice any. |
|
|
o-----o

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O=====O
| Boss: Exor |
O=====O
|
| Things are really starting to wrap up now, you're facing off against the |
| evil sword which fell into Bowser's Keep and started this whole mess |
| in the first place. There are four parts to this boss, the Left Eye, |
| Right Eye, the mouth and Exor. Exor cannot be damaged until at least |
| one of the eyes has been eliminated. You'll probably want to eliminate as |
| many different parts as possible since it'll certainly reduce the number |
| of attacks you will be hit by. The eyes and the mouth can attack you, |
| but it's Exor you need to defeat. The eyes will spew eye gunk at you |
| (gross) while the mouth will use more prominent magic attacks. If you're |
| willing to spare the Rock Candy here or other such similar items they |
| work great here. Finds ways to damage multiple parts of the boss rather |
| than focusing on one at a time so the other parts aren't just regenerating |
| while you're picking another. Normal attacks work fine like always, |
| you'll certainly need someone dedicated to healing here. If you were |
| to focus on just one part, meaning getting it out of the way whenever |
| possible, I would say the mouth because it's easier to play offensively |
| when you're not constantly being pounded on by powerful magic spells. |
|
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o-----o

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\ uper Mario RPG /-----o
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(0000U) \-----o

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o----- Item Checklist -----o It's the final dungeon! But you can still

| leave whenever you wish using the trampoline
| Flower....._____ | on the left. Head right and use the save
| Royal Syrup....._____ | point here. What you'll encounter in the
| Max Mushroom....._____ | first room is kind of a bolt on a large
| Flower....._____ | screw, you need to keep jumping up and down
| Rock Candy....._____ | on the bolt to move it across. Hit the
| | large button in the next room to form and
o-----o path and then continue up. There's a chest
here containing 'Ultra Hammer' (not as
powerful as the Lazy Shell unfortunately.) Use the trampoline to bounce
yourself up, then bounce on the next one to reach the boss.

O=====O
| Boss: Count Down |
O=====O

|
| For a sub-boss, Count Down has some pretty nasty attacks. There are two |
| bells on top (a clue that you should be trying to use multi-targeting |
| attacks) that will hit you with physicals from time to time, but the clock |
| the the real danger. One of them (I forget if it's the bells or the |
| clock) will use Dark Star which is similar to one of Mallow's spells, |
| it hits one person for pretty severe damage. Other than that, it's when |
| you actually damage the clock you'll see its power. After hitting it a |
| few times it will respond with "It's such-and-such a time" and depending |
| on what time it says the boss will use one of many attacks. These attacks |
| include the Aurora Flash to put your party to sleep, sometimes the |
| highly damaging Water Blast, and often it will use Mega Recover to heal |
| a fair bit of its own HP. Luckily its defense isn't too good meaning you |
| can really do some damage with the Lazy Shell in this fight, so do it. |
| |
o-----o

In the next area watch out on the conveyer belts for clones of bosses you have
fought before. Jump up the first conveyer belt to get a full healing
mushroom. You'll want to fall down on purpose at least once since there are
two chests down there, one that heals you and the other that has a 'Flower'
inside. Continue up to the next screen where you need to try to avoid the
arrows. The best way of doing so is by not jumping, jumping will often get
you stuck right in the head by an arrow. Follow the path in the next area and
go right at the fork to find a 'Royal Syrup' in the chest. After riding the
floating platform across there's another chest above you, this one has a 'Max
Mushroom' inside. Get ready to start running fast, there really is no way to
avoid the Bowyer clones here. Follow the path along and up to the next screen
where you'll find another save point. In the next room take the upper exit
and grab the 'Flower' from one of the chests. Return to the previous room and
jump on the box in the middle the enemy is bouncing off of. When he lands on
your head and you fight him, the box will explode after the battle. Drop down.

O=====O
| Boss: Earth Link |
O=====O

|
| Yet another sub-boss for you to take care of. The Endobubble attack |
| will weaken one of your characters but fortunately it doesn't actually |
| do any damage. This is pretty much all that Domino will do. The other |
| guy will stick with physical attacks the whole time. Domino is the |
| one you're going to want to defeat first, he's the magic guy, he's got |
| less HP and is very vulnerable to physical attacks. When he has been |
| taken care of then the other guy decides it's time for a change of pace. |
| He boards a large snake called Earth Link which really becomes the |

| real boss. Before taking out Earth Link though you should take out the
| guy on his head. Magic is effective here, Mallow's Star Rain works
| extremely well as it can deal 250 damage to both of them if you keep
| it going for the maximum length of time. Mario's Super Flame too is
| extremely effective. Earth Link has some nasty attacks that mostly
| focus around the physical ones. He'll use his bite attack which is
| powerful but not nearly as much so as the Carni-Kiss which can kill a
| character at full HP even when successfully blocked. Other than that
| all he does is use Poison, your attacks don't do much (magic is actually
| more effective against the snake) but just keep at it.

Time to enter the factory for a scene, then a battle then another scene
afterward. Toad appears and wants to offer a little helping hand.

o- Item Shop -----o
|
| Mid Mushroom.....10 Coins Max Mushroom.....39 Coins |
| Maple Syrup.....15 Coins Pick Me Up.....3 Coins |
| Able Juice.....2 Coins Freshen Up.....25 Coins |
| FroggieDrink.....8 Coins |
|

After doing a little shopping Toad hands you a 'Rock Candy' as a gift. You'll
have to fight your way through another couple of rooms, just remember to kill
the main enemy first so that all the hammers don't respawn over and over
constantly. Following this is yet another sub-boss to fight.

o=====o
| Boss: Gunyolk |
o=====o
|
| One more boss to fight on the way to Smithy. Pretty much what you want
| to do here is focus on staying alive. The boss has a couple of weak
| status inflicting attacks and one or two single person hits but now
| and then it will fire a large beam similar to the one the Axem Rangers
| used that will really hurt your party. Perhaps set aside one KerokeroCola
| for this fight in case your health gets pretty low and attack with all
| the most powerful attacks you have, preferably against both of them.
|

Jump on the large button when you are prepared for the final battle.

o=====o
| Boss: Smithy |
o=====o
|
| You finally get to take on the evil Smithy. Smithy is an old man with a
| hammer who could easily be mistaken for a grumpy old dwarf, his attacks
| are anything but mistakable however, they're going to inflict some
| serious damage. Make sure at least one person in your party, preferably
| the ehaller, is wearing the Lazy Shell and the Rare Scarf to get a
| defense stat as high as possible. For his first attack he will usually
| start with the sledge, a big stomping thing that comes right down on your
| head, not too pleasant. Smithy is able to use the classic Mega Drain
| spell, not surprisingly he has an attack where he just hits you with his
| hammer, and lastly he uses Meteor Swarm which does a good deal of damage
|

| to your party. Smithy's last ability is the ability to create some nasty |
| enemies which will start really wrecking havoc on your party. To stop |
| him from being able to make these enemies, what you need to do is destroy |
| the smelter on the side which is easier said than done. In the end it |
| boils down to your ability to deal 2000 damage to Smithy. If you've |
| got someone equipped with the Lazy Shell and Rare Scarf like I said then |
| the only attack that can really damage you at all is his hammer attack, |
| and that's only if you don't block it, so rely on that character a lot. |
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o-----o

o=====o
| Boss: Smithy |

o=====o

|
| The final boss is weird beyond words, it has numerous forms and just |
| switches between them constantly. Each form comes with its own set of |
| attacks as well and with 8000 HP you're going to be there for awhile. |
| Fortunately his physical defense leaves something to be desired, the Lazy |
| Shell for one with Mario kicking it will deal up to 300 damage per hit |
| which is nice. Speaking of Lazy Shell, if you have that armour on someone |
| it seems that Smithy has virtually no attacks that can hurt you, meaning |
| it will take awhile, but you are still almost guaranteed a win, and in |
| the end I guess that's what really matters. This really is the final |
| boss, no more forms, meaning go butts with all the items in your inventory. |
| If you have Rock Candy, Fire Bombs, KerokeroColas, ANYTHING they should |
| be used in this battle, even if you don't really need to... why not. |
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You beat the game. Good job!

Now sit back and enjoy the ending.

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| Sidequests (00010) |

o=====o

/
| \uper Mario RPG /-----o
/ -----o-----\ The Three Musty Fears |
| (00011) \-----o

o----- Item Checklist -----o To begin this sidequest you'll have to head
| | to Monstro Town. In the house on the far
| Dry Bones' Flag....._____ | right (not up the stairs) there is a bed you
| Geaper Flag....._____ | can sleep in if you turn out the light.
| Big Boo Flag....._____ | During the night you'll be visited by three
| Ghost Medal....._____ | spirits. Each of them will be hiding a flag
| | around the world and you need to find them
o-----o all. The first clue is "I hid my flag
| behind a wooden flower," the second clue is
"My flag's under a green bed." The last is "You'll never guess my spot! It's
between O and A." Why don't we start with a green bed... hmm... head back to
Mario's Pad, turns out that Mario himself has a green bed. Examine it to find
'Dry Bones' Flag.' The next is behind a wooden flower, that's easy, head to

Rose Town. There's a big wooden flower at the entrance which hides a 'Greaper Flag.' Last we have the difficult one which isn't so difficult at all if your brain is ticking, of course it's not easier either. The answer is that it's at Yo'ster Isle. If this isn't helpful enough, remember the word GOAL has a large O and an A in it, search between these letters to find 'Big Boo Flag.' Return to Monstro Town and sleep in the bed again, during the night the ghosts will come visit you and in the morning you're wearing a 'Ghost Medal.'

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/
\ uper Mario RPG /-----o
/ -----o-----\                Culex                |
      (00012)      \-----o

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To trigger the battle with Culex you must find the mole in his house in Moleville who will sell you Fireworks for 500 coins, then outside his house trade the Fireworks to a little girl for a Shiny Stone. Use the Shiny Stone on the sealed door in Monstro Town to find Culex and begin the battle.

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O=====O
| Boss: Culex                                     |
O=====O
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| Culex is the hardest boss in Super Mario RPG no doubt, largely because |
| of the little crystal helpers he has with him. Each crystal carries an |
| element with it, meaning that using items like Fire Bomb and Ice Bomb |
| forever aren't going to work since they'll always be keeping at least |
| one crystal alive. Each crystal will use spells and abilities based on |
| its own element, the blue crystal will use spells like Water Blast which |
| is a pretty powerful spell in itself, imagine powerful magic like this |
| being used five times per turn. Ideally you should come into this battle |
| at level 30 for your entire party (although it's certainly not a |
| requirement.) Your party should ideally consist of Mario, Toadstool and |
| either Bowser or Geno for the last character. Get as many Rock Candies |
| as you can, they will really help shift the balance of power in this |
| fight and have all the best equipment you have, the two Lazy Shells are |
| an absolute must. Culex will not go down easy, you have to be patient. |
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/
\ uper Mario RPG /-----o
/ -----o-----\                Other                |
      (00013)      \-----o

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In addition to this sidequest there are a couple of other things you can do as well. The first is head on over and visit the Tadpole Pond, head all the way to the right and visit the musical tadpole area. Secondly there's a casino to check out, get the Bright Card from Knife Guy. From here return to those five tubes in Bean Valley. There's a chomp down the tube at the top, defeat it and jump up and down a few times where it was previously to reveal the casino.

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O=====O
|                               Plot Summary                               (00020) |
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At the beginning of the game we see our hero Mario entering a large castle, this is Bowser's Castle and once again he has stolen the helpless princess. Mario confronts Bowser atop two large chandeliers as the princess hangs helplessly from a rope. Mario and Bowser fight, Mario wins by breaking the

chain that was holding up the chandelier however as Bowser falls he throws a large hammer to knock Mario's chain as well. The two of them are falling, and as Bowser strikes at Mario, Mario uses his superior jumping ability to bounce off Bowser's head and grab hold of the chain above. Just when they think all is safe the castle begins to shake and an enormous sword descends down from above. Mario is ejected from the castle and lands back at the Pipe House.

Toad, who saw Mario flying through the sky rushes inside to find him, but he's gone. It soon becomes apparent that among the Mario costumes hanging on the wall is Mario himself, he got hooked on a hanger during his fall. When Mario goes out Toad asks where Toadstool is and quickly finds out that she has once again been kidnapped by Bowser, Toad asks Mario to do like he always does and go look for her. When Mario returns to Bowser's Keep he finds the enormous sword still there and speaking to him. The sword says that this castle now belongs to the Smithy gang, he then proceeds to break the bridge that leads to the door of (what used to be) Bowser's Keep. When Mario returns and explains (or illustrates) the situation to Toad, Toad says they must go and inform the Chancellor at Mushroom Kingdom at once! He and Toad head off for Mushroom Kingdom but first they must pass through Mushroom Way. Toad continuously gets trapped by enemies and needs Mario to save him. The largest enemy which grabs him is a big monster with a hammer. When Mario appears he says "Now you got my hammer angry!" Sounds menacing. Mario uses his superior jumping ability to trash the monster. Once the enemy is dead his hammer still remains, Toad tells Mario that he could really give enemies the whomp with this, and Toad is right. Mario picks up the Hammer and uses it to smash enemies from there on.

Right when they arrive in the Mushroom Kingdom Mario goes to see the Chancellor. He explains that while he did rescue the princess from Bowser, something else happened with the giant sword coming down and taking over Bowser's Keep. The Chancellor is very worried and tells Mario that he must rescue the princess no matter what! He is given a map and told to take whatever he wants from the vault. When Mario leaves the castle he finds some kind of little white puffy marshmallow boy chasing a large reptile around town yelling "Give it back!" The reptile stole his grandfather's coin, as the boy starts crying it suddenly starts raining. Mario goes over to see what's going on. Another woman nearby wants to see Mario jump, and when he does Mallow recognizes the great Mario. He says that he comes from the tadpole pond, he's a frog but he can't jump, it's kind of embarrassing. With Mario's help he could get his grandfather's coin back, Mario agrees to help him but remains confused, this little marshmallow boy doesn't look anything like a frog. Regardless, Mario now has Mallow to help him along on his journey. As they leave town a young mushroom boy tells them he saw the evil reptile running out of town. Mallow asks him why he didn't stop him and the boy says it was because he left his bazooka at home... sheesh! Then all of a sudden the lizard whips by them again with another townspeople yelling, it seems that Mallow isn't the only victim of the creature's mischief.

Croco, the lizard is running around in Bandit's Way. Mario and Mallow chase him all the way to a dead end where they manage to come up on him from behind. He apologizes and says he'll give back the coin... not! After a battle though, Croco sees things from a different perspective. He throws Mallow's coin back and runs off, saying he'll get them for what they've done. They also find a wallet that Croco must have had. It's back to Mushroom Kingdom!

Oh no! Mushroom Kingdom has been overthrown by an army of bouncing springy monsters! They bounce around and bounce the townspeople into submission, leaving most of them cowering for their lives! Mario rescues as many townspeople as he can before going into the castle and helping all the little mushroom men. He finds that most of them have taken up shelter in the princess' room. They thank him for all his help, but the Chancellor is still

in the throne room, Mario must save him! When Mario arrives in the throne room he finds the ultimate bouncing monster, Mack. When Mack has been defeated by Mario and Mallow a large star appears out from behind the throne. It descends upon Mario's head and positions itself among seven other empty spots. The Chancellor comes over and thanks Mario for all his help, first the princess and now this, there's so much going on! Mallow says that they should return to Tadpole pond and ask his grandfather, he knows everything! So the two of them head off for Tadpole Pond through the Kero Sewers. Before leaving though, there's some unfinished business. Now that Mallow has his coin back they return to the shop so he can pick up some Cricket Pie for his grandpa.

Before jumping down the pipe into Kero Sewers, Mallow says that his grandfather told him to watch out for "Belome"... whoever that is. After navigating the sewers they do indeed find Belome. Belome is a large dog creature with a tongue like a fire hose. When he attacks the party he actually swallows them at times leaving them helpless in his belly. After they strike the finishing blow he says they may have defeated him, but they sure didn't beat him! Beware the flood! A huge tidal wave pours out from the now-opening sewer gate and washes them outside and down a waterfall. After falling down the waterfall and jumping across a number of barrels to reach the end of the Midas River, Mario and Mallow proceed on to Tadpole Pond.

At the Tadpole Pond, all the Tadpoles are amazed to see THE Super Mario, they heard all about the adventures and the beating up of Belome, you see news in the waterways travels fast. Mario showcases his jumping ability to the amazement of all the tadpoles, then Frogfucius interrupts. He appears, floating in the air (thanks to the help of a little cloud man with a fishing pole). The tadpoles form a water-bridge for Mario and Mallow to cross. Frogfucius explains to them that they seek the princess but ho! She is no longer in Bowser's Keep, when the sword came down both the princess and Bowser were sent across the world and are now both lost. For the moment though they must focus on Smithy's minions who are wrecking havoc on the world. Mack, whom they fought in Mushroom Kingdom is just one of many more that will be coming. Frogfucius tells mallow that he too will accompany Mario on the journey. Mallow says that he is only a tadpole, what can he possibly do. That's when Frogfucius relates the truth to Mallow. One day while he was enjoying a snack of crickets a baby in a basket floated down the waterfall. The name "Mallow" was written on it and he knew the baby was special as it could use powerful magic. Mallow will accompany Mario in hopes to find his real family, for now they must venture to Rose Town where their help is needed. Frogfucius is depressed to see Mallow go until he remembers the Cricket Pie Mallow bought for him! As thanks for the pie he offers a staff he used when he was Mallow's age, it is sure to come in handy at times.

They must first pass through Rose Way before reaching Rose Town, there they find Bowser and a whole bunch of his troops including Goombas, shelled warriors and hooded sorcerers. He is commanding them to go and reclaim his keep once and for all, they leave without noticing Mario and Mallow were spying. When they arrive at Rose Town they find something seriously wrong. Arrows are raining down from the sky, poisoned arrows that will paralyze the body when hit. Many people around the town are completely frozen in place and others are afraid to go outside. When Mario and Mallow go inside the inn they find a little boy playing with his doll... his Mario doll, as well as Bowser, Princess and a mysterious blue doll. While playing with his dolls the young boy sees the real Mario and freaks out! He asks Mario to play with him, since the Mario doll bought the farm. Bowser and the blue doll he calls Geno start fighting, when he gets Geno to use the super duper shooting Star attack it misses the Bowser doll and knocks Mario unconscious. During the night a magic energy pulse appears and brings the blue Geno doll to life. Gaz, the little boy, tells his mom that he saw Geno leave during the night but of course she

doesn't believe him. Mario and Mallow head off to the forest to look for the source of these arrows and perhaps the truth about the Geno doll.

The two of them manage to barely navigate through the confusing forest, at the end find an odd looking guy named Bowyer who speaks a lot like Yoda. Here's got an elastic string going from his ass to his head which he uses to fire arrows long distances with, this person is the one guilty of raining arrows on Rose Town. Mallow says they need to do something so Mario rolls up his sleeves and gets ready to fight, but Mallow stops him. They can't just go in there with fists flying, that's crazy. Then all of a sudden they hear someone coming. After hiding behind a tree stump one of the living arrows appears dragging a large star with him. Just as the star is being delivered Geno falls out of the sky! He tells Bowyer to return the star to him, he doesn't know what he's doing! Geno says that he serves a higher authority, and that the Star Piece belongs to everyone. As Geno is struggling to fight with Bowyer, Mario jumps in (literally) and saves Geno from an arrow. After defeating Bowyer Geno explains that he is actually a visitor from above and he is only borrowing this form. Mallow asks if he could possibly be from the sky or something, but Geno says it's even higher up than that. Up where he comes from there's something called the Star Road and it's a big mess right now, it even concerns them. The Star Road changes wishes into shooting stars which then fall down to Earth. However ever since a sword destroyed the Star Road everything has come to a halt, no stars have been made and no wishes have been granted. The Star Pieces that they have found, this one and the one from Mushroom Kingdom, were actually pieces of the Star Road. There are seven of them altogether. Geno joins the team on their quest to repair the Star Road and defeat the evil Smithy. Next their journey takes them through Pipe Vault.

After the Pipe Vault Mario, Mallow and Geno arrive at Moleville. People are talking about something terrible that happened at the mines. When Mario goes to investigate he spies Bowser off on the other side of the mines. Bowser is regrouping his troops, saying they need to get his keep back, if Mario ever found out he was kicked out of his own castle, he'd be ruined. With that they head off away from Moleville. Mario enters the mines and finds out a little girl had taken her brother into there to play when suddenly a star fell out of the sky and trapped them in the mines. The two workers stand so that Mario can jump on their shoulders and get up into the mine. Inside the mine they find the father of the two kids, after helping him blast through a wall Mario tells him to turn around, he'll take it from here. They continue until they find an odd clown-looking man throwing bombs around like crazy. This is Punchinello and he thinks that if he defeats Mario it'll make him famous! Unfortunately he got a little too into his bombs and a giant wall fell on his head, crushing him to death. The enormous bomb goes off blasting Mario, Mallow and Geno right in the face, they're lucky to survive. The other thing it does is knock down the nearby star, Mario picks it up and adds the third star to his collection, only four more to go. In the back they find the little girl Dyna, and her little brother, Mite. She's trying to get the mine cart to start working. They zoom through the mines on the tracks going at crazy speeds and whipping around corners. Eventually it launches them right over Moleville and they crash through the roof of Dyna's house. The parents can't thank Mario enough for all the help he gave, if Mario ever needs a favour, they are there to help out. Mario leaves the house to find another odd event going on. A bunch of Snifits are chasing a beetle around when it lands on Mario's head. They tell him not to touch it because it's a present for Booster but he can't catch his own at the moment since he's so busy entertaining the princess from the sky... and with that, they run off.

When Mario arrives at the Booster Tower he finds Bowser waiting by the door. Bowser freaks out and tries to act evil, saying "What are YOU doing here?" The camera then zooms up and we see Princess Toadstool up on the balcony,

crying her eyes out. She hears Mario down below and calls to him. Bowser sees her up there as well. When Mario can't get through the door Bowser uses his powerful shell to break it and then says he's going to do something he might regret later, he's going to let Mario join the Koopa Troop, and with that Bowser joins the party! They enter the tower and start heading up. Booster appears on a toy train that rides by, Booster says that normally he entertains visitors but recently a princess has fallen out of the sky so he has been busy with her. He leaves and they continue up the tower. Soon enough they meet him again. He says that the princess has been screaming "MARIOHELPMEMARIOHELPMEM" over and over again, is she showing her happiness? Could this Mario be another man, perhaps you are this Mario! He throws down bombs to destroy you but Mario runs to hide and Booster leaves... crying. Mario makes it up and sees the princess on the balcony, but the door is locked! They're going to need Booster to open it. When he hears Booster coming Mario goes to hide behind the curtains. The Snifits are suggesting to Booster that he have a big wedding ceremony and a party... with cake! Booster isn't sure if he can follow all that so he wants to have a rehearsal first. They grab the princess Toadstool doll but wait! Mario always seems to come crash the party, they'll need the Mario doll as well so they can be prepared, but where is it? No one can find it so they start looking behind the curtains, the same curtains the real Mario is hiding behind. He desperately runs back and forth trying to avoid detection. After Booster opens up the curtain he doesn't even notice Mario, just the doll. Mario gets it down for him and he is forever thankful. Anyway, off to plan the wedding, he grabs the princess and runs. When Mario and the group try to follow they are interrupted by two enemies, Knife Guy and Grate Guy. When they are defeated the group jumps from the Balcony and runs to race up Booster Hill!

When they arrive in Marrymore they find Raz & Rani from Mushroom Kingdom kicked out of the church so Booster can have his wedding. Mario sneaks into the back of the church and breaks in on the ceremony. After helping to gather all of Princess Toadstool's gear up and watching her freak out after seeing Bowser traveling with them, they get ready to leave, but wait! No one has eaten the cake yet, and this makes the two chefs very angry. They attack the party but as they do their own cake starts moving and scares them off. The cake is alive! Mario's group pounds the cake down to just a portion of what it once was but it's still about five times bigger than any of them. Suddenly the Snifits come by and convince Booster to eat the entire thing in a single gulp. It's quite entertaining to watch. The wedding is over and everyone is happy, Raz & Rani are free to return to the church and have their wedding. The group returns to the Mushroom Kingdom and everyone is happy to have the princess back. The group explains their situation and the Chancellor tells them that they must venture out again to collect the stars on top Smithy. But where to go next? Mallow says perhaps this would be a good time to consult with his grandfather and he's right. Frogfucius speaks of a large star that was spotted up on Star Hill on the other side of Marrymore, so off they go.

Upon reaching star hill they find a number of un-granted wishes that can be seen in the stars. Many are from some familiar faces around the world, but one special wish is from Mallow's parents wishing that Mallow would come home. This only makes him more determined to find them. At the top of Star Hill is the fourth star on Mario's quest to find them all. After grabbing this star the troop continues West and reaches Seaside Town. Everyone is acting strangely like they are afraid of something, the Elder tells Mario of a star in the sunken ship, he can't explain why but Mario MUST go get him that star, so they head for the sunken ship. The ship is inhabited by some nasty ghosts but they manage to survive until they run into a gang of some nasty bandana wearing punk sharks. They take Mario to see their leader, Johnny. Johnny says that this star fell into his so and so it belongs to him, if Mario wants it he'll have to fight for it. After the fight Johnny has some respect for

Mario, he's a good fighter. He tells Mario to take it before he changes his mind. Upon returning to Seaside Town they find the elder at the front entrance. The Elder tells him to hand over the star, he's been in disguise the whole time and is actually an agent of Smithy. Mario chases after him as he tries to get to the escape boat, but it's not there yet so he's forced to transform and attack. Luckily Mario is able to defeat this enemy and retrieve the star that was rightfully his in the first place. The real Elder tells them of a star supposedly somewhere near Land's End, so they head off.

After passing through Land's end they meet up with Belome again who does his best to stop the party, but alas he too falls. They follow a little rat to Monstro Town, the town of the monsters not surprisingly. Someone there knows of a star, no problem, it's just upstairs. Turns out this star is actually a starfish. Mario tries to explain this, then the person summons some Troopas into the house. If the star isn't on land they'll have to check the sky, the Troopas are ordered to bring Mario and his group up to Bean Valley. When they arrive at Bean Valley they find a Shy Away enemy watering all the plants, he gives some special nutrients to a rather nasty flower which almost eats the entire party whole. When this crazy flower is done away with Shy Away is panicking, he says that Queen Valentina told him to keep people out of Nimbus Land, or what is he to do? They climb up to Nimbus land where Valentina is just getting ready to say they've found Prince Mallow! She drags a huge bird thing out the door, she then says the prince has informed her he wants her to become his queen! How nice. The real Mallow doesn't really seem to understand what's going on. Nearby in a statue makers home they find a statue of Mallow's father, the statue maker notices it looks exactly like Mallow, it must be prince Mallow! He devises a plan to get them into the castle by pretending they're statues. After they get inside the party goes to search for the king and queen. They find the king and queen have been locked in a room, when they try to confront Valentina she runs away out of the castle.

Back in Nimbus Land Mario's ground finds Valentina and she attacks them along with her faithful pet Dodo. After the two of them are defeated Mallow's true parents, the king and queen are restored to the throne. Mallow chooses to keep journeying with Mario of course. The king tells them of a star hidden in the volcano, but it is guarded by a nasty dragon. With this new information the party enters the volcano, grabs the star piece but suddenly it is snatched out of they're hands by a man clad all in red. They take the star up to the top of the volcano and wait for their ship but alas, it comes too late and Mario jumps on. He defeats the evil Axem Rangers and reclaims the sixth star piece. After returning to Nimbus Castle they speak with the king and queen who say the only place left to go is Bowser's Keep. They can get there using the air bus. The air bus takes them directly to the keep's front door.

Inside things seem very familiar to Bowser, he's back home once again. They even find Croco, enemy now turned shopkeeper. After battling past a few pushover enemies one of bowser's Shy Guy chandeliers brings them up to the top of the castle where the huge sword is waiting for them. They battle the head of the huge sword and after defeating them it sucks them into some kind of gateway world. Bowser is ready to leave and return to his keep when Geno says this is probably the road to Smithy, if they do not defeat the source there more swords will come and Bowser will never be able to keep his castle for long. He reluctantly agrees to remain with the party and continue fighting.

At the end of the factory they find Smithy who has been building and designing the evil monsters and weapons this whole time. The party demands he hand over the star piece, but he has a better idea. He says that Mario should hand over all six of his pieces so Smithy could easily conquer the world and turn it into a world without wishes, a world with only WEAPONS! How very evil of him. They must fight to show him the evil in his ways. This is basically the end

of the game, really, for a game like this the ending needs to explanation or interpretation... in fact the whole story is pretty simplistic anyway and certainly didn't require a summary, but I've gotten so used to doing it, and I enjoy it. Anyway the ending is fun, you should watch it yourself ;)

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| Boss Guide (000B0) |
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| Boss: Bowser | Location: Castle |
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| Don't even attack Bowser, instead aim each one of your attacks at the |
| chain clamp behind him, Bowser cannot be defeated but soon enough |
| Princess Toadstool will begin telling you to nail that chain, and |
| obviously it's going to help if you've been doing it the entire time |
O=====

| Boss: Hammer Bro (x2) | Location: Mushroom Way |
O=====

| You have to fight two of the enemy you saw on the map, they have a few |
| basic attacks. The most basic is a simple hammer strike where they |
| comeup to you and bonk you on the head with their hammer. This can |
| easily be defended against with some good timing on the A button. The |
| less easy to defend and slightly more powerful attack is Hammer Time, |
| the boss throws a number of hammers at you for moderate damage. At level |
| four a couple of well placed timed hits should have the boss dead in |
| a relatively short time. When one of its companions is dead (or sometimes |
| before) the boss will use Valor Up which increases its defense power |
| weakening your attacks by almost half. After this he will revert back |
| to the normal pattern which you can defend against easily and finish |
| him off again with a few nicely placed blows from your fists. |
O=====

| Boss: Croco | Location: Bandit's Way |
O=====

| Croco actually has quite a bit of HP. Mario should be at least level |
| four for this battle and Mallow should be level three. Mallow's normal |
| attack even with a timed hit is pathetically weak so he should focus on |
| using Thunderbolt for the entire battle and then HP Rain whenever |
| someone gets hurt. Most most useful attack in this battle is the Fire |
| Orb. Not only does it deal massive 90+ damage if you press the button |
| really quickly, but often it will also set Croco's tail on fire! You |
| don't actually see this but you will get a message saying Croco is |
| dousing a tail fire and he won't do anything on his next turn. The basic |
| hammer attack also works well when your run out of Flower Points. Croco |
| has two attacks, the first is a rushing body slam which can be defended |
| against easily using the A button at the right time, he also has a more |
| powerful bomb-throwing attack. After he's taken a certain amount of |
| damage Croco will use a Weird Mushroom ability which gives him +60 HP |
| to his already high HP total. Be sure to hit hard and hit fast here! |
O=====

| Boss: Mack | Location: Mushroom Kingdom |
O=====

| Mack starts off the battle with four of those normal bouncing enemies |
| alongside him. To defeat all of them quickly use Mallow's Thunderbolt |
| spell a couple of times (or once if you're strong enough) and you'll |
| be able to take them all out. As an added bonus this can often stun Mack |
| and make him lose his next turn. The boss' most powerful attack is the |
| Flame Wall which hits both of your party members and can't really be |
| defended against. At a decent level though (level five or level six) |

| it should barely dent your party at all. This is really Mack's only
| real attack. Besides this the only other thing he does is respawn those
| four normal enemies. In fact once his HP gets low it's the ONLY thing
| he will do, meaning that as long as you have enough Flower Points to cast
| Thunderbolt every turn and you're able to kill all of them with a single
| cast, you'll go for the rest of the battle without taking damage. As for
| Mario, the Fire Orb spell is pretty ineffective against this boss, if
| Mario is at level six though he can do some pretty severe (100+) damage
| with the super jump as long as you can bounce somewhat decently.

○=====○

| Boss: Belome | Location: Kero Sewers |

○=====○

| Belome is a huge dog creature with an appetite as big as he is! For
| attacks he's got a basic licking attack where he hits you with his
| tongue, this one is fairly easy to block. You'll want to be sure you
| equip the Trueform Pin you got from defeating the treasure chest enemy,
| Belome's Scarecrow Funk attack will actually turn you into a scarecrow!
| Only the Trueform Pin will protect you against this. While in scarecrow
| form you are unable to attack normally or use items however your ability
| to use special attacks is not hindered so just keep using those in
| scarecrow form, the status ailment will wear off in a few turns. The last
| attack he has, he will actually eat one of your party members! Nothing
| will protect you against this attack. The person isn't technically dead,
| they're just gone from the battle for awhile so you'll need to take on
| Belome with only one person. Eventually he will spit the other person
| back out if you hit him enough, or if you defeat him of course.

○=====○

| Boss: Bowyer | Location: Forest Maze |

○=====○

| The battle against Bowyer is an interesting one to say the least, and it's
| certainly going to be the most difficult battle you've faced so far.
| Bowyer has four basic attacks, one of which really isn't an attack, but
| let's look at those first. Starting with his weakest attack which is a
| blockable arrow from his bow that does moderate to low damage to a single
| character. His next attack is Bolt which does heavy damage to a single
| character, usually in the 25-25 range. His most powerful attack by far
| is the Static E which deals mid teen damage to Mario and Mallow while
| doing about 25 damage to Geno, the fact that this attack hits your entire
| party is what makes it so dangerous. Finally we have the fourth attack,
| which is what makes the battle interesting. Bowyer will drop three
| buttons onto the field which correspond with the SNES controller buttons.
| When he shoots an arrow and locks a button it means the attacks or
| abilities that correspond to that button cannot be used. For example
| if Bowyer locks the A button then you cannot attack. If he locks the
| X button then you cannot use items. He'll switch which button is
| locked every few turns. Unfortunately locking a button doesn't usually
| count as a turn for him, so you'll often find a button lock followed up
| by a nasty Static E spell. In terms of damage, for Mario by far the
| most effective is the Super Jump, hopefully you've been practicing
| because this will really knock him. Mallow's attack is weak and his
| Thunderbolt is even worse meaning he should be dedicated to using HP
| Rain for the entire battle, which is good because the boss' attacks are
| quite powerful. Geno's Geno Beam is just about as strong as a Timed
| hit normal attack, possibly even weaker, so Geno should just use physical
| attacks for the whole battle. Stick with this and you'll be fine.

○=====○

| Boss: Croco | Location: Moleville Mines |

○=====○

| Croco is similar to the same Croco you fought back in Bandit's Way,
| he's just leveled up accordingly. His normal attack now was his more

| powerful attack before which is when he reaches into his bag and pulls
| out a bomb to throw at you. This goes one for while while you fight him
| until he loses approximately half his HP at which time a message comes
| up and then he rams you. When Croco rams you something flies out, this
| something turns out to be all your items. You must fight the rest of
| the battle without items. Croco's attack pattern also changes after
| this. He begins to use an attack called Chomp in which he reaches into
| his bag and throws a random enemy at you, this attack is actually quite
| powerful dealing more than 20 damage each time which might not sounds like
| too much but remember you can't use mushrooms. Mallow's HP Rain really
| comes in handy at this point as it is your only means of healing. For
| attacks Geno's beam isn't as powerful as his physical, and even Mario's
| Super Jump doesn't quite cut it against the power of his Timed Hits
| so both of them should just stick with that while Mallow uses his power
| of healing to keep the two of them (and himself) in the game.

○=====○
| Boss: Punchinello | Location: Moleville Mines |

○=====○
| Punchinello is a mean and nast weird looking clown man who has far too
| much fun with his bombs. He's got a few basic attacks, the first two are
| like any others. He's got his physical finger poke which you can defend
| against, it doesn't deal too much damage (usually 0 damage actually if
| defended well.) His next attack is far more annoying, he uses the
| Sand Storm attack which not only does damage to your entire party
| but leaves them in a weakened state as well, if I'm not mistaken it's the
| Fearless Pin that can protect you from this ailment. Now the other thing
| Punchinello will do is drop four little bombs on the ground and then
| command them to go kamikaze on you. These things kill themselves so
| often that there is absolutely no reason to attack them yourself, keep
| focusing on Punchinello. When he has take enough damage, about one third
| of his HP he'll destroy all the bombs himself and drop four normal
| sized ones which deal more damage when they explode. This goes on for
| awhile until he loses about two thirds of his HP which is when he drops
| three enormous bombs that do massive damage when they hit you, this is
| your cue to go on an all out offensive. As for attacking the boss, if
| Geno has learned the Geno Boost by now you can use that to up the damage
| done by him and Mario. Press the Y button just as the spell ends to
| get a boost to defense as well as offense. Mallow can focus on healing
| like he normally does however if his magic is strong enough, the
| Thunderbolt can usually wipe out every single one of the mini bombs in a
| single cast which may set him back a turn or so. Once the bigger ones
| come around Thunderbolt loses pretty much all use. Mario's physical
| attack after a Geno Boost will really clean up in this fight so as long
| as there are no big surprises and you can stay healed, then you're set.

○=====○
| Boss: Knife Guy & Grate Guy | Location: Booster Tower |

○=====○
| Definitely the hardest boss you've fought to far. Knife guy has 700 HP
| while grate Guy has 900 so it seems only logical to take out Knife Guy
| first. Whoever you do choose to focus on, at least make sure you focus
| on someone, spreading out the damage won't help you at all. Both of them
| have normal attacks with somewhat odd timing on the defense which makes
| them kind of hard to block. Knife Guy will use an attack that puts you
| to sleep while Grate Guy will use the Echofinder which disables all
| special skills. After they've taken some damage they will combine forms.
| Sort of. They're still considered two separate enemies they're just
| standing one on top of the other. This does however cause them to start
| using the real power attacks. Grate Guy uses Meteor Blast, this can
| do upwards of 25 damage to the entire party and is often followed by
| Knife guy's Blizzard which does anywhere between 10 and 15 damage to the

| entire party. Hopefully he'll use Crystal since it only hits one person. |
| Once Knife Guy dies though Grate Guy will really lay off the Meteor Storm, |
| in fact I think he may only be able to use it in the combined form. When |
| attacking, Bowser's Chomp does significant damage to both of them while |
| Mario's Masher works great against Grate Guy but not so great against |
| Knife Guy. For Knife Guy have Mario use his Super Jump attack which will |
| really work well. If you're using Geno for this fight have him cast the |
| Geno Boost on Bowser and then use Mid Mushrooms accordingly. If you've |
| got Mallow in your party every single one of his turns should be |
| comprised of using HP Rain to keep your party alive. The battle really |
| does become significantly easier once there's only one of them left. |

○=====○
| Boss: Bundt | Location: Marrymore |

○=====○
| The fight starts off with you actually facing off against the two chefs, |
| but since you are unable to damage them your main target becomes the |
| cake in the background. The more you hit this cake the more it will begin |
| to move and after 900 damage it will move so much that the chefs are |
| scared off and the real battle begins. This form of the cake does not |
| even have HP, it's based on the number of hits. Each hit you do will |
| snuff out one of the candles, and each of the cake's turns it will restore |
| either one or two of them, with a three man party this won't be too hard |
| however don't underestimate the cake. The cake has a normal attack that |
| is extremely difficult to defend against because it happens lightning |
| fast. The next three attacks are absolutely brutal. The weakest of the |
| three is Blizzard which does moderate damage to your entire party. In the |
| middle is the Sand Storm which probably does less damage than the Blizzard |
| but is far worse due to the fact that it inflicts an ailment on you to |
| weaken all of your physical attacks. Lastly and bar far the most powerful |
| is the boss' Drain Beam which really rips away at your party's HP totals |
| with nearly 30 damage to everyone. That's not even the boss most powerful |
| attack. Lastly we have the Diamond Saw which is only manageable because |
| it only hits one person. The diamond blades will hit one character for |
| a very large amount of damage, so much so that if you want to avoid losing |
| anyone in this battle you're going to have to make sure they stay healed |
| at almost all times during the fight. Like I said before your attack |
| pattern for the first part of the boss doesn't really matter much since |
| it's mostly based on number of hits. For the second part of the boss |
| however, Mario equipped with the Masher, Amulet and under the influence |
| of a Geno Boost can easily deal over 200 damage with a single Timed Hit. |
| Considering the boss only has 600 life in this form, it should end soon. |

○=====○
| Boss: King Calamari | Location: Sunken Ship |

○=====○
| For the first part of this fight you will simply be fighting three |
| tentacles. The tentacles have two hundred HP a piece and have two |
| attacks. The first is a blockable physical attack that does a decent |
| amount of damage to single character and actually does get dangerous |
| since you'll be feeling it about three times per turn. The second attack |
| is when the tentacles actually grabs a character and takes them out of the |
| battle. Fortunately they are rarely gone more than a turn or two, even |
| so it doesn't take more than that to kill a tentacles anyway. Have Mallow |
| use his magic if he's in your party, everyone else should just attack. |
| Following this is the exact same battle a second time against another |
| three tentacles. The third part of the battle you actually face the |
| owner of all those tentacles (along with another two tentacles as well.) |
| The boss has some nasty attacks, his physical will do more than 40 damage |
| to almost any member of your party. The boss also has a nasty habit |
| of inflicting some status ailments on your party which is made worse |
| since people kidnapped by tentacles are already weakened. One thing |

| however that this boss comes up short in, is group attacks. Pretty much
| everything only targets a single member which will make things a lot
| easier for Mallow to use HP Rain or for anyone else to use items and
| such. Damage wise the boss has some pretty good physical defense so you
| may want to consider other alternatives. Mario's Super Flame is actually
| quite effective here, use that a few times for a guaranteed win here.

○=====○

| Boss: Johnny | Location: Sunken Ship |

○=====○

| For the first part of the battle you'll be fighting against Johnny and
| four Bandana Blues. If you've got Mallow in your party you can really
| clean up with his basic Thunderbolt spell here, otherwise just pick them
| off one by one (yes, it is worth it to pick them off.) None of them,
| including Johnny, really use anything besides single character physical
| attacks so those people who are good with defend button timing should
| find this battle much easier than those who aren't. Once you've dealt
| enough damage Johnny will use the Get Tough ability and the next battle
| will actually be quite hard. Johnny doesn't have much health but his
| physical defense at this point is absolutely incredible and some of his
| attacks are deadly. Most everything will likely deal less than ten
| damage but then he'll use his Diamond Saw which deals almost 40. Special
| attacks are almost as useless as normal attacks, if you're really good
| with Super Jump it'll probably work better than a normal attack, but
| unless you can get more than 15 hits each time you might as well just
| cycle between attack, attack, Mid Mushroom, attack, attack, Mid Mushroom
| over and over again. It gets boring, but you'll win for sure.

○=====○

| Boss: Yaridovich | Location: Seaside Town |

○=====○

| Devastating. That's a good word to describe some of this boss' attacks.
| Why don't we start off with what is by far the most dangerous of all
| the attacks, the Water Blast. The Water Blast will completely wipe your
| party if you aren't adequately prepared. A huge blast of water (go
| figure) hits you party for upwards of 50 damage per person. It's going to
| take some serious manpower to recover from these. Each turn just hope the
| boss uses one of his other single-party hit attacks, since that's what
| all the rest are. Willow Wisp will hit a single member for more damage
| than the Water Blast, but at least it's just a single person. The Flame
| Stone will hit a single person for about the same damage as Water Blast.
| The last two attacks are Pierce in which he uses his head to spear you,
| and a glowing orb attack. Both of these can be defended against which
| is good since un-defended they can deal more than 100 damage in a single
| hit. Lastly we look at his most unique attack, the Mirage Attack. In
| this the boss will split into two forms. One of these is the real boss
| while the other is fake. You can tell the difference quickly, the real
| boss has far more physical defense than the fake one, so while it might
| be appealing to do 170 damage per hit, you're probably aiming at the
| fake boss and you should redirect your attack. Eventually they will join
| once again and then it's just a matter of hitting the boss until he goes
| down. Despite a strong physical resistance, his magic resistance is
| even higher. Spell's like Mallow Shocker work decently but forget
| Super Jump and Super Flame, they're quite useless. Remember to use Geno
| Boost if you have that available, just hit physically and keep healing.

○=====○

| Boss: Belome | Location: Land's End |

○=====○

| Time to fight another familiar face. Belome has gotten a lot nastier with
| a few more tricks up his sleeve. Let's start with his basic attacks,
| he only really seems to have two of them but they can get a bit ugly. The
| tongue attack isn't really a problem, time it right and you can usually

| defend against the majority of the damage. The second is the much uglier
| of the two, the Aurora Flash does pretty minimal damage to your entire
| party but it also puts them to sleep. At least one person if not your
| entire party should be equipped with the Wake Up Pin to prevent this
| ailment. Lastly we have Belome's unique ability, no longer does he
| eat one of your characters and remove them from the battle, instead he
| eats them temporarily and then produces a clone of whichever character
| he just ate! The clones have roughly somewhere between 100 and 200 HP,
| they also have mostly enemy attacks not the attacks they have while in
| your party, Mallow for example will do little else beside Static E.
| Focus all your attacks on Belome and ignore the clones! The battle does
| not end when Belome is gone, you still need to eliminate the clones as
| well but if you kill them first you risk Belome just making more and more
| of them. Physical attacks are as effective as always, Mario's Super Jump
| will actually put quite a dent in this boss, so I recommend that ability.

○=====○
| Boss: Jinx | Location: Monstro Town |

○=====○
| Jinx is a somewhat difficult enemy, his attacks basically revolve around
| the self titled Jinx attack and the Triple Kick. These attacks are
| fairly powerful, but the Jinx attack can be defended against as long
| as you hit the defend button just as you hit the ground. Jinx doesn't
| have any full party attacks so you'll be able to heal your party one
| at a time. With only 600 HP you would think this fight would fly by
| but Jinx has the most defense out of any enemy you've fought so far,
| and you'll be hard pressed to find a way to get past it.

○=====○
| Boss: Jinx | Location: Monstro Town |

○=====○
| After defeating him once Jinx gets angry and challenges you again, this
| time around his defense is increased a bit and his HP is incresed to
| 800 but those are the least of your worries. You're going to want the
| Safety Ring equipped because of his new attack Silver Bullet which will
| instantaneously kill a party member without even any damage. He also
| has a new attack called Quicksilver which doesn't do that much more damage
| then the others but is pretty much impossible to defend against. When you
| have done more than 500 damage or so, Jinx will use Valor Up and his
| defense power will double, you'll need strong attacks to win this one.

○=====○
| Boss: Jinx | Location: Monstro Town |

○=====○
| The final fight in this series where Jinx puts his reputation on the line
| is almost impossible to win at this point in the game. He's got 1000 HP
| and defense so high that your attack damage will range from about one to
| four. That's about it. Attacks like quicksilver now deal between 150
| and 200 damage while his new attacks, Bombs Away was seen to do more than
| 400 damage in a single hit at one point. Fighting this guy now is like
| a liscense for a Game Over, but don't worry, you can come back again.

○=====○
| Boss: Megasmilax | Location: Bean Valley |

○=====○
| This fight starts out easy enough against a simple 200 HP plant monster
| that can barely harm you. Simply use a couple of physical attacks to take
| this thing out. Afterward the Shy Away comes in and does his watering to
| spawn two of the enemies you just fought. Two easy enemies doesn't make
| for a difficult fight so once again take them out with ease. The same
| applies for the three of them, Mallow's Snowy spell is quite effective
| at wiping the floor with these enemies. On the fourth run the Shy
| Away adds some nutrients and creates one rather large flower. Megasmilax
| has quite a few abilities his smaller form did not. First of all the

| normal attack is quite powerful. Megasmilax also has the ability to |
| use Flame Wall, but it's not his most powerful attack. The only thing |
| that really makes Megasmilax dangerous at all is the Petal Blast which |
| hits all of your party members for quite a bit of damage and turns them |
| into Mushrooms, from which they will gradually recover but they won't |
| be able to act while in this state. For this reason, the Trueform Pin |
| is essential for this fight. Actually it's good for two reasons, |
| Megasmilax also has the ability to use Scarecrow Dust so it will protect |
| against that too. Most of the attacks that have been effective up to |
| this point should work in this battle, so just keep at it. |

○=====○
| Boss: Birdo | Location: Nimbus Land |

○=====○
| At the beginning of this battle you only need to knock off the shell which |
| has a very minimal 500 HP, a few simple physical attacks should take |
| care of that with ease. When the shell has been eliminated the real boss |
| appears. Birdo only has 777 HP but the problem is that he has more |
| defense than the shell that surrounded him, if that's even possible. |
| Anyway he's only got two attacks, both of them hit only one person, in |
| fact they're both pretty much the same attack, just an egg projectile. |
| It does however deal nearly 100 damage so if you've got the patience to |
| devote Mallow to using nothing but HP rain then the other two characters |
| will really be free to do what they want for the rest of the battle, which |
| usually ends up just being attacking normally since most magic and |
| abilities end up dealing nothing more than 0 damage to the boss anyway. |

○=====○
| Boss: Valentina & Dodo | Location: Nimbus Land |

○=====○
| This fight can be extremely difficult, Dodo takes one member of your party |
| (presumably Mallow) for a one on one battle. While Dodo is listed as |
| having over 1000 life for this you only have to deal just over a couple |
| hundred before he runs away, this is easier said than done however. If |
| you want to stay alive you'll need perfect timing on your defends and hope |
| that he misses every once in awhile which he quite often does. He'll |
| use a fear inflicting status effect which can be prevented and also |
| it wastes his turn each time he uses it so that'll be your chance to |
| attack, most other times you'll be healing waiting for a good time to |
| strike. After Dodo has been defeated you'll have to fight Valentina with |
| the remaining two party members. This is definitely one of the hardest |
| fights in the game. Valentina has quite possibly every attack in the |
| boos. She's got a weak physical attack you can just hope she uses, and |
| is quite fond of the Crystal attack which is her second weakest. The rest |
| are spells like Water Blast, Blizzard, Solidify and such that deal |
| massive damage to your entire party. Those are her mid level attacks. |
| The worst are the following three, Light Beam, Aurora Flash and Petal |
| Blast, each of them comes with their own set of status ailments and |
| massive damage as well. To survive these you'll have to have prepared |
| beforehand with some really good accessories and stuff like that. Soon |
| enough Dodo and the character he took away will join the battle making |
| it a full on fight to drain the remainder of both their HP totals. She |
| really is insanely hard, you might find yourself forced to use items like |
| Fire Bomb and Rock Candy if you can't win, it's an unfortunate truth. One |
| thing to note however, and this is a good example, is that often if you |
| can't win there's no substitute for good old fashioned leveling up. |

○=====○
| Boss: Czar Dragon | Location: Barrel Volcano |

○=====○
| The Czar Dragon has a number of different attacks and many of them can be |
| quite powerful. First of all his physical attack is quite difficult |
| to defend against. The boss is also able to cast the Flame Wall spell |

| which can deal anywhere from 30 to 70 damage to your entire party. The
| boss mostly focuses on these two spells except when it's using its other
| remaining ability. The boss can dip down into the magma and pull up
| four little dots that help in the battle. Basically all these things
| are good for are going kamikaze on your party. If I were you I would
| destroy them before this can happen. Mallow's Snowy spell is ideal for
| the job but I'm also partial to Mario's Ultra Jump, one of the few
| uses it has in the entire game. Since I had just acquired the two
| Lazy Shells I was able to put both of them to good use in this battle.
| Mario's physical attack at times was able to deal up to 256 damage with
| a a single hit. Mallow was equipped with the Lazy Shell armour and the
| Rare Scarf, his defense was so high that not a single attack in the
| entire fight could deal more than 1 damage, which pretty much guarantees
| a win. He was mostly the healer however, using HP Rain and items as
| necessary. Once the boss has been defeated a second form appears, this
| is the undead form. Unlike in a Final Fantasy game, you cannot use a
| Pick Me Up for an instant win, but you can however use any extra Pure
| Water items you have in your inventory on this boss for some decent
| damage. Many new attacks are used here like the powerful Storm attack.
| The boss also uses Boulder which hits every member of your party. Blast
| is a highly damaging attack however it only hits one person so it isn't
| too bad. Scream will inflict a status ailment on one person unless they
| have protection from it (or it misses.) Fortunately while this boss does
| have a decent amount of HP, his defense it far lower than the previous
| boss. In fact hits that were dealing 50 damage before will now deal
| almost 200. Kept hacking physically to eventually end this fight.

○=====○

| Boss: Axem Rangers | Location: Barrel Volcano |

○=====○

| Time to take on the power rangers here, there are five of them and you
| need to decide which ones to target. Here's the way it should go down,
| you need to defeat Axem Pink first. Not only does she have the least
| HP out of all of them with only 400, but she has the ability to heal
| as well. Bad combination, destroy her. Next we need to eliminate
| Axem Green, his HP total isn't too high and he's the magic user of the
| group so this will really reduce the damage that your party takes. Of
| the remaining ones Axem Red is the most dangerous but he also has the
| most HP so target one of the other two, preferably Black. It really
| doesn't matter from this point. If you have any Rock Candy items in
| your inventory, this is probably the second best time in the game to
| use them (the best would be the fight against Culex, the optional boss)
| but you can still get quite a few of them, a big bonus if you get a
| freebie from it, and just two Rock Candies will deal 400 damage to all
| enemies, automatically eliminating pink and leaving the rest ready to
| fall almost instantaneously. Use party targeting magic and pretty much
| anything that hits more than one for best overall results here, the
| faster and more offensive you are at the start, the better off at the end.
| When you actually do manage to defeat all the Axem Rangers, the fight
| still isn't over. Red jumps into his Megazord and then you need to
| defeat that thing which has 999 HP before the battle is really over.
| This boss only has two attacks, and one of them isn't even an attack.
| The boss simply wasts a turn recharging then on the next turn uses Breaker
| Beam which can do up to 140 damage to every member in your party. It's
| devastating. You're going to want someone with the Lazy Shell and Rare
| Scarf, for Mallow who still had this equipped, the Breaker Beam dealt
| one damage, he was then able to use Pick Me Ups and help attack while the
| boss was recharging. You're going to have to hit hard here, there's only
| so long you can survive against an onslaught of this manitude.

○=====○

| Boss: Magikoopa | Location: Bowser's Keep |

=====O=====

| This is actually a rather easy boss, especially if you've got all those |
| great new weapons equipped. The two things which make him difficult are |
| couple of powerful spells like Solidify and Flame Wall, and the ability |
| to summon a large enemy into battle so he can hide. If this occurs |
| simply defeat the enemy and continue to pound this guy. The |
| Magikoopa has 1600 HP but when it comes to defense he's weak as a kitten, |
| Mario's Lazy Shell, Bowser's Drill Claw and Geno's Star Gun will all hit |
| very hard in this battle, and that's exactly what you need to win. |

=====O=====

| Boss: Boomer | Location: Bowser's Keep |

=====O=====

| Quite a simple boss actually, more like a miniboss. Boomer has some |
| strong magic like storm capable of dealing to to 90 damage on one |
| person but the majority of his attacks are physical ones, easy to |
| defend physical attacks that often end up dealing no more than 0 or |
| 1 damage. Part way through the battle he changes from red to blue |
| and as far as I can tell the only difference it makes is that he becomes |
| easier, his defense drops like a rock. If this gives him any new |
| attacks or special powers I certainly didn't notice any. |

=====O=====

| Boss: Exor | Location: Bowser's Keep |

=====O=====

| Things are really starting to wrap up now, you're facing off against the |
| evil sword which fell into Bowser's Keep and started this whole mess |
| in the first place. There are four parts to this boss, the Left Eye, |
| Right Eye, the mouth and Exor. Exor cannot be damaged until at least |
| one of the eyes has been eliminated. You'll probably want to eliminate as |
| many different parts as possible since it'll certainly reduce the number |
| of attacks you will be hit by. The eyes and the mouth can attack you, |
| but it's Exor you need to defeat. The eyes will spew eye gunk at you |
| (gross) while the mouth will use more prominent magic attacks. If you're |
| willing to spare the Rock Candy here or other such similar items they |
| work great here. Finds ways to damage multiple parts of the boss rather |
| than focusing on one at a time so the other parts aren't just regenerating |
| while you're picking another. Normal attacks work fine like always, |
| you'll certainly need someone dedicated to healing here. If you were |
| to focus on just one part, meaning getting it out of the way whenever |
| possible, I would say the mouth because it's easier to play offensively |
| when you're not constantly being pounded on by powerful magic spells. |

=====O=====

| Boss: Count Down | Location: Factory |

=====O=====

| For a sub-boss, Count Down has some pretty nasty attacks. There are two |
| bells on top (a clue that you should be trying to use multi-targeting |
| attacks) that will hit you with psichals from time to time, but the clock |
| the the real danger. One of them (I forget if it's the bells or the |
| clock) will use Dark Star which is similar to one of Mallow's spells, |
| it hits one person for pretty severe damage. Other than that, it's when |
| you actually damage the clock you'll see its power. After hitting it a |
| few times it will respond with "It's such-and-such a time" and depending |
| on what time it says the boss will use one of many attacks. These attacks |
| include the Aurora Flash to put your party to sleep, sometimes the |
| highly damaging Water Blast, and often it will use Mega Recover to heal |
| a fair bit of its onw HP. Luckily its defense isn't too good meaning you |
| can really do some damage with the Lazy Shell in this fight, so do it. |

=====O=====

| Boss: Earth Link | Location: Factory |

=====O=====

| Yet another sub-boss for you to take care of. The Endobubble attack |

| will weaken one of your characters but fortunately it doesn't actually
| do any damage. This is pretty much all that Domino will do. The other
| guy will stick with physical attacks the whole time. Domino is the
| one you're going to want to defeat first, he's the magic guy, he's got
| less HP and is very vulnerable to physical attacks. When he has been
| taken care of then the other guy decides it's time for a change of pace.
| He boards a large snake called Earth Link which really becomes the
| real boss. Before taking out Earth Link though you should take out the
| guy on his head. Magic is effective here, Mallow's Star Rain works
| extremely well as it can deal 250 damage to both of them if you keep
| it going for the maximum length of time. Mario's Super Flame too is
| extremely effective. Earth Link has some nasty attacks that mostly
| focus around the physical ones. He'll use his bite attack which is
| powerful but not nearly as much so as the Carni-Kiss which can kill a
| character at full HP even when successfully blocked. Other than that
| all he does is use Poison, your attacks don't do much (magic is actually
| more effective against the snake) but just keep at it.

○=====○
| Boss: Gunyolk | Location: Faactory |

○=====○
| One more boss to fight on the way to Smithy. Pretty much what you want
| to do here is focus on staying alive. The boss has a couple of weak
| status inflicting attacks and one or two single person hits but now
| and then it will fire a large beam similar to the one the Axem Rangers
| used that will really hurt your party. Perhaps set aside one KerokeroCola
| for this fight in case your health gets pretty low and attack with all
| the most powerful attacks you have, preferably against both of them.

○=====○
| Boss: Smithy | Location: Factory |

○=====○
| You finally get to take on the evil Smithy. Smithy is an old man with a
| hammer who could easily be mistaken for a grumpy old dwarf, his attacks
| are anything but mistakable however, they're going to inflict some
| serious damage. Make sure at least one person in your party, preferably
| the ehaler, is wearing the Lazy Shell and the Rare Scarf to get a
| defense stat as high as possible. For his first attack he will usually
| start with the sledge, a big stomping thing that comes right down on your
| head, not too pleasant. Smithy is able to use the classic Mega Drain
| spell, not surprisingly he has an attack where he just hits you with his
| hammer, and lastly he uses Meteor Swarm which does a good deal of damage
| to your party. SMithy's last ability is the ability to create some nasty
| enemies which will start really wrecking havoc on your party. To stop
| him from being able to make these enemies, what you need to do is destroy
| the smelter on the side which is easier said than done. In the end it
| boils down to your ability to deal 2000 damage to Smithy. If you've
| got someone equipped with the Lazy Shell and Rare Scarf like I said then
| the only attack that can really damage you at all is his hammer attack,
| and that's only if you don't block it, so rely on that character a lot.

○=====○
| Boss: Smithy | Location: Factory |

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| The final boss is weird beyond words, it has numerous forms and just
| switches between them constantly. Each form comes with its own set of
| attacks as well and with 8000 HP you're going to be there for awhile.
| Fortunately his physical defense leaves something to be desired, the Lazy
| Shell for one with Mario kicking it will deall up to 300 damage per hit
| which is nice. Speaking of Lazy Shell, if you have that armour on someone
| it seems that Smithy has virtually no attacks that can hurt you, meaning
| it will take awhile, but you are still almost guaranteed a win, and in
| the end I guess that's what really matters. This really is the final

| boss, no more forms, meaning go butts with all the items in your inventory. |
| If you have Rock Candy, Fire Bombs, KerokeroColas, ANYTHING they should |
| be used in this battle, even if you don't really need to... why not. |

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| Boss: Culex |

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| Culex is the hardest boss in Super Mario RPG no doubt, largely because |
| of the little crystal helpers he has with him. Each crystal carries an |
| element with it, meaning that using items like Fire Bomb and Ice Bomb |
| forever aren't going to work since they'll always be keeping at least |
| one crystal alive. Each crystal will use spells and abilities based on |
| its own element, the blue crystal will use spells like Water Blast which |
| is a pretty powerful spell in itself, imagine powerful magic like this |
| being used five times per turn. Ideally you should come into this battle |
| at level 30 for your entire party (although it's certainly not a |
| requirement.) Your party should ideally consist of Mario, Toadstool and |
| either Bowser or Geno for the last character. Get as many Rock Candies |
| as you can, they will really help shift the balance of power in this |
| fight and have all the best equipment you have, the two Lazy Shells are |
| an absolute must. Culex will not go down easy, you have to be patient. |
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| Shop List (000S0) |
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o-- Mushroom Kingdom ----- (000S1) --o o-- Tadpole Pond ----- (000S2) --o

o- Item Shop -----o o- Frog Coin Emporium -----o

Mushroom.....4 Coins	Sleepy Bomb.....1 Frog Coins
Honey Syrup.....10 Coins	Bracer.....2 Frog Coins
Pick Me Up.....5 Coins	Energizer.....2 Frog Coins
Able Juice.....4 Coins	Crystalline.....5 Frog Coins
Shirt.....7 Coins	Power Blast.....5 Frog Coins
Pants.....7 Coins	
Jump Shoes.....30 Coins	o-----o
Antidote Pin.....28 Coins	

| | o- Card Member Shop -----o

| | | Sleepy Bomb.....1 Frog Coins |

o-- Rose Town ----- (000S3) --o

o- Item Shop -----o o- Item Shop -----o

Mushroom.....4 Coins	Thick Shirt.....14 Coins
Honey Syrup.....10 Coins	Thick Pants.....14 Coins
Pick Me Up.....5 Coins	Jump Shoes.....30 Coins
Able Juice.....4 Coins	Antidote Pin.....28 Coins
	Wake Up Pin.....42 Coins
	Trueform Pin.....60 Coins
	Fearless Pin.....130 Coins

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o-- Moleville ----- (000S4) --o o-- Marrymore ----- (000S5) --o

o- Item Shop -----o		o- Item Shop -----o	
Punch Glove.....36 Coins		Super Hammer.....70 Coins	
Finger Shot.....50 Coins		Hand Gun.....75 Coins	
Cymbals.....42 Coins		Whomp Glove.....72 Coins	
Mega Shirt.....22 Coins		Chomp Shell.....60 Coins	
Mega Cape.....22 Coins		Happy Shirt.....38 Coins	
Mega Pants.....22 Coins		Happy Pants.....38 Coins	
Work Pants.....22 Coins		Happy Cape.....38 Coins	
Mid Mushroom.....20 Coins		Happy Shell.....38 Coins	
Maple Syrup.....30 Coins		B'tub Ring.....145 Coins	
		Mid Mushroom.....20 Coins	
		Maple Syrup.....30 Coins	
o-----o		o-----o	

o-- Seaside Town ----- (000S6) --o

o- Frog Coin Shop -----o	
See Ya.....10 Frog Coins	EarlierTimes.....15 Frog Coins
Exp. Booster.....22 Frog Coins	Coin Trick.....36 Frog Coins
Scrooge Ring.....50 Frog Coins	
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o-- Sea ----- (000S7) --o

o- Item Shop -----o	
Hurly Gloves.....92 Coins	
Super Hammer.....70 Coins	Hand Gun.....75 Coins
Whomp Glove.....72 Coins	Sailor Shirt.....50 Coins
Sailor Pants.....50 Coins	Sailor Cape.....50 Coins
NauticaDress.....50 Coins	Mid Mushroom.....20 Coins
Maple Syrup.....30 Coins	Pick Me Up.....5 Coins
Able Juice.....4 Coins	Freshen Up.....50 Coins
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o-- Sunken Ship ----- (000S8) --o

o- Item Shop -----o	
Hurly Gloves.....92 Coins	
Super Hammer.....70 Coins	Hand Gun.....75 Coins
Whomp Glove.....72 Coins	Sailor Shirt.....50 Coins
Sailor Pants.....50 Coins	Sailor Cape.....50 Coins
NauticaDress.....50 Coins	Mid Mushroom.....20 Coins
Maple Syrup.....30 Coins	Pick Me Up.....5 Coins
Able Juice.....4 Coins	Freshen Up.....50 Coins
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o-- Seaside Town ----- (000S9) --o

o- Weapon Shop -----o o- Armor Shop -----o

Troopa Shell.....90 Coins	Sailor Shirt.....50 Coins
Parasol.....84 Coins	Sailor Pants.....50 Coins
Hurly Gloves.....92 Coins	Sailor Cape.....50 Coins
Double Punch.....88 Coins	NauticaDress.....50 Coins
Ribbit Stick.....86 Coins	Shirt.....7 Coins
NokNok Shell.....20 Coins	Pants.....7 Coins
Punch Glove.....36 Coins	Thick Shirt.....14 Coins
Finger Shot.....50 Coins	Thick Pants.....14 Coins
Cymbals.....42 Coins	Mega Shirt.....22 Coins
Chomp Shell.....60 Coins	Mega Pants.....22 Coins
Super Hammer.....70 Coins	Mega Cape.....22 Coins
Hand Gun.....75 Coins	Happy Shirt.....38 Coins
Whomp Glove.....72 Coins	Happy Pants.....38 Coins
Slap Glove.....100 Coins	Happy Cape.....38 Coins
Hammer.....123 Coins	Happy Shell.....38 Coins

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o- Health Food -----o o- Accessory Shop -----o

Mushroom.....4 Coins	Jump Shoes.....30 Coins
Mid Mushroom.....20 Coins	Antidote Pin.....28 Coins
Honey Syrup.....10 Coins	Wake Up Pin.....42 Coins
Maple Syrup.....30 Coins	Fearless Pin.....130 Coins
Pick Me Up.....5 Coins	Trueform Pin.....60 Coins
Able Juice.....4 Coins	Zoom Shoes.....100 Coins
Freshen Up.....50 Coins	

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o-- Monstro Town ----- (000SA) --o o-- Nimbus Land ----- (000SB) --o

o- Item Shop -----o o- Item Shop -----o

Spiked Link.....94 Coins	Mid Mushroom.....20 Coins
CourageShell.....60 Coins	Maple Syrup.....30 Coins
Mid Mushroom.....20 Coins	Pick Me Up.....5 Coins
Maple Syrup.....30 Coins	Able Juice.....4 Coins
Pick Me Up.....5 Coins	Freshen Up.....50 Coins
Able Juice.....4 Coins	Mega Glove.....102 Coins
Freshen Up.....50 Coins	War Fan.....100 Coins
	Hand Cannon.....105 Coins
	Sticky Glove.....98 Coins
	Fuzzy Shirt.....70 Coins
	Fuzzy Pants.....70 Coins
	Fuzzy Cape.....70 Coins
	Fuzzy Dress.....70 Coins

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o-- Barrel Volcano ----- (000SD) --o

o- Item Shop -----o o- Armor Shop -----o

Mid Mushroom.....20 Coins	Fire Shirt.....90 Coins
Maple Syrup.....30 Coins	Fire Pants.....90 Coins
Pick Me Up.....5 Coins	Fire Cape.....90 Coins
Able Juice.....4 Coins	Fire Shell.....90 Coins
Freshen Up.....50 Coins	Fire Dress.....90 Coins


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o-- Bowser's Keep ----- (000SE) --o

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o- Item Shop -----o

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| Mid Mushroom.....20 Coins   Fire Shirt.....90 Coins |
| Maple Syrup.....30 Coins    Fire Pants.....90 Coins |
| Pick Me Up.....5 Coins      Fire Cape.....90 Coins  |
| Freshen Up.....50 Coins     Fire Shell.....90 Coins |
| |                            Fire Dress.....90 Coins |
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o- Item Shop -----o

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| Mid Mushroom.....20 Coins   Hero Shirt.....100 Coins |
| Maple Syrup.....30 Coins    Prince Pants.....100 Coins |
| Pick Me Up.....5 Coins      Star Cape.....100 Coins  |
| Freshen Up.....50 Coins     Heal Shell.....100 Coins |
| |                            Royal Dress.....100 Coins |
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o-- Factory ----- (000SF) --o

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o- Item Shop -----o

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| Mid Mushroom.....10 Coins   Max Mushroom.....39 Coins |
| Maple Syrup.....15 Coins    Pick Me Up.....3 Coins  |
| Able Juice.....2 Coins      Freshen Up.....25 Coins  |
| FroggieDrink.....8 Coins
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| | Item List | (000J0) |
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Name	Effect	Type
Able Juice	Heals status problems during battle	Item
Amulet	Great item, bad smell!	Accessory
Antidote Pin	Prevents poison damage	Accessory
B'tub Ring	You'll win her heart with this!	Accessory
Bambino Bomb	Handle with care!	Special
Big Boo Flag	It's a Big Boo Flag	Special
Bracer	Raises ally's def. during battle	Item
Castle Key 1	It's a Castle Key	Special

Castle Key 2	It's a Castle Key	Special
Chomp	Just spin me at an enemy!	Weapon
Chomp Shell	It's a Kinklink shell	Weapon
CourageShell	A stout shell	Armor
Cricket Jam	Delicious Jam	Special
Cricket Pie	A tasty looking pie	Special
Crystalline	Raises party's def. in battle	Item
Cymbals	Scare enemies with a clash	Weapon
Double Punch	A handy double rocket punch	Weapon
Drill Claw	A drilling claw!	Armor
DryBonesFlag	It's a Dry Bones' Flag	Special
Elder Key	A key to the Ancestor Hall	Special
Energizer	Raises ally's b.power during battle	Item
Fearless Pin	Prevents fear attacks	Accessory
Feather	Speed up by 20	Accessory
Fertilizer	Nutrients!	Item
Finger Shot	Fingers shoot bullets	Weapon
Fire Bomb	Hit all enemies w/fire	Item
Fire Cape	Determined person's cape	Armor
Fire Dress	Determined person's dress	Armor
Fire Pants	Determined person's pants	Armor
Fire Shell	Determined person's shell	Armor
Fire Shirt	Determined person's shirt	Armor
Fireworks	A gorgeous firework	Item
Flower Box	Raises Flower Pts. by 5	Item
Flower Jar	Raises Flower Pts. by 3	Item
Flower Tab	Raises Flower Pts. by 1	Item
Freshen Up	Party is refreshed during battle	Item
FroggieDrink	Party recovers 30 HP	Item
FroggieStick	Frogfucius made it	Weapon

Fuzzy Cape	A fuzzy cape	Armor
Fuzzy Dress	A fuzzy dress	Armor
Fuzzy Pants	Fuzzy pants	Armor
Fuzzy Shirt	A fuzzy shirt	Armor
Ghost Medal	Raises defense while attacking	Accessory
Goodie Bag	It's packed full of coins	Item
Greaper Flag	It's a Greaper Flag	Special
Hammer	Pounds enemies	Weapon
Hand Cannon	Shoots bullets from elbow!	Weapon
Hand Gun	It packs a kick	Weapon
Happy Cape	A lucky cape	Weapon
Happy Pants	A lucky pair of pants	Weapon
Happy Shell	A lucky shell	Weapon
Happy Shirt	A lucky shirt	Weapon
Heal Shell	A legendary shell	Armor
Hero Shirt	A legendary shirt	Armor
Honey Syrup	Recovers 10 Flower Pts.	Item
Hurly Gloves	A classic Mario-toss attack	Weapon
Jump Shoes	Use jump attacks against any foe	Accessory
KerokeroCola	All members recover fully	Item
Lucky Jewel	Summons Luck at will	Item
Maple Syrup	Recovers 40 Flower Pts.	Item
Masher	Makes monster mash!	Weapon
Max Mushroom	Recovers all HP	Item
Mega Cape	Durable pressed cape	Armor
Mega Glove	Packs a mega wallop!	Weapon
Mega Pants	Durable work pants	Armor
Mega Shirt	Durable stay-pressed shirt	Armor
Mid Mushroom	Recovers 80 HP	Item
Mushroom	Recovers 30 HP	Item

NauticaDress	A female sailor's dress	Armor
NokNok Shell	Kick to attack	Weapon
Pants	It's a pair of pants!	Armor
Parasol	Inflicts serious pain!	Weapon
Pick Me Up	Revives downed allies	Item
Polka Dress	A flashy dress	Armor
Power Blast	Raises party's attack power in battle	Item
Prince Pants	Legendary pants!	Armor
Punch Glove	Knock out power!	Weapon
Pure Water	Defeats ghosts in a wink	Item
Ribbit Stick	It'll come in handy	Weapon
Rock Candy	Attack all enemies	Item
Room Key	The key to the mine room!	Special
Royal Dress	A legendary dress	Armor
Royal Syrup	Recovers all Flower Pts.	Item
Safety Badge	Prevents Mute & Poison attacks	Accessory
Safety Ring	Guards against mortal blows	Accessory
Sailor Cape	A sailor's cape	Armor
Sailor Pants	A sailor's pants	Armor
Sailor Shirt	A sailor's suit	Armor
Seed	A fast-growing seed	Item
Shed Key	The key to the shed in Seaside Town	Special
Shiny Stone	A pretty stone!	Item
Shirt	It's a shirt!	Armor
Slap Glove	It slaps 'em silly	Weapon
Sleepy Bomb	Puts enemies to sleep	Item
Spiked Link	A studded ball and chain!	Weapon
Sonic Cymbal	Puts noise to work for you!	Armor
Star Cape	A legendary cape	Armor
Star Gun	Try shooting stars!	Armor

Sticky Glove	Launches a punch attack	Weapon
Super Hammer	The standard for hammers!	Weapon
Super Slap	The Princess' mega-slap!	Armor
Temple Key	It's a Temple Key	Special
Thick Pants	Padded pants	Armor
Thick Shirt	A padded shirt	Armor
Troopa Shell	Kick with it!	Weapon
Trueform Pin	Won't turn to Mushrooms or Scarecrows	Accessory
Ultra Hammer	The ultimate hammer!	Armor
Wake Up Pin	Prevents Mute & Sleep attacks	Accessory
Wallet	A fat wallet	Item
War Fan	A mysterious battle fan!	Weapon
Work Pants	Sweaty work pants!	Armor
Zoom Shoes	Speed up by 10!	Accessory

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Item Locations (000L0)
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Name	Location
Able Juice	Purchase in Mushroom Kingdom item shop
Amulet	Given to you by Booster at Booster Tower
Antidote Pin	Purchase in Mushroom Kingdom item shop
B'tub Ring	Bought from the Marrymore Inn & Item Shop
Bambino Bomb	Defeat Croco in the Moleville Mines
Big Boo Flag	In the word GOAL at Yo'ster Isle
Bracer	Frog Coin Emporium shop in the Tadpole Pond
Bright Card	Knife Guy in Booster Tower
Castle Key 1	Obtained from man in Nimbus Castle
Castle Key 1	Defeat Birdo in Nimbus Castle
Chomp	Examine the Booster family portraits correctly
Chomp Shell	Bought from the Marrymore Inn & Item Shop

Cricket Jam	Jump through the hole in Land's End
Cricket Pie	Return to Mushroom Kingdom item shop after Mack
Crystalline	Frog Coin Emporium shop in the Tadpole Pond
Cymbals	Purchase at the Item Shop in Moleville
Double Punch	Purchase in Seaside Town after boss defeated
Drill Claw	Found in Bowser's keep at end of the game
DryBonesFlag	Under Mario's bed at Mario's Pad
Elder Key	Examine the Booster family portraits correctly
Energizer	Frog Coin Emporium shop in the Tadpole Pond
Fearless Pin	Purchase at the Item Shop in Rose Town
Feather	Avoid Dodo's peck in Nombus Castle
Fertilizer	Hidden path in Nibus Land after Valentina event
Finger Shot	Purchase at the Item Shop in Moleville
Fire Bomb	Treasure stash in Belome Temple
Fire Cape	Purchased from Hinopio in Barrel Volcano
Fire Dress	Purchased from Hinopio in Barrel Volcano
Fire Pants	Purchased from Hinopio in Barrel Volcano
Fire Shell	Purchased from Hinopio in Barrel Volcano
Fire Shirt	Purchased from Hinopio in Barrel Volcano
Fireworks	Speak to mole in upper left house in Moleville
Flower Box	Defeat Bowyer at the end of the Forest Maze
Flower Jar	Defeat the Hammer Bros boss in Mushroom Way
Flower Tab	Rescue Toad the second time in Mushroom Way
Freshen Up	Purchased from shop near entrance of the Sea
FroggieDrink	Card Member shop in the Tadpole Pond
FroggieStick	Give Frogfucius the Cricket Pie in Tadpole Pond
Fuzzy Cape	Bought from the Item Shop in Nimbus Land
Fuzzy Dress	Bought from the Item Shop in Nimbus Land
Fuzzy Pants	Bought from the Item Shop in Nimbus Land
Fuzzy Shirt	Bought from the Item Shop in Nimbus Land

Ghost Medal	Complete Three Musty Fears sidequest
Goodie Bag	Hidden chest on top another chest Booster Tower
Greaper Flag	Behind the wooden rose in Rose Town
Hammer	Defeat the Hammer Bros boss in Mushroom Way
Hand Cannon	Bought from the Item Shop in Nimbus Land
Hand Gun	Bought from the Marrymore Inn & Item Shop
Happy Cape	Bought from the Marrymore Inn & Item Shop
Happy Pants	Bought from the Marrymore Inn & Item Shop
Happy Shell	Bought from the Marrymore Inn & Item Shop
Happy Shirt	Bought from the Marrymore Inn & Item Shop
Heal Shell	Purchased in Bowser's Keep at end of the game
Hero Shirt	Purchased in Bowser's Keep at end of the game
Honey Syrup	Rescue Toad the first time in Mushroom Way
Hurly Gloves	Purchased from shop near entrance of the Sea
Jump Shoes	Purchase in Mushroom Kingdom item shop
KerokeroCola	Booster Pass treasure chest (after Tower)
Lucky Jewel	Purchase from guy in Moleville Item Shop
Maple Syrup	Purchase at the Item Shop in Moleville
Masher	Jump on see-saw in Booster Tower
Max Mushroom	Treasure stash in Belome Temple
Mega Cape	Purchase at the Item Shop in Moleville
Mega Glove	Bought from the Item Shop in Nimbus Land
Mega Pants	Purchase at the Item Shop in Moleville
Mega Shirt	Purchase at the Item Shop in Moleville
Maple Syrup	Purchase at the Item Shop in Moleville
Mid Mushroom	Purchase at the Item Shop in Moleville
Mushroom	Given to you by Toad at Mario's Pad
NauticaDress	Purchased from shop near entrance of the Sea
NokNok Shell	Complete the Midas River course once
Pants	Purchase in Mushroom Kingdom item shop

Parasol	Purchase in Seaside Town after boss defeated
Pick Me Up	Purchase in Mushroom Kingdom item shop
Polka Dress	Equipped on Toadstool by default
Power Blast	Frog Coin Emporium shop in the Tadpole Pond
Prince Pants	Purchased in Bowser's Keep at end of the game
Punch Glove	Purchase at the Item Shop in Moleville
Pure Water	Dropped by ghosts in Kero Sewers
Rabbit Stick	Purchase in Seaside Town after boss defeated
Rock Candy	Mushroom boy in shop in Seaside Town
Room Key	Found on trapped ground area in Booster Toweraa
Royal Dress	Purchased in Bowser's Keep at end of the game
Royal Syrup	Treasure stash in Belome Temple
Safety Badge	Defeat the evil chest in the Sunken Ship
Safety Ring	Hidden chest in the Sunken Ship
Sailor Cape	Purchased from shop near entrance of the Sea
Sailor Pants	Purchased from shop near entrance of the Sea
Sailor Shirt	Purchased from shop near entrance of the Sea
Seed	Defeat the boss in Bean Valley
Shed Key	Defeat the boss in Seaside Town
Shiny Stone	Trade Fireworks for it from girl in Moleville
Shirt	Purchase in Mushroom Kingdom item shop
Slap Glove	Equipped on Toadstool by default
Sleepy Bomb	Frog Coin Emporium shop in the Tadpole Pond
Sonic Cymbal	Found in Bowser's keep at end of the game
Star Cape	Purchased in Bowser's Keep at end of the game
Star Gun	Found in Bowser's keep at end of the game
Sticky Glove	Bought from the Item Shop in Nimbus Land
Super Hammer	Bought from the Marrymore Inn & Item Shop
Super Slap	Found in Bowser's keep at end of the game
Temple Key	Speak to the stomping monster in Monstro Town

Thick Pants	Purchase at the Item Shop in Rose Town
Thick Shirt	Purchase at the Item Shop in Rose Town
Troopa Shell	Purchase in Seaside Town after boss defeated
Trueform Pin	Received from the monster chest in Kero Sewers
Ultra Hammer	Found in the Factory at end of the game
Wake Up Pin	Given to you during attack on Mushroom Kingdom
Wallet	Defeat Croco after chasing him to get the coin
War Fan	Bought from the Item Shop in Nimbus Land
Whomp Glove	Bought from the Marrymore Inn & Item Shop
Work Pants	Purchase at the Item Shop in Moleville
Zoom Shoes	Found through locked door in Booster Tower

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Monster List	(000M0)
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Name	Hit Points	Location
Alley Rat	105/105	Sunken Ship
Amanita	52/52	Forest Maze
Artichoker	200/200	Booster Pass
Axem Black	550/550	Barrel Volcano
Axem Green	450/450	Barrel Volcano
Axem Pink	400/400	Barrel Volcano
Axem Rangers	999/999	Barrel Volcano
Axem Red	800/800	Barrel Volcano
Axem Yellow	600/600	Barrel Volcano
Bahamutt	500/500	Bowser's Keep
Bandana Blue	150/150	Sunken Ship
Bandana Red	120/120	Sunken Ship
Belome	500/500	Kero Sewers
Belome	1200/1200	Land's End

Birdo	777/777	Nimbus Land
Birdy	150/150	Bean Valley
Blaster	120/120	Booster Tower
Bloober	130/130	Sea
Bluebird	200/200	Nimbus Land
Boomer	2000/2000	Bowser's Keep
Bomb-Omb	90/90	Moleville Mines
Bowyer	710/710	Forest Maze
Box Boy	900/900	Bean Valley
Bundt	900/900	Marrymore
Buzzer	43/43	Forest Maze
Carroboscis	90/90	Booster Pass
Chain Kong	355/355	Barrel Volcano
Chewy	90/90	Land's End
Chomp	100/100	Booster Tower
Chomp Chomp	150/150	Bean Valley
Chow	80/80	Land's End
Cloaker	1200/1200	Factory
Cluster	60/60	Moleville Mines
Count Down	2400/2400	Factory
Croco	750/750	Moleville Mines
Crook	38/38	Rose Way
Crusty	80/80	Sunken Ship
Czar Dragon	1400/1400	Barrel Volcano
Ding-A-Ling	1200/1200	Factory
Dodo	744/744	Nimbus Land
Domino	900/900	Factory
Dry Bones	0/0	Sunken Ship
Earth Link	2500/2500	Factory
Enigma	150/150	Moleville Mines

Exor	1800/1800	Bowser's Keep
Fautso	420/420	Bean Valley
Fink Flower	200/200	Land's End
Forkies	350/350	Bowser's Keep
Formless	10/10	Land's End
Frogog	80/80	Bandit's Way
Geckit	79/79	Land's End
Gecko	92/92	Star Hill
Goby	40/40	Kero Sewers
Goomba	16/16	Mushroom Way
Goombette	100/100	Sunken Ship
Gorgon	140/140	Sunken Ship
Grate Guy	900/900	Booster Tower
Greaper	148/148	Sunken Ship
Gu Goomba	132/132	Bowser's Keep
Guerrilla	135/135	Forest Maze
Gunyolk	1500/1500	Factory
Heavy Troopa	250/250	Bean Valley
Hidon	600/600	Sunken Ship
Hobgoblin	50/50	Kero Sewers
Jawful	278/278	Nimbus Land
Jinx	600/600	Monstro Town
Jinx	800/800	Monstro Town
Johnny	820/820	Sunken Ship
K-9	30/30	Bandit's Way
King Calamari	800/800	Sunken Ship
Knife Guy	700/700	Booster Tower
Kriffid	319/319	Land's End
Lakitu	124/124	Booster Pass
Left Eye	300/300	Bowser's Keep

Leuko	220/220	Sunken Ship
-----+-----+-----		
Magikoopa	1600/1600	Bowser's Keep
-----+-----+-----		
Magmite	26/26	Moleville Mines
-----+-----+-----		
Magmus	50/50	Barrel Volcano
-----+-----+-----		
Megasmilax	1000/1000	Bean Valley
-----+-----+-----		
Mezzo Bomb	150/150	Moleville Mines
-----+-----+-----		
Microbomb	30/30	Moleville Mines
-----+-----+-----		
Mokura	620/620	Land's End
-----+-----+-----		
Mr. Kipper	133/133	Sea
-----+-----+-----		
Muckle	320/320	Nimbus Land
-----+-----+-----		
Mukumuku	108/108	Star Hill
-----+-----+-----		
Neosquid	800/800	Bowser's Keep
-----+-----+-----		
Octolot	99/99	Forest Maze
-----+-----+-----		
Octovader	250/250	Land's End
-----+-----+-----		
Oerlikon	85/85	Barrel Volcano
-----+-----+-----		
Orb User	8/8	Booster Tower
-----+-----+-----		
Orbison	30/30	Nimbus Land
-----+-----+-----		
Pihranha Plant	168/168	Pipe Vault
-----+-----+-----		
Pinwheel	99/99	Nimbus Land
-----+-----+-----		
Pulsar	69/69	Star Hill
-----+-----+-----		
Punchinello	1200/1200	Moleville Mines
-----+-----+-----		
Pyrosphere	167/167	Barrel Volcano
-----+-----+-----		
Raspberry	600/600	Marrymore
-----+-----+-----		
Rat Funk	32/32	Kero Sewers
-----+-----+-----		
Reacher	184/184	Sunken Ship
-----+-----+-----		
Remo Con	88/88	Booster Tower
-----+-----+-----		
Ribbite	250/250	Land's End
-----+-----+-----		
Right Eye	500/500	Bowser's Keep
-----+-----+-----		
Rob-Omb	42/42	Booster Tower
-----+-----+-----		
Sackit	152/152	Star Hill
-----+-----+-----		

Shadow	85/85	Kero Sewers
Shaman	150/150	Nimbus Land
Shelly	500/500	Nimbus Land
Shogun	150/150	Shogun
Shy Away	140/140	Land's End
Shy Guy	78/78	Rose Way
Sky Troopa	10/10	Mushroom Way
Sling Guy	120/120	Nimbus Land
Smelter	1500/1500	Factory
Smilax	200/200	Bean Valley
Smithy	2000/2000	Factory
Smithy	1000/1000	Factory
Smithy	8000/8000	Factory
Snapdragon	90/90	Rose Way
Snifit	200/200	Booster Tower
Sparky	120/120	Pipe Vault
Spikester	50/50	Booster Pass
Spikey	20/20	Mushroom Way
Spinthra	230/230	Land's End
Spookum	98/98	Booster Tower
Star Cruster	72/72	Bowser's Keep
Starslap	62/62	Rose Way
Stinger	65/65	Land's End
Stumpet	500/500	Barrel Volcano
Tentacles	200/200	Sunken Ship
The Big Boo	43/43	Kero Sewers
Torte	100/100	Marrymore
Tub-O-Troopa	500/500	Bowser's Keep
Vomer	0/0	Barrel Volcano
Wiggler	120/120	Forest Maze

Yaridovich	1500/1500	Seaside Town
Zeostar	90/90	Sunken Ship

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Equipment List (000K0)

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Weapons (000K1)	Attack	Defense	Mg.Attack	Mg.Defense
Chomp	+10	+0	+0	+0
Chomp Shell	+9	+0	+0	+0
Cymbals	+30	+0	+0	+0
Double Punch	+35	+0	+0	+0
Drill Claw	+40	+0	+0	+0
Finger Shot	+12	+0	+0	+0
FroggieStick	+20	+0	+0	+0
Hammer	+10	+0	+0	+0
Hand Cannon	+45	+0	+0	+0
Hurly Gloves	+20	+0	+0	+0
Lazy Shell	+90	+0	+0	+0
Masher	+50	+0	+0	+0
Mega Glove	+60	+0	+0	+0
NokNok Shell	+20	+0	+0	+0
Parasol	+50	+0	+0	+0
Punch Glove	+30	+0	+0	+0
Ribbit Stick	+50	+0	+0	+0
Slap Glove	+40	+0	+0	+0
Sonic Cymbal	+70	+0	+0	+0
Spiked Link	+30	+0	+0	+0
Star Gun	+57	+0	+0	+0
Sticky Glove	+60	+0	+0	+0
Super Hammer	+40	+0	+0	+0
Super Slap	+70	+0	+0	+0

Troopa Shell	+50	+0	+0	+0
Ultra Hammer	+70	+0	+0	+0
War Fan	+60	+0	+0	+0
Whomp Glove	+40	+0	+0	+0
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Armor (000K2)	Attack	Defense	Mg.Attack	Mg.Defense
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CourageShell	+0	+12	+0	+6
Fire Cape	+0	+42	+0	+21
Fire Dress	+0	+42	+0	+21
Fire Pants	+0	+42	+0	+21
Fire Shell	+0	+18	+0	+9
Fire Shirt	+0	+42	+0	+21
Fuzzy Cape	+0	+24	+0	+12
Fuzzy Dress	+0	+36	+0	+18
Fuzzy Pants	+0	+36	+0	+18
Fuzzy Shirt	+0	+36	+0	+18
Happy Cape	+0	+12	+0	+6
Happy Pants	+0	+24	+0	+12
Happy Shell	+0	+6	+0	+3
Happy Shirt	+0	+24	+0	+12
Heal Shell	+0	+24	+0	+12
Hero Shirt	+0	+48	+0	+24
Lazy Shell	-50	+127	-50	+127
NauticaDress	+0	+30	+0	+15
Mega Cape	+0	+6	+0	+3
Mega Pants	+0	+18	+0	+9
Mega Shirt	+0	+18	+0	+10
Pants	+0	+6	+0	+3
Polka Dress	+0	+24	+0	+12
Prince Pants	+0	+48	+0	+24
Royal Dress	+0	+48	+0	+24

Sailor Cape	+0	+18	+0	+9
Sailor Pants	+0	+30	+0	+15
Sailor Shirt	+0	+30	+0	+15
Shirt	+0	+6	+0	+6
Star Cape	+0	+36	+0	+18
Thick Pants	+0	+12	+0	+6
Thick Shirt	+0	+12	+0	+8
Work Pants	+10	+15	+10	+5
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Accessories (000K3)	Attack	Defense	Mg.Attack	Mg.Defense
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Amulet	+7	+7	+7	+7
Antidote Pin	+0	+2	+0	+2
B'tub Ring	+0	+0	+0	+0
Fearless Pin	+0	+5	+0	+5
Feather	+0	+5	+0	+5
Ghost Medal	+0	+0	+0	+0
Jump Shoes	+0	+1	+5	+1
Rare Scarf	+0	+15	+0	+15
Safety Badge	+0	+5	+0	+5
Safety Ring	+0	+5	+0	+5
Trueform Pin	+0	+4	+0	+4
Wake Up Pin	+0	+3	+0	+3
Zoom Shoes	+0	+5	+0	+5
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| Version History (0000X) |
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Version 0.00 - (May 14th, 2005) - Began the walkthrough
Version 1.00 - (May 18th, 2005) - Completed the walkthrough

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| Legal (0000Y) |
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I am no longer active writing guides for video games, and thus I will no longer any questions or update with any corrections sent through email. It is likely that after this point this guide will never be updated again. I am aware that there are errors occasionally and I apologize for those. Please do not email me any corrections, or ask me for any help with this particular game, as I will not respond.

It is also not necessary to send any email to thank me for the work, I will say right now that you are very welcome.

Furthermore, please do not contact me about hosting this guide on your website, I will not grant permission. I am still willing to take action if I find this guide being hosted anywhere other than GameFAQs.com, IGN.com, or a very small number of other select sites.

Finally, if you need to contact me for some reason that is not covered above, then you can reach me at StarOceanDC(a.t)gmail(d.o.t)com.

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|                               Credits                               (0000Z) |
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Thanks to CJayC for continuing to keep GameFAQs running smoothly, and the same to Sailor Bacon. Thanks to Sean, Mark and Jeremy here at the University of Guelph, thanks to everyone in the GameFAQs FAQ contributor community for being great people, and thanks to everyone who takes the time to send feedback.

Thank you very much finally, to anyone and everyone reading this walkthrough.

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