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=====  
 --- 1. Introduction --- [1000]  
 =====

Square, the famed producer of the Final Fantasy series decided to join up with Nintendo's Mario, the two created an incredible game. This new game was nothing like the original side-scroll Super Mario World of a few years ago. Instead, it took the RPG system which Square brought up and shaped the Mario's world into something a lot more interesting.

This guide is a FAQ/Walkthrough. That means that Gobicamel and Dark Vortex will not only walk you through the game, but also provide other information. We hope you find this guide helpful, and nice job on purchasing Super Mario RPG! We can tell you it's well worth it. Although you could be using an emulation, but still. >\_>

=====  
--- 2. FAQ ---

[2000]  
=====

+-----+  
[Q] A Super Mario RPG? What has this world come to?

[A] Don't ask me. I just work here.

+-----+  
[Q] Is it possible to level up outside of battle?

[A] With the starman, Mario becomes impervious to enemies. Therefore, you won't engage in battle, but still get the EXP as if you fought. When you get a starman, run quickly before it wears off and kill as many enemies as possible.

+-----+  
[Q] What's a "Timed Hit"?

[A] Timed Hits are like critical hits, or basically extra damage. Once you figure them out, you can do them any time you want. Simply tap the A Button just before a character attacks. You'll deal extra damage. And to add to that, it's easy to do! It doesn't require any annoying button combination or whatevah.

+-----+  
[Q] What is the password in the Sunken Ship area?

[A] I would suggest solving it yourself as it's much more rewarding that way. The password is PEARLS though.

+-----+  
[Q] How do I get the Attack Scarf?

[A] Remember the house with the orange guy and the Thwomp in Monstro Town? If you talked to the orange fellow, he states he'll give you a prize if you break 30 Super Jumps. Get into a battle and do just that. Return to him to pick up the reward: an Attack Scarf.

+-----+  
[Q] How do I get the Ghost Medal?

[A] First, you have to locate the 3 Musty Fears in Monstro Town by staying at the local inn. That night, they will tell of their three flags that they hid. Locate the three flags and stay at the inn again. You'll wake up finding the Ghost Medal pinned on your chest.

+-----+  
[Q] How do I get the Troopa Pin?

[A] When scaling the cliff in Land's End into Bean Valley, you'll be using the help of some Koopa Troopas. You'll also be timed on the amount it takes for you to scale the cliff this way. Beat 12 seconds and Sergeant Flutter will give the Troopa Pin to you.

+-----+  
[Q] How do I get the Lazy Shell/s?

[A] First, you have to pick up the Fertilizer and Seed. Refer to the walkthrough for that. Talk to the Gardener in a hidden path you find branching out of Rose Town. It appears after you clear Monstro Town. He'll grow a giant beanstalk with the two items. Climb it and pick up both Lazy Shells. One is an armor and the other is a weapon for Mario.

+-----+  
[Q] During the fight with Valentina and Dodo, Dodo just freezes. Is this a glitch?

[A] If Dodo freezes and is no longer "target-able" (is that even a word?), that means that he is down for the count. Focus on Valentina to finish the battle.

+-----+  
[Q] Is this the only game in which Geno stars in?

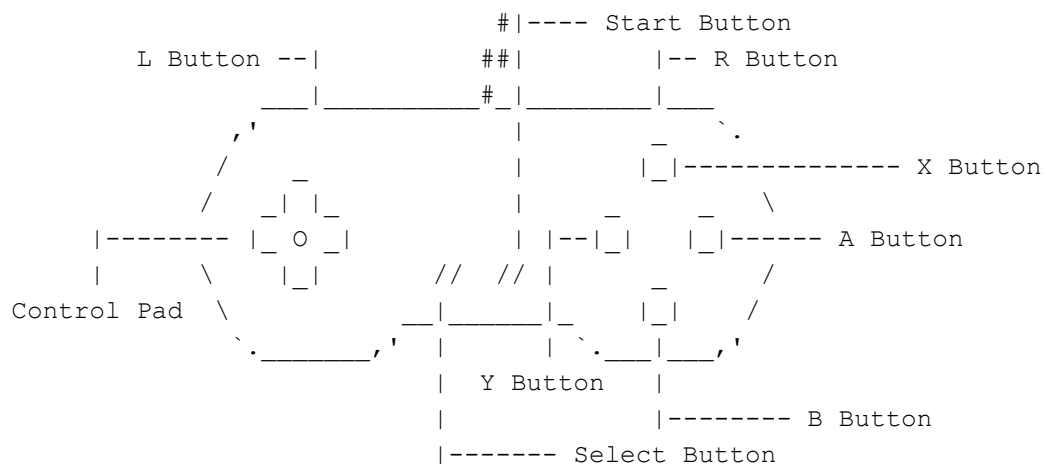
[A] Sadly, yes. I have heard that Geno also makes a cameo in some other game. I'm not too sure about it though.

+-----+  
[Q] How many cameo appearances are there in this game exactly?

[A] That's really up for the gamer to find out. I'll tell you that there's a definite reference to Link and Samus. Some others I have heard of are Luigi and Wario. Hmm, strange.

+-----+  
[Q] Hay dawg... got codez lawlz?/

[A] Die.



[-----]

Control Pad ~

- ~ Moves Mario around.
- ~ Cycle through items on Main Menu/In-Game Menu.

Select Button ~

- ~ Select between Stereo and Mono on Main Menu.

Start Button ~

- ~ Skip Cinematics

L Button ~

- ~ No Apparent Use.

R Button ~

- ~ No Apparent Use.

A Button ~

- ~ Regular Attack aimed at enemy.
- ~ Select Items in In-Game Menu.
- ~ Talk or inspect anything in front of Mario.

B Button ~

- ~ Brings up Etc. screen which allows you to use Defense or Run.
- ~ Mario Jumps.
- ~ On In-Game Menu, cancels action.

X Button ~

- ~ Brings up Item screen which allows you to use Items during battle.  
~ Opens In-Game Menu.

Y Button ~

- ~ Brings up Special menu which allows you to use special moves.  
~ Mario runs outside battle.

=====  
--- 4. Characters List ---

[4000]

=====  
Mario ~

=====

Mario is the hero of this and many other games made before. Most will probably recognize his name from Super Mario World or the Super Mario Bros. of before. In battle, Mario will become a jumping machine with jump and fireball techniques. An overall well-rounded trooper.

-- Techniques

~ Jump

Level Learned: 1

FP Value: 3

Description: Mario jumps up in the air and hits an enemy on his way down.

~ Fire Orb

Level Learned: 3

FP Value: 5

Description: Mario releases a stream of small fireballs toward a target.

~ Super Jump

Level Learned: 6

FP Value: 7

Description: Mario rounds up and makes a large jump to hit a certain enemy multiple times.

~ Super Flame

Level Learned: 10

FP Value: 9

Description: Mario releases a stream of large fireballs toward a target.

~ Ultra Jump

Level Learned: 14

FP Value: 11

Description: Mario rounds up and makes a gigantic jump to hit multiple enemies.

~ Ultra Flame

Level Learned: 18

FP Value: 14

Description: Mario releases a stream of large fireballs which can hit multiple targets.

Mallow ~

=====

The first to join Mario in his quest is a marshmallow-like fellow named Mallow. Finding a thief and bringing back a prized possession, Mallow is very gratified. Mallow decides to join the

party leaving off on his adventures. After some plot twists and reunions, Mallow becomes a changed man... err... marshmallow. He is amazing with his magic techniques.

-- Techniques

~ Thunderbolt

Level Learned: 1

FP Value: 2

Description: Mallow will call a lightning storm to damage enemies.

~ HP Rain

Level Learned: 3

FP Value: 2

Description: Mallow will call a rain cloud to heal up a party member.

~ Psychopath

Level Learned: 6

FP Value: 1

Description: Allows you to see an enemy's remaining HP. If manage to press Y at the right moment, you can read the enemy's "thoughts."

~ Shocker

Level Learned: 10

FP Value: 8

Description: Mallow calls a potent lightning bolt to damage an enemy.

~ Snowy

Level Learned: 14

FP Value: 12

Description: Mallow calls a giant snowman to land on all enemies.

~ Star Rain

Level Learned: 18

FP Value: 14

Description: Mallow calls a giant starman to land on all enemies.

Geno ~

====

The first to actually clarify to Mario what is going on is Geno; the possessed doll. Geno's past life is in shrouds, but it is believed he had lived above in the Star Road. A physical attacker who takes use of his projectile-shooting hands, Geno will be a powerful asset in your quest.

-- Techniques

~ Geno Beam

Level Learned: 1

FP Value: 3

Description: Geno readies his beam on his arm and shoots a powerful beam at an enemy.

~ Geno Boost

Level Learned: 8

FP Value: 4

Description: Geno will raise the attack and magic attack stats of an ally.

~ Geno Whirl

Level Learned: 11

FP Value: 8

Description: Geno will throw a disk quickly at an enemy for

damage.

~ Geno Blast

Level Learned: 14

FP Value: 12

Description: Geno will call down a bunch of lasers from the sky hitting all enemies for damage.

~ Geno Flash

Level Learned: 18

FP Value: 16

Description: Geno will transform into a cannon and shoots an orange projectile which turns into a super nova for heavy damage.

Bowser ~

=====

The heralded and notorious Bowser, King Koopa returns in Super Mario RPG. However, he turns into one of the good guys after Smithy smashes the giant sword into his castle. Very eager to reclaim his castle, Bowser joins with Mario in his quest to run Smithy out of their world.

-- Techniques

~ Terrorize

Level Learned: 1

FP Value: 6

Description: Bowser summons a Big Boo which deals damage and has a chance of inflicting Fear.

~ Poison Gas

Level Learned: 12

FP Value: 10

Description: Bowser summons a green cloud that damages and has a chance of inflicting Poison.

~ Crusher

Level Learned: 12

FP Value: 12

Description: Bowser summons a giant rock spike to come up through the ground to impale an enemy.

~ Bowser Crush

Level Learned: 18

FP Value: 16

Description: Bowser summons a giant Mecha-Koopa to deal damage to all enemies.

Toadstool ~

=====

The princess was rescued by Mario quite a few times in past games. After finding her, Toadstool decides to join up with Mario. Toadstool has powerful magic that can really aid your team with her great healing techniques. Although she is useful in battle, she will not last long.

-- Techniques

~ Therapy

Level Learned: 1

FP Value: 2

Description: Toadstool heals an ally and dispels any status ailments.

~ Group Hug

Level Learned: 1

FP Value: 4



Description: Toadstool heals the party and dispels any status ailments.

~ Sleepy Time

Level Learned: 11

FP Value: 4

Description: Toadstool can put an enemy to Sleep.

~ Come Back

Level Learned: 13

FP Value: 2

Description: Toadstool revives any fallen ally.

~ Mute

Level Learned: 15

FP Value: 3

Description: Toadstool inflicts Silence status on an enemy which prevents them from using special attacks.

~ Psych Bomb

Level Learned: 18

FP Value: 15

Description: Toadstool throws a bunch of bombs to deal heavy damage to enemies.

=====  
--- 5. Walkthrough ---

[5000]

=====  
This is of course the walkthrough. As you read through it, you might find some obnoxiously stupid jokes and attempted humor. I ask you to please do your best to not retch and hurl all over your computer. Well... you can do that, just don't sue us! If you are going to sue SOMEBODY, make sure it's Gobicamel as he's the reason you are seeing those... er... totally unfunny jokes. Anyhow, we both hope you enjoyed it, and of course, we also hope you found it helpful.

REMEMBER THE ONE GOLDEN RULE: DON'T SUE US!

-----  
5.1. Getting Started

[5100]

-----  
After watching Bowser kidnapping Toadstool for the umpteenth time, Mario follows him to his lair. And, brave as always, he enters it as well! Time to whoop some below! But... whose below will it be?

[ENEMIES]: Terrapin, Bowser ("boss"), Goomba, Koopa, Sky Troopa, Spikey, Hammer Brothers (boss)

[ITEMS]: Mushroom (\*4), Honey Syrup, Flower Tab, Hammer

-- RENDEZ-VOUS WITH BOWSER -----

\* First of all, a note! At the very beginning of the game, after having selected 'new game', you'll be asked to name your character. Of course, I shall refer to him as Mario throughout this document, but if you want to name him Fluffy or something along the line of that, be my guest! Also, please note that names can't be over 8 characters, so if your name happens to be longer... bad luck!

After the opening scene (which shows Bowser doing the kidnap-thing), we

see Mario entering Bowser's Keep. And that's where you'll take control over our beloved (?) plumber. The first room is nothing special, really; use the big door on the other side. In this room you can opt to toy around with the Terrapins (by which I mean "beat the living daylight's out of them"); you won't get any experience for doing so, though. The Terrapins flanking the door to the next room, however, aren't avoidable.. you'll have to fight them. Don't worry about it, as it's just a matter of trading hits. In fact, if you lose this fight, you \*really\*, \*really\* scare me! After defeating them, go through the big door. Here, cross the bridge... just as you reach the next door, said bridge collapses. <Resident Evil voice-over> "Now there's no way back". Or "The door to safety is shut", if that strikes your fancy.

The next area is, in fact, Bowser's throne room. Notice the chandeliers? You should, because, you know, Bowser is, like, hiding on one of them. Mario does a high jump (how the HELL did he do that?) and prepares to kick some Koopa ass. First boss battle, ahoy!

BOWSER (300 HP) + KINKLINK (60 HP)

ITEMS: None; EXP: None; COINS: None; RECOMMENDED LVL: 1  
...Okay, I just misused the term boss battle, because this is, in fact, not a boss battle. Anyway, first of all: never attack Bowser himself. Instead, aim your fists at the Kinklink right behind him. Bowser's attacks aren't a real threat, they make Mario lose 3HP at max. Just keep focusing your attacks on the Kinklink and you'll be just fine. Also note how Peach will occasionally remind you that you have to hit the chain. Pfish, as if you couldn't figure that out yourself. After you beat the hell out of the Kinklink, the chandelier will fall down, taking Bowser with it.

However! Bowser is not yet done for. He starts throwing hammers at your chandelier's Kinklink. Inevitably, you'll fall down as well (leaves me wondering whether it were the hammers or Mario's weight that caused the chandelier to fall). Bowser will once more try to reduce your HP to zero, but Mario will perform what could very well be The Highest Jump The World Has Ever Seen (tm).

And just when you think you're finally safe, a huge (and I mean HUGE) sword will jam itself into Bowser's keep and blow Mario away. \*sigh\* I guess it's all in a day's work.

-- RENDEZ-VOUS WITH THE SWORD -----

We see Mario falling into the pipe house, and a Toad rushing towards him. After the Toad has made a smart-ass remark, push the B button to hop off the peg, onto the ground. Also note that the you can use the bed as a trampoline, which is -wheeeeeee!- fun! After you're done toying around, leave.

Go say hello to the Toad. He'll be informed of the fact that Peach has just been kidnapped and asks you to bring her back. Unfortunately there's no "No"-option here. You can talk to him again, and he'll tell you about this thing they call sleeping (I should get some of that) and HP recovery. Oh, and hop on the Save Block to save your progress. Unless you like to live your life on the rough side, that is (if you don't use the Save Point, Toad will stop you when you try to leave and tell you about them blocks. Still, you don't need to use it if you don't want to).

Well then... make for the exit (south-western corner) to end up on the

world map. It's simple really; just select the location you want to go to using the D-Pad and hit the A button to confirm. As only one place is available at this point of the game, why don't you, like, go there?

Upon trying to enter the castle, a not-so-nice conversation with the sword will commence. He basically tells you to scram. And, to make sure you don't bother him again, the evil fiend makes the bridge collapse. A cutscene of Mario showing his fist to the sword will now be played.

\* NOTE: Denote that a new place has been added to your world map (Vista Hill). Also, Bowser's Keep has become inaccessible. And, on a slightly related note, the aforementioned 'fist'-cutscene can be shown ad infinitum; just re-enter Vista Hill. Yeah, that was pretty useless information.

Head back to the Pipe House and chat with the Toad. Mario will do a hilarious imitation of the destruction of the bridge, and in response Toad will exclaim that you should visit the Chancellor. Happy happy. Joy joy.

Follow him outside, attempt to exit and... OUCH! That clumsy Toad bumped right in to you (causing HP loss. At least that's what the game says). He gives you a mushroom; I guess that's his way of saying sorry. Subsequently he'll ask you if you know how to use items. Respond with a "Of course I do" (otherwise the oaf will use up your Mushroom). Instead, scroll up to the basics section of this guide and give it a read. I'm just so damn considerate. ...What do you mean 'not modest'?!

Ahem. Next, a Goomba will make its appearance. Yikes! Toad will offer you an explanation on 'timed hits' (confused? use the basics section); it doesn't really matter what you respond: if you say no you'll be given a short tutorial, if you say yes the Goomba will retreat. Whatever floats your boat. When you're finished, the Toad will give you three nifty mushrooms. Exit and head for Mushroom Way.

\* NOTE: You can, at any given time, take a nap in the pipe house (which means full HP/MP recovery--sexy!). Just interact with the lamp and Mario will jump on the bed and fall asleep. Only thing I'd like to know is: just how did he get under the blanket while sleeping?! Uncanny, to say the least.

-- MUSHROOM (HIGH)WAY -----

I know... the pun in the section header is terrible to the 10th degree, but bear with me. As you enter, you'll immediately encounter a group of three Goombas (you see only one Goomba frolicking around on Mushroom Way, but he represents three Goombas).

\* NOTE: When you leave an area (e.g. visit the Pipe House to recover), and then re-enter it, all enemies -whether you beat them or not- will have returned (to their original positions). Keep this in mind.

\* NOTE: I *really* recommend fighting all enemies you encounter in this area, because leveling up is pretty frickin' important right now. Unless you are a masochist, in which case I recommend therapy.

\* NOTE: Occasionally you'll receive a 'HP MAX', 'FP MAX' or 'ATTACK UP' (nifty!) in battle. Just so you know.

Yay, three notes in a row! Anyway, keep following the path, respectively

slaying 2 Goombas, 3 Goombas, 3 Goombas, 2 Sky Troopas (you can use your Jump attack to get rid of them, but keep an eye on your FP), and take a halt when you reach a chest; repeatedly jump against it for some easy dough. Also, you've probably leveled up by now, which is a good thing! When you level up, you'll (always) be given a choice; HP boost, MAGIC ATTACK & DEFENCE boost or Attack boost. Decisions, decisions. I recommend choosing the HP boost; you could use some additional HP right now.

Continue your merry way and get rid of the two Sky Troopas. Also notice the floating treasure chest (which contains even more Gold Stuff than the previous one did) and the Goomba intimidating the Toad: put him out of his misery (the Goomba, of course, you nut ;]). The Toad will be so grateful that he'll give you a reward: Honey Syrup. Leave the area.

Immediately when you enter this area, a Goomba will dash towards you; go say hello. By punching them (you have to battle two Goombas) repeatedly. Next up; 1 Sky Troopa, 3 Goombas dashing towards you from behind a rock wall, 2 Goombas (those standing on the rotating flower). And give the three Goombas charging you when you open the chest in the north-eastern corner a good kick in the crotch as well to net some more experience. Now for the treasure: the aforementioned chest (in the north-eastern corner) contains a mushroom. Now, position yourself on the rotating flower and allow me to elaborate. This flower allows you to jump higher than you normally can, thus allowing you to reach the three platforms around you. Wait until you face the direction of the platform you want to reach and then hit the B button. Here's the lay-down:

- LEFTMOST: A chest awaits you here. It contains a flower.
- UPMOST: Here, a Goomba sprints toward you. Give 'em the love of your fist they so badly need (there's two of 'em).
- RIGHTMOST: Oh no! A Sky Troopa has captured a Toad. Terrible! (yeah, that was sarcasm). Defeat it, and the Toad will give you a Flower Tab.

Now leave the area.

In this area, a Lakitu is burping out Spikeys faster than EA puts out crappy games. The Lakitu itself is out of reach, but you can wreak havoc by trashing its sons; Spikeys don't really pose a threat, as long as you remember NOT to jump on 'em... that doesn't hurt them. Every Spikey the Lakitu throws down is in fact either a pack of 2 Spikeys or 1 Spikey and 1 Sky Troopa, so bear that in mind as well! At the end of this area, a Hammer Bros awaits you. Toad will tell you that he's, you know, \*evil\*. Thank you Captain Obvious. Interact with the Bros to fight him (them), but heal first.

#### HAMMER BROTHER (50 HP) \* 2

ITEMS: Flower Jar; EXP: 6; COINS: 20; RECOMMENDED LVL: 1-2

If you're level three (or two, even) these guys are easy peasy. First of all, their attacks: they either hit you with their hammer, or use this attack called 'Hammer Time', which means they'll throw a hell of a lot of hammers at you (for about 5/6 HP of damage). So keep your mushrooms ready! Also, when one of the Bro's dies (i.e. you beat him), the other will cast "Valor Up" which ups his defense. The best thing to do is focus your attacks on one Bro at a time. You'll kill the first one with one jump and a regular attack (make sure at least one of them is timed), and the second one with two Jumps and an additional attack (again, timed hits are your friends).

After defeating them, Toad will wonder what the Hammer Brothers left

behind ("do you know what this is, Mario?"). "Toad, you deranged oaf with your lack of substantial IQ, that's a HAMMER!". OK, Mario doesn't say that, but I'm sure he's thinking it ;). Anyway, equip the hammer and enter Mushroom Kingdom.

-----  
5.2. A Slight Problem

[5200]  
-----

Mario is now entering Mushroom Kingdom to pay the Chancellor a visit and tell him about the kidnapping of Toadstool. Where is she anyway? Is she in Bowser's Keep doing a shish kebab imitation? Has she managed to escape? Have evil aliens abducted her and turned her into a zombie bent on world domination and free burgers? Is the author of this guide a deranged fool? To the last question I can safely say: "HELL YEAH!" The answers to the other three, however, are still shrouded in mystery. Let's hope we'll find more information in this chapter.

[ENEMIES]: None

[ITEMS]: Mushroom, Map, Pick Me Up

-- EXPLORING TOWN (optional) -----

- The first house to your left doesn't contain anything of interest (bar a hard-working female Toad; emancipation?...). Same goes for the first house to your right.
- When the path forks, you can go straight ahead to reach the castle, or to the right to explore some more!
- Of course, you can get acquainted with the villagers. You'll learn that a stealing crocodile just came past this town! And no, I didn't make that up.
- The first house to your north (the one with the rotating star) is the Inn. Not only can you sleep here (3G), but there's also a Save Block.
- The second house to your south is by no means an interesting place; the house north of it, however, is a shop! Here's a list:

Mushroom		4G		Item
Honey Syrup		10G		Item
Pick Me Up		5G		Item
Able Juice		4G		Item
Shirt		7G		Armor
Pants		7G		Armor (Mario)
Jump Shoes		30G		Accessory (Mario)
Antidote Pin		27G		Accessory (Mario)

-- MEETING THE CHANCELLOR -----

Upon entering the castle, you will be greeted by a Toad; he runs off to inform the chancellor of your arrival. You can opt to explore the castle or to just follow the Toad (I recommend the latter -- the castle contains no places of interest other than the Chancellor's room just yet). In the Chancellor's room, the Chancellor will tell you you have to save the princess (well, duh) and he gives you a map too. Nifty! Also, he gives you access to the treasure room, so go check that out (south, then east). In said room you'll find a mushroom which restores your HP & FP, a Flower (gives you more FP) and a large coin (worth 10 coins). And that's not all; you can talk with the Toad to learn about Flower Points. Yeah, baby, yeah. Also pay a visit to Toadstool's room (go back two rooms, use the western door and climb up the stairs). Examine the chair in the corner to find Toadstool's "???" (now that disturbs me); the Toad in this room will give

you a Mushroom in return.

-- HMMM.... MARSHMALLOWS -----

...and you'll see a frog (O\_O) chasing the aforementioned alligator (see, I told you I didn't make it up). The alligator apparently stole the frog's coin. Also notice that when the frog (his name is Mallow) cries, it starts to rain. Great. Just great.

Go say hello to make him stop crying. A short convo will occur between Mario and the strange creature that looks as if it crawled out of a bag of white, extra-fluffy, marshmallows. Paste some arms on it and tada, you have Mallow! It seems as if Mallow (Don't forget he's a frog) here was out here on an errand for his old man. Now that ugly reptile has his special coin. Mario is immediately symphathetic and decides to help out (Well, you have to select Yes if you want to help out). Mallow, now a happy half-frog, half-marshmallow, will run (?) into Mario and disappear. If you hadn't figured out what happened, check your menu. Mallow has joined you. Yay!

From that position, you can begin heading east along the path. Visit the Inn to locate the Save Block again. Save here before continuing if you'd like. Exit and keep heading east. The next building is the local shop. Enter and talk to the shopkeeper. Mallow will appear again and tell the shopkeeper that his coin was stolen. Apparently, the shopkeeper doesn't seem to care too much, but nevertheless, he hands you a Pick Me Up just before you leave. No, it isn't a pooper-scooper. It revives allies that have fallen in battle. They are useful so pick up a Pick Me Up whenever you get the chance </bad pun>.

Continue east until you locate the exit out of here (No, not the way you came in, the other exit out of here). Near it, you will find a hyper Toad-clone. Talk to him and he'll immediately tell you that he saw someone run through here. Mallow will appear again and ask if the creature looked something like... Mario, with his amazing shape-shifting powers, spins and turns into the purple reptile. The guard will confirm and Mallow will ask why the heck wasn't he stopped?

Luckily, the guard is a smart-aleck and respond saying that he left his bazooka at home. Wow... Anyway, the Croco fellow we're looking for will appear with a few mocking words. Shortly thereafter, he will run right through our three, stupefied characters. Mallow will complain once again and run into you. Now your objective is obvious, follow that thief!

-----  
5.3. The Chase on Bandit's Way [5300]  
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The reptile known as Croco will lead you out here, to an area known as Bandit's Way. Not only is it a great hideout for (obviously) bandits, but Croco is also here! Immediately, Mallow will come out and tell you to quickly chase after him! (Hey fattie, why don't you do something for once?) Thanks to marshmallow-boy here, Croco notices you and takes a run once again. Let's give chase.

[ENEMIES]: Goomba, Spikey, Frogog, K-9, Croco (boss)

[ITEMS]: RareFrogCoin, Wallet

-- STOP YOU UGLY, REPTILIAN THIEF -----

\* NOTE: With Mallow in your group, you now engage enemies with both Mario and Mallow. Mario is capable of his regular attacks and of course, his special Jump attack, but Mallow has a special ability. Thunderbolt is a thunder-elemental attack which does considerable damage when used correctly.

Begin tracing Croco's footsteps taking the south of the two paths that fork from the start. Fight the enemies around and level both Mario and Mallow up a few. Croco isn't that amazing of a thief so chasing him and tracing his footsteps should be easy. Continue along the path and fight any enemies that get in your way. They shouldn't be too difficult now that you have a thunder-casting frog in your group. Take note of the strange, green creature you might find occasionally. The Frogogs aren't that strong so don't worry about them.

Anyhow, continue to make your way south and note the Save Block which should appear ahead of you. Have Mario jump on it to save the game once again, if you want to. When that's done, start making your way east taking chase for the ever-purple, Croco. You will have to exit out of this area through the exit. If you continue to head east, you will simply double back around to the entrance of this area like a Grade-A idiot. Exit the area.

Once again, you meet Croco and his ugly face. This time, he will jump to the upper ledge, seeing as Mario can't jump for his life. Well, this Croco fellow obviously hasn't seen us jump yet, so find the spinning flower to the left of the ledge and jump on it. Hopefully, you should have used something similar to this to save Toad before (Where did the little bugger go anyway?), so you should know how to use it. Wait for the flower to spin you around. Face the ledge and make a jump. Hopefully, you will be able to get onto it.

Continue making your way east until you notice some yellow blocks. Also on the ground are some strange, robot dog looking (ROBODOG!) known as the K-9s. If you fought a Frogog yet, you might expect these K-9s to be pretty strong. However, you will soon note that these robot dogs aren't as tough as they look (also note they give out extraordinary much "Once Again"'s). Smash apart all the robot dogs that get in your way. Now, make your way onto the strange yellow blocks that you noticed before. Jump on the first and then jump onto the second.

\* NOTE: Yellow blocks like these play an important role in the life of Mario. Even in past Mario games as SMW, they still played very useful roles. Try to get a feel for these yellow blocks as you will see many more in the future.

However, as soon as you jump onto the second, you will immediately notice that the block that was directly behind you now is in front of you. Keep going this way (Try to pick up the coin that's floating in-between the second and third) until the yellow platforms bring you to the opposite ledge. Jump onto this next ledge and then jump off the south end which was once inaccessible.

The red flower here doesn't go anywhere other than the ledge you just jumped off of, so ignore it. Continue to make your way south along the path. The exit to the next area is just around the corner. Upon entering this new area, Croco will mock you some more. Apparently, his speed may be pretty impressive, but there is way in the history of running can he run 100 miles in 2 seconds. Anyhow, make your way after him taking the northeast of the two paths. A Goomba will probably ambush you here so take

it out.

The very purple Croco is just a short walk from your position. This time, he doesn't say anything which means one thing. YOU SURE ARE ANNOYING THE HECK OUT OF HIM! Anyway, he'll take off quickly once more. This next fork consists of a northwest path and a northeast path. If you have quick eyes, you should have noted that Croco took the northeast path. Continue along that way and repeat the process of seeing Croco and following Croco. Eventually, Croco will lead you to the end of the line. Leave this area and continue with following that ugly, reptilian thief.

The next scene consists of Croco attempting to get at a treasure chest floating in the air. Since Croco isn't very good at this kind of stuff, he immediately gives up. He also notices that the annoying plumber has walked in on the scene, and tells you to give it up. Well, since Croco isn't going anywhere special, try your best to collect both chests. The secret to getting them is to use the yellow blocks. Jump on one and the other will slowly rotate. Get one under the chest and jump to get what's inside. The first contains a starman which makes you invincible for a few seconds! When you pick it up, kill all the K-9s you can for easy experience.

The second isn't as useful. If you continue to move around the yellow blocks for it, it will reveal to you, a flower. If you need the FP points, here you go. Anyhow, there's nothing else here except a few K-9s which you can still fight. When you feel that you're ready, begin making your way southeast, to the area border. Again, exit and enter the final screen before you actually catch Croco...

This part is pretty difficult. There are enemies galore all over the place, however, you will need to ACTUALLY catch Croco this time. Mallow suggests that you try to sneak up behind him. The treasure chest at the beginning contains a Mushroom which you might want to save for later. Croco is hiding throughout the area and the only way to advance is by sneaking up on him. This means, you cannot let him see you and you have to find some way to get to his back. If he sees you however, he will run off.

Watch the Goombas that ambush you from the bushes and catch Croco the way I said about 3 times. You can tell when you caught him once as he will mutter some mocking words before running off again. Keep in mind that he can see beyond the hills, but not the bushes. Finally, with catching him 3 times, he will compliment you on your eyes. However, it will still take you 100 more years to catch him... Again, make your way around and attempt to catch Croco a few more times, and victory will finally be yours!... Well, not exactly. Instead of returning the stolen coin however, he engages. Battle ready set.

#### CROCO (320 HP)

ITEMS: Flower Tab; EXP: 8; COINS: 10; RECOMMENDED LVL: 3-5

This battle is easy if you know what you're doing. First of all, Croco's Defence is higher than his Magic Defense so Mallow's magical spells should work well here. Also, by now, Mario should have learned a new ability called Fire Orb. If you hit the Y Button repeatedly, you will hurt Croco a bunch. Not only that, but upon using Fire Orb, Croco spends a turn dousing his blazing tail. When you are out of FP, begin to use the regular Attack mode (Timed Hits work wonders). Croco will constantly reach into his bag for a secret. Sometimes, it's a bomb which does incredible damage and sometimes, it's



a Weird Mushroom which heals about 60 HP. If you need healing yourself, Mallow's new ability, HP Rain can heal a bunch of HP in a single sitting. Mushrooms also work well. Do not let either Mario or Mallow get KOed. You should eventually win.

-- THE RARE FROG COIN -----

Eventually, Mallow will get extra pissy and run right up to Croco and demand his coin back. With that, he gives Croco a nice smack in the face. Funny, I never thought that marshmallows could put that much power in one blow. Anyhow, the special coin will pop out and Croco will howl with pain. With that, Croco runs off. With that, the battle is over. Shortly thereafter, Mallow will notice that the reptilian left a Wallet. Being the little thief you are, you pick it up. Mallow disappears again and a giant spring drops from the ceiling. Jumping onto it will send you back to the entrance area of the Bandit's Way. Save your game at the Save Block and make your way back to Mushroom Kingdom.

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5.4. What's a S-T-A-R?

[5400]  
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Now that we're back here, you should notice that our little excursion with Croco has wasted nearly the entire day. Heck, it's already evening-time and we hadn't even eaten lunch yet. And what is up with those weird, skeleton things on those pogo sticks? You'll soon find out.

[ENEMIES]: Shyster, Mack (boss)

[ITEMS]: Flower Tab x2, Wake Up Pin, Cricket Pie

-- NIGHTTIME IN THE MUSHROOM KINGDOM -----

Right off the bat, head forward a little bit and save the toadstool guard from the Shyster. Engage with the Shyster (The skeleton on the pogo-stick) and attack. Mallow should use his Thunderbolt as his regular Attack would not effect them that greatly. Don't lose too much HP. After the battle, the guard will thank you and hand you 10 coins that he found on the ground. Afterwards, head into the nearby shop where the clerk is shaking. Talk to him and he'll refuse to sell anything. Instead, you can take anything you'd like! However, being the good boy you are, you decide to pay for all the items. Read the note on the desk and buy whatever you'd like. Sell the Wallet for 123 coins (you can also return the wallet to its legitimate owner; the mushroom below the shop -- he gives you a Flower Tab in return, but meh... I'd rather have money). A great price!

Leave the shop and head straight ahead. Below you is another toadstool getting himself in a heap of trouble. Save him from the Shyster, and then head back up the steps. Continue making your way to the northwest. Here, you will find a bunch of those Shyster things. Save the pink-topped toadstool from the Shyster (Obviously, these toadstools couldn't fight if their mushroom top depended on it) without even a word of appreciation. Go inside the Inn which is to your immediate right. If you need the HP heal, pay 3 coins to crash for the night. Also take note of the save box. Use it if you need it.

Exit the building and continue northwest along the path. However, instead of entering the castle, walk to the house directly adjacent from the path you were just walking on to find to find a family of toadstools hiding from two Shysters. Defeat both of them and the family will thank you. Soon,

the father realizes that he's missing his son. Immediately, he runs upstairs. Follow, and you will find his son... obviously having a fun time with a Shyster. Nevertheless, defeat the Shyster and the father will give you a Flower Tab as a token of his appreciation. With that done, you can enter the castle and figure out what in Christ's name is going on.

-- BOUNCY TROUBLES -----

The castle is in a state of chaos. Shysters are jumping around everywhere and the one's coming down the middle are infinite. Save the toadstool being chased by the Shyster down the middle row, and Toad will explain to you that everyone is hiding in the princess's bedroom. Follow him and you will immediately be ambushed by two Shysters as soon as you enter. Take them out like you normally would. Then, follow Toad into the next room. Walk up to Toad and the two Shysters guarding the door will actually talk!

With a few mocking words, they jump on top of your head only to get their butts handed back to them. Anyhow, Toad thanks you again (I bet he thinks you enjoy saving his mushroom head) and walks into the next room. The other toadstools there will be pretty surprised that Toad is actually in one piece. Thank god Mario came to save the day. They will ask if you would protect them, which you should of course (No way, I'm not your bodyguard) say Yes to. The toadstool walks away and hands you another Flower Tab. Exit the room and haul your butt back to the main hall.

Instead of walking straight east to the throne room, head to the opposite door. There, you will find a toadstool guard being mobbed by two Shysters. Once again, save this guy's life and he'll tell you that the vault guard ran away while he tried to save him. Geez, what a coward. Anyway, walk east into the next door where you will find the cowering vault guard. Talk to him and he'll tell you he found a gold coin. However, just as you leave, he will hand you something that he obviously has no use for, a Wake Up Pin. If you want to head into the treasure chest vault, you will find a Mushroom, a Flower, and another gold coin.

If you want to save the game and heal all the HP before continuing, head back to the Princess's Bedroom. There is a single bed and an old man next to it. Talk to him and he'll refuse to let you use the Princess's bed, but he does heal all your HP. If you didn't notice the Save Block before, now would be the time to actually save. Head back to the main entrance hall and finally, head straight to the throne room like you have done previously. I assume you know how to get there.

The next room consists of two Shysters hopping around. Since you will want some experience before the boss, fight them both. Finish them off and continue through the door continuing to the throne room and the Chancellor. However, instead of the Chancellor, you find a group of Skysters as well as a mysterious voice. They talk about everyone disappearing. Well, now that they're gone, they have found themselves a new home. However, walk forward and make your presence known. The boss of the Shysters, Mack, appears and explains to you very clearly, he is not letting you take his new home. With that, four Shysters and big daddy himself attacks!

MACK (480 HP)

ITEMS: None; EXP: 12; COINS: 20; RECOMMENDED LVL: 5-6

Along with Mack, you will also have to deal with about four other annoying Shysters. When Mario's turn starts off, aim at Mack. You want Mario to focus on Mack this battle. Use

Thunderbolt to take out the four other Shyster so they won't annoy you. Mack will constantly call his Shysters back so use Thunderbolt to take them out. Mack himself is pretty strong, but all he has are some weak Fire attacks which won't hurt you too much (that is, if you have reasonable magic defense), and he will also jump away and disappear until his Shysters are defeated. Keep an eye on the Shysters and constantly heal yourself to win this battle, which in my opinion, is way easier than Croco. Win it.

-- THE BLUE STAR -----

Now something strange happens. Either Mario is extremely high on pot or a blue star is floating around. It will slowly rotate around Mario until Mario himself, takes it. This, my friend, is the first star of Super Mario RPG. Shortly after, the two Shysters which were knocked out cold before will wake up and say that they will tell their boss (Cry to your mommy). Now, talk to the Chancellor who is cowering in the corner of the room. Well, at least we saved the Chancellor.

Scene shift to a later portion. The Chancellor finally realizes that there is quite a bit of conflict going around. First, the Princess, and now a near takeover of the Mushroom Kingdom. Mallow appears and suggests that they go to his gramps, Frogfucius. The Chancellor tells Mario that he must save the Mushroom Kingdom.

Afterwards, The invisible narrator of the story recaps on what has happened today. What is the significance of the star piece? Could Mack possibly be in league with the talking sword that stabbed into Bowser's Keep? These questions will soon be answered in the near future. Anyhow, exit the castle and head to the town shop again. Talk to the storekeeper and he'll hand you a Cricket Pie that Mallow was going to buy until his coin was stolen. Time to head out of town, and off to the Kero Sewers.

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5.5. Pipe Sections [5500]

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Mallow leads you to the pipe leading into the Kero Sewers. Beyond, he drains himself down the pipe. However, he warns you of something that his grandpa told him. Something called "Belome." Anyhow, he brushes the thought away and goes down the pipe. For you, stand on the pipe and press down to head to the Kero Sewers. Right next to you should be a Save Block. Save your game here and descend into the Kero Sewers (by simply pressing down while standing on the pipe).

[ENEMIES]: Goby, Rat Funk, Hobgoblin, Big Boo, Shadow, Belome (boss)  
[ITEMS]: Trueform Pin, Flower Jar, Flower Tab (\*3), Recovery Mushroom, Noknok Shell.

-- YAY... SEWERS -----

First of all; you might want to do something intelligent with the Save Block next to you. Subsequently, dive into the water (Mario sure has an awkward way of swimming. To say the least) and swim to the other end (to get out, go where the water is shallow). Head down the pipe -- and peace to you too, Mario.

Okay, this place is quite the maze, so watch your steps. And keep an eye on this guide too, of course! The first thing you'll want to do is to

use the pipe east of you. In this room, give hell to the Big Boo (he has a Shadow with him; don't worry, they're not so scary as they look) and follow the path to reach a pipe... use it.

This room is filled with Rat Funks. And fancy-looking Hobgoblins too! Drop down the ledge, and walk up the stairs in the right corner of the room; you'll find a treasure chest... with a Pandorite in it (Pandora's Box? Pandorite? I get it!!!), which could be called a mini-boss I guess. Fighting it is optional, but I strongly recommend doing so, 'cos it nets you 10 EXP! Have Mario using his Jump attack(s) and let Mallow do the healing (both his thunder attacks and his regular attack do very little damage). Pandorite's attacks are pretty annoying; especially Flame Wall, which hits both Mallow and Mario. When Pandorite is down, he'll leave behind a Flower Jar, and a Trueform Pin (equip it on Mario!). Also, if you re-enter this room (use the pipe, then... use it again), you can open the treasure chest (the one the Pandorite was in) for 50 coins. Squaresoft, I love you! Oh, and just follow the path to reach another pipe.

Here, there's only one way you can go... through the water! Defeat the fishes (Goby's; and, no, their name has nothing to do with my username) for some easy experience, and swim to the other site, through the exit (it's between the two pipes). Repeat this process for the next room (i.e. kill the Goby, use the exit) and in the room thereafter get rid off the Goby (hmm... this is getting old) and climb out of the water. You already used the two pipes in the eastern corner (if you didn't do so earlier, you can claim your 50 coins now by using the downmost of the two) so let's use the one on the left!

It takes you to a room filled with enemies -- go on a Rat Funk killing spree if you wish (yay! Experience). If you wish, you can already fight Belome (the boss now), but I'd rather you explore some more. The following paragraphs are all optional.

-- Optional; but recommended -----

In this room, there are four pipes you can access at this moment; the one you used to enter this room; the one below that one; the one you used earlier on (see two paragraphs ago) and the one on the other side of the room (across the gap). Use the pipe right below the pipe you used to enter this room.

It takes you to a room with a helluva lotta Funk Rats; show them what you're made of and subsequently use the pipe on the other side of the room (DON'T fall into the water).

Et puis: go bring hello to the Big Boo, and walk to the pipe on the right side of this room. Notice the floating treasure chest behind it? Open it to obtain some mad star powerz and use 'em to kill off the Rat family -- experience galore ! Trot up the stairs and use the pipe.

There are \*tres\* many rats hiding in the small alcoves here... fight them, it's fun ! There's also a chest which contains a Flower Tab, so yay. Use one of the tree pipes in this room, and backtrack to the room with the four pipes (yanno, the one with that one Rat Funk standing on a ledge)...

See that ledge with the Rat Funk on it? Jump on it, dispatch the rat and hop down, and into the pipe. Here, defeat the Big Boo's (or not) and jump on the "!"-switch ("the water has been drained"). You can opt to exit the

sewers (by jumping on the trampoline-thingy) or to return to the previous room -- pick the latter.

In said previous room, jump down the platform and onto the (previously submerged) ground. Here, you'll find a pipe which you couldn't access before (south-western corner)... descend. Two chests in this area -- open the rightmost one to get your mitts on a Recovery Mushroom, and you can't reach the other. Heal yourself (preferably using mushrooms, as you probably have a kazillion of those anyway) and use the pipe. Bass bottle, ahoy! You'd better be at level 7! Or 6. Or 5.

BELOME (500 HP)

ITEMS: None; EXP: 15; COINS: 40; RECOMMENDED LVL: 5-7

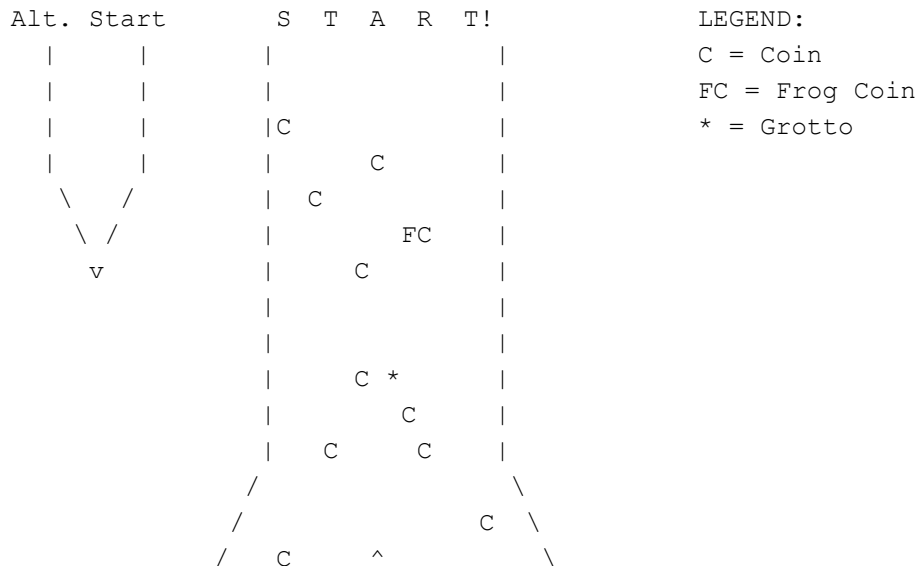
First of all; THAT THINGS IS \*INCREDIBLY\* \*OUTRAGEOUSLY\*

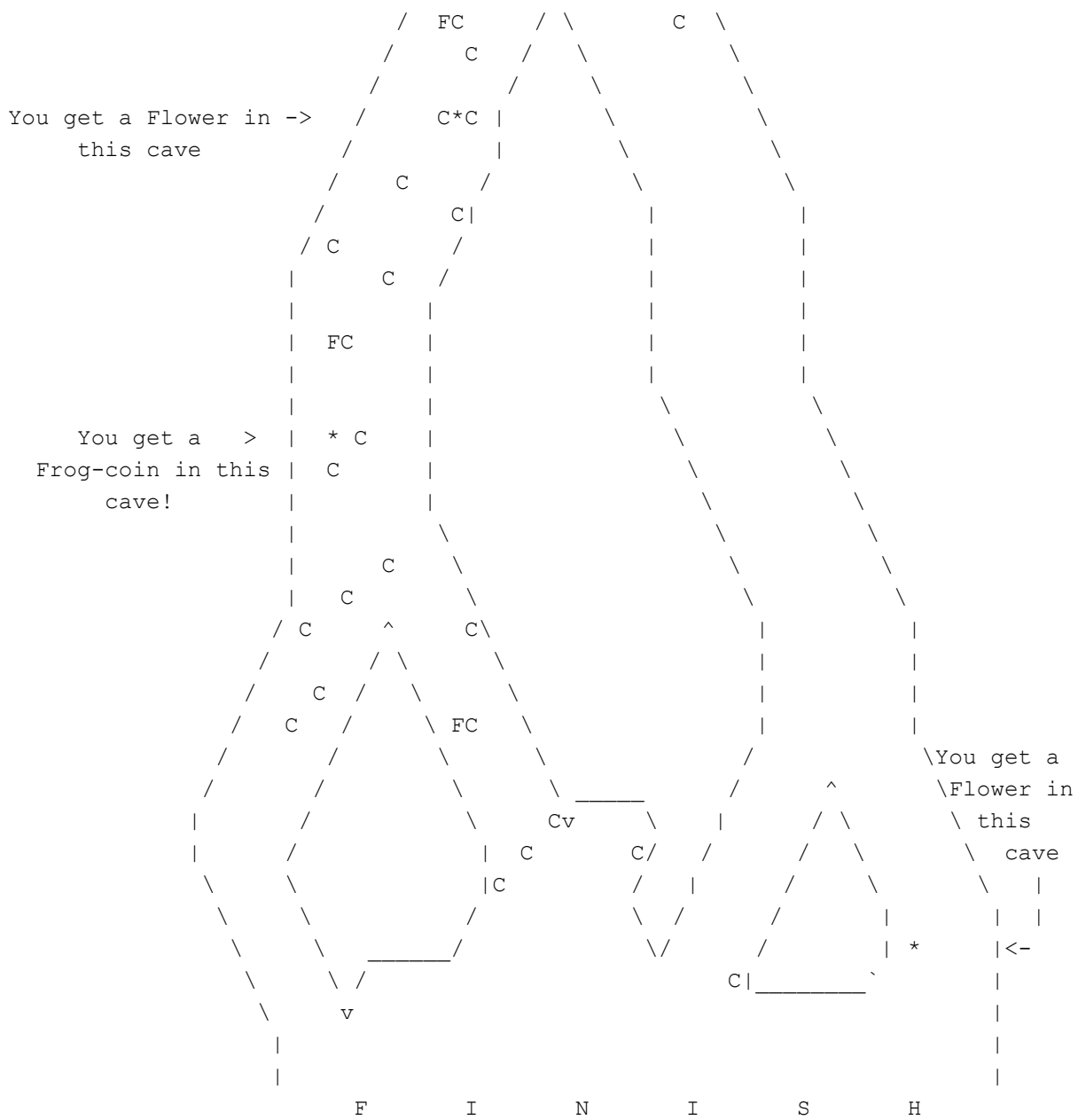
UGLY! Ahem. With that out of the way, let's take a look at its four attacks; 1) It licks you (eww): this doesn't hurt too much; 2) It'll turn you into a scarecrow, which means you're only able to defend or to use special attacks (you know, the ones that use up Flower Points) -- if Mario wears the Trueform Pin this can be prevented. If you didn't equip it... I feel for you, man. Listen to me next time, ya?; 3) Belome will throw 'Sleep Sauce' at you: this puts you to sleep; 4) Belome will swallow Mallow (that rhymes!) whole (I bet Mallow contains a \*lot\* of calories ;)): this means you won't be able to use Mallow for a turn or three. So. Mallow is relatively weak against your special attacks (preferably Jump and Electroshock). Keep using these, and have Mallow use a Honey Syrup when you run out of FP. Belome is pretty damn easy, actually (IF you know what you're doing, that is).

When (/if) you have defeaten him, the gate will open and water will come gushing out. Oh, and pardonez-moi if the wording of this section was very boring; this part of the game is outrageously boring to write for.

-- ROLLING ON A RIVER -----

Ah, Midas River! One of the most fun (funnest?) mini-games. EVAR. It basically goes like this; you fall down, desperately trying to grab coins as you go (at least, that's what you should be doing). Especially keep an eye out for those green coins -- frog coins; they'll come in very handy. Being the considerate person that I am, I have drawn an ASCII diagram (overlook the fact that even Bill Gates looks better)... here you go:





One last note: the alt. start is inaccessible at this moment. I'll be sure to tell you when you can actually reach it!

Done falling? Good! Another mini-game awaits you. It's called the "Barrel Jumping Event". Oh boy. There are two paths you can choose, you change paths by bumping into a barrel... occasionally Cheep-Cheeps will jump at you -- don't let them get you (jump over them), or else it's bye-bye coins. I will not serve you a crappy ASCII drawing this time, don't worry. Just collect as much coins as you can and giggle like a schoolgirl!

At the end of the course, Mario will jump on a Toad's head (yes, a very roundabout way of saying "hi" indeed!), who will subsequently tell you a) how many coins you collected, b) offer you to trade 60 coins for 1 Frog Coin (what a bargain </sarcasm>) (if you don't have 60 coins, don't worry, you can buy the thing later as well -- for a higher price, though!) and c) give you a NokNok Shell (equip on Mario!). And with that, you're free to either save, use the trampoline and pay 30 coins to try the course again (both the Midas Falls and the barrel-jumping event. No Frog Coins this time, though) or exit and visit Tadpole Pond.

\* NOTE: Frog Coins will not be listed as Items at the start of each section (so, it's possible that when a section says there aren't any items to be found, you can still find Frog Coins). Just like ordinary

coins, for that matter.

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5.6. Of Frogs, Frogs and Frogs  
-----

[5600]

Having kicked Belome's rear end, your party ends up at Tadpole Pond. Which is... exactly where we wanted to be! Have a seat, drink lots of beer and party like there's no tomorrow. Or, on second thought: don't.

[ENEMIES]: None

[ITEMS]: Alto Card

-- THE REVELATION (tm) -----

Walk straight up the path, stand on the stone (at least, that's what I think it is) and you'll be greeted by a... a thing. The thing will ask you what's your business here and a convo will engage. Yawn. Go make some coffee, or something. You'll be asked to jump at some point in the conversation, so do that. After a while, the great and mighty (yeah) Frogfucius will, err, "float" towards you, give you a few words of welcome and invite you over to his sanctuary. The tadpoles will form a bridge, which you can use to get to the other side.

There, Frogfucius will give you a few words of wisdom... here's a summary: Both Toadstool and Bowser were blown out of Bowser's Keep by the huge sword, and that Sword and his silly clan seem to want to take over the world as well! And the Star you found after defeating Mack seems to bear the power to grant wishes. Yadda yadda yadda. Frogfucius commands Mallow to parttake in your quest (without asking you for permission. Hmph!) and in the process he reveals that Mallow is... NOT A TADPOLE!!! (Well, well, well... quite the revelation. Let's just pretend that we didn't see that one coming from miles away) Poor Mallow isn't too happy (he starts crying, but WHY the hell doesn't it start raining now?!) but he'll agree to join you. Your first objective: Rose Town. Why? Because "they need your help there". MOVE MOVE MOVE!

But first talk to Frogfucius once more. He'll give you a Froggie Stick (equip it on Mallow) in return for the Cricket Pie (you did obtain it, right? Right?! If not, just go back to Mushroom Kingdom and do so. Pas de problem). Go back whence you came using the tadpole bridge (it appears when you approach the water) and take a left. There, you'll encounter two tadpole's -- here's the lay-down

LEFTMOST TADPOLE; "Frog Coin" Emporium; This is where you spend your frog coins. Voila, a price list:

Sleepy Bomb	--	1 Frog Coin
Bracer	--	2 Frog Coins
Energizer	--	2 Frog Coins
Crystalline	--	5 Frog Coins
Power Blast	--	5 Frog Coins

RIGHTMOST TADPOLE; Juice Bar; This is where you buy juices (paying with ordinary coins)... and just overlook the fact that there is no bar to be seen. Both the menu and the prices of the bar are dependent on your membership card -- there are four different menus; the ordinary menu, the Alto Card menu, the Tenor Card menu and the Soprano Card menu.

Again, a list:

FroggieDrink	--	16 Coins	ORDINARY MENU
~ ~ ~	~	~	~
FroggieDrink	--	14 Coins	
Elixir	--	48 Coins	ALTO CARD MENU

~	~	~	~	~	~
FroggieDrink	--	12	Coins		
Elixir	--	36	Coins		
Megalixir	--	90	Coins	TENOR	CARD MENU
~	~	~	~	~	~
FroggieDrink	--	8	coins		
Elixir	--	24	Coins		
Megalixir	--	60	Coins		
KeroKeroCola	--	200	Coins	SOPRANO	CARD MENU
~	~	~	~	~	~

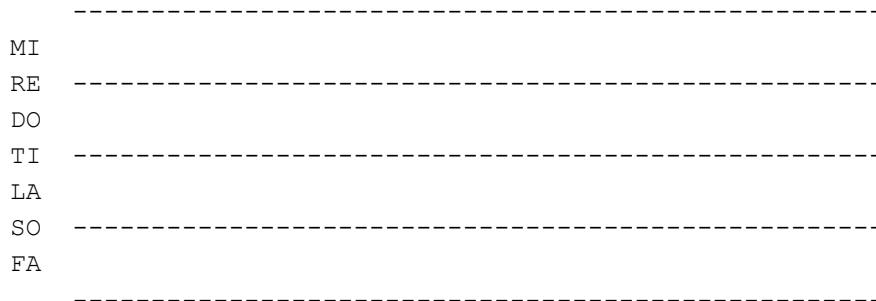
Don't buy anything just yet, but wait till you get the Alto Card.  
 Right now, I recommend selling the guy your old equipment for some easy moolah.

Return to the tadpole bridge and this time go right... follow the path. On your way, you'll meet a Tadpole -- socialize, and you'll learn some interesting stuff. The "Frogfucius' Suite 18" goes like this:

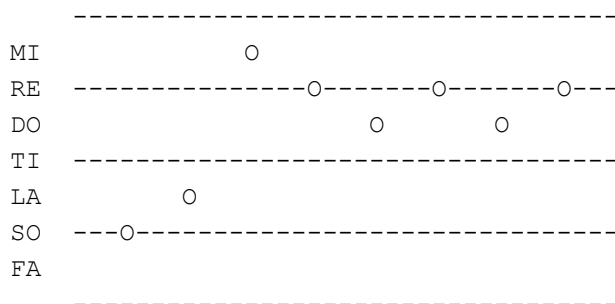
"So; La; Mi; Re; Do; Re; Do; Re"

Use the exit on your right, and...

...you'll end up in Melody Bay. Yay (yes, I said that just because it rhymes). You'll get a short tutorial, which I recite here:  
 "Play notes by jumping on the tadpoles. Let's hear your melody." Your goal is to play Frogfucius' Suite 18... the one you just got. First of all, you'll want to learn a little about composing. Toadofsky (just walk around the pool, and you'll see him eventually) himself will be your tutor -- just go and talk to him! Or take a look at this ASCII diagram (Mi beingt the northmost and Fa the southmost).



Go around the pool again and stand on the stone to make a tadpole appear. Now take a look at this diagram:



Starting left, you should jump on the tadpoles when they hit the note you need to hit (i.e. you need to play Suite 18: jump on the first tadpole when he hits So, on the second tadpole when he hits La, and so on and so forth). It's pretty hard to time your jumps precisely. Just remember that practice makes perfect. When you succesfully play the piece, Toadofsky will give



you the Alto Card as "a token of his gratitude".

Sooo. With your brand new Alto Card go back to the two tadpoles, and have a drink at the juice bar (preferably at least one FroggieDrink (two is better) and an Elixir). Remember Frogfucius telling you about troubles at Rose Town? If you don't, you suffer from a severe case of amnesia and you should go see a doctor. I'm just so... considerate. Hmm. Oh. Right. Leave the area and make for Rose Way.

~~~~~  
5.7. Immobilizing Arrows

[5700]  
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There's said to be some trouble brewing over at Rose Town, so Mario and Mallow go to investigate. Maybe they can get something out of helping the villagers. Like, another star. Just a wild guess...

[ENEMIES]: Starslap, Slapdragon, Arachne, Shy Guy, Bandit

[ITEMS]: Recovery Mushroom (\*2), Flower Tab (\*4)

-- EN ROUTE TO ROSE TOWN -----

See those fancy-looking platforms? You can use those to reach the other sides, and in the words of the game: "You can't jump on or off when the block is blue. Try jumping when the block turns yellow." I couldn't have said it better myself. Well, I probably could, but that's beside the question. Hop on the first block which takes you to another block; jump on it. It respectively takes you to a part of solid ground (jump off to collect the Recovery Mushroom) and to another block. That block moves both left and right. Start by going left, then jump on the next platform, which will take you to a Flower Tab. Use the platform to go back, and jump on the first block you 'encounter'... it takes you to the leftmost exit; jump off, and use it (the following paragraph is optional):

Alright, listen up; this area contains two swinging blocks/platforms, and a treasure chest. First of all, have a go at the two shy guys occupying the blocks to clear you path. Now, jump on the first block (the one nearest to the entrance). From there jump on the second block. And from there (when it has reached its 'dead point') jump northeast, hitting the treasure chest in the process to obtain a Frog Coin. Occasionally, you screw up; i.e. the two blocks aren't aligned anymore. Jump against the blocks to slow them a little, and repeat this untill the block are aligned again. Once you have obtained the Frog Coin, leave, and in the next area, use the first block to reach the rightmost exit. Use it.

In this area, you'll find nothing but a few enemies (Two Crooks, and a Shy Guy which keeps being replaced; easy experience, but very boring too). Make your way to the exit. Oh boy, more platforming-thingies! In fact, this is exactly the same area as the one you visited earlier, only the sequence of the blocks has changed. Hop on the first block, and on the next one too to reach an exit. Use it.

Here you can find five treasure boxes with Shy Guys standing on top of them; clockwards (starting at the first treasure chest; located at 12 o'clock) they contain respectively 5 coins, a Recovery Mushroom, 5 coins, 5 coins and 5 coins. Also, please take note that when you leave and re-enter this area, all Shy Guys will be back to their original positions PLUS all the treasure chests are filled again. When you're done collecting coins and the like, leave the area using the downmost entrance.

Upon entering the path, you will notice Bowser and his so-called Koopa Troop (quite pathetic, if you ask me). Apparently, they're planning to re-capture Bowser's Keep. Ah! Well, that's none of our business for now, so just follow the path and head to Rose Town.

-- ROSE TOWN -----

Hmm... this doesn't look good. It seems like arrows are falling from the sky, completely paralyzing anyone unlucky enough to be hit by one. Well... there are three points of interest in Rose Town (2 of 'em are optional, one is obligatory). I'll cover them one by one, starting with the optional places:

- For starters, go to the top left corner of the town and have a chat with the guy walking around there; it seems like he can't enter his house, because his son has been toying around with the a switch of some sorts. Jump on his head, and then onto the ledge. Enter the house and, first of all, open the two treasure chests, both containing a Flower Tab (if you don't open these chests now, they'll contain coins later) and then trot up the stairs. Here, you'll find both said switch and said boy. Jump on the boy's head a few times for the sake of education, then jump on the switch to lower the stairs. The guy outside will "thank you very much" for doing so. And, of course, we know \*nothing at all\* about the mysterious disappearance of his treasures (if you admit you know about it, he'll give you a hint as to where you can find a secret place in the Forest Maze. Just use this guide though ;)).
- The shop: you can't miss this building (it's two houses next to the house from the last note and it has some fancy-looking rotating mushrooms). Well, normal people would enter using the door. But, as we're not normal people (right?), we'll enter using the chimney! Use the crates on the side of the building to do so. Having used this entrance, you end up on a shelf, right next to a chest which contains another Flower Tab. Jump down and have a chat with the mushrooms here to buy stuff. A list, you say? Ah yes;

Mushroom		4G		Item
Honey Syrup		10G		Item
Pick Me Up		5G		Item
Able Juice		4G		Item
Thick Shirt		14G		Armor (Mario)
Thick Pants		14G		Armor (Mallow)
Jump Shoes		30G		Accessory (Mario)
Antidote Pin		27G		Accessory (Mario, Mallow)
Wake Up Pin		42G		Accessory (Mario, Mallow)
Trueform Pin		60G		Accessory (Mario, Mallow)
Fearless Pin		130G		Accessory (Mario, Mallow)

Buy whatever the hell you need (Thick Shirt & Thick Pants, Able Juice and restocking on Items recommended), and leave ;)!

- The last place of interest is the Inn; the house directly left of the town entrance which can be easily recognized by the rotating star. Upon entering, we see a young Toad playing with dolls (Mario, Bowser, Geno and Toadstool). In his words, he's playing "save the world", which apparently means Bowser beating the living daylights out of Mario. Ah yes! After a while, he'll notice Mario, and you'll be asked both to jump (to prove you're Mario) and to play with the youngster. You get to be Bowser (yay!) and he gets to be Geno (whoever the hell that may be). The lil' boy will subsequently K.O. you, and Mario loses consciousness. After that, we see the Geno doll coming to live and

walking off (this is not a dream or hallucination, mind). And after \*that\*, Mario wakes up, and the whole game turns out to be a bad dream. Okay, not really. Use the Save Block and head downstairs, where the lil' boy will ramble about how he saw Geno walking off into the forest. Let's investigate! Exit both the Inn and the town, and head to the Forest Maze.

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5.8. A Star Hidden in the Trees

[5800]  
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Apparently, Geno's doll came alive and walked off right into the forest. And, for some ungodly reason, Mario and Mallow decided to follow him. Sooooo.... I should stop writing silly introductions et al. You're welcome.

[ENEMIES]: Wiggler, Amanita, Guerrilla (funny!), Buzzer, Rat Funk, Octolot, Bowyer (boss)

[ITEMS]: Mushroom

-- EXPLORING THE FOREST MAZE -----

Remember when I said Kero Sewers were quite the maze? Well, this is \*QUITE THE MAZE\*, if you catch my drift. For starters, cross this area (grabbing the mushroom as you go) and enter the next one.

\* NOTE: Occasionally, you'll find mushrooms laying around (i.e. not in treasure chests).

In this area, grab the mushroom, and jump on the Wiggler's head a few times for some coins (jumping 10 times nets you a Frog Coin. If you end up fighting one, make sure you've got quite some healing stuff (e.g. mushrooms) to back you up; these guys can do major damage. Go stand on the hollow tree and "enter" it as if it were a pipe.

Throughout this area you'll find 'bushes' of mushrooms, all with either a pickable mushroom right next to 'em (healing stuff galore, thank god) or an Amanita right next to 'em. And, there's a Rat Funk walking around too, so watch your back! And your front too. Hohoho. Use the trampoline on the other end of the cave, picking Mushrooms (or Amanita's, heheheh ;>) as you go. In the next area, defeat the Buzzer and proceed.

There are stumps aligned in this area. Looks as follows;



ENTRANCE!

And this is what they all lead to! Man, this is experience heaven!

- 1) Amanita, Buzzer
- 2) 3 Amanita's, 2 Buzzers (and a hidden treasure chest, but check out the side-quests section for that!)
- 3) Nothing (only a hidden treasure chest; once again, refer to said side-quests section)

- 4) 2 Amanita's, 1 Buzzer
- 5) 2 Amanita's, 1 Buzzer
- 6) 2 Amanita's, 2 Buzzers
- 7) A sleeping Wiggler. Wake it up (by repeatedly jumping on its head) to make it reveal a new path.

Use said path, and head down the pipe. W00t, another underground area! Ignore the sleeping Wiggler (you can't wake him up, yo!) and make your way around the area, defeating Rat Funks, picking up mushrooms and defeating a single Amanita as you go (the first bush has a mushroom, the second bush has an Amanita). Make your way around the next area too (the bush nearest to the entrance hold a mushroom), fighting enemies as you go, and use the trampoline.

Okay. Throughout this guide I haven't told you about the invisible treasure chests, but I will now (this one contains something really nifty): you'll find a mushroom on the left side of the exit of this area. Pick it up, and then position yourself to the right of the exit (in the same place where the mushroom was on the other side). Jump. You'll hit an invisible treasure box which contains a Red Essence. Handy! Use the Save Block, then exit.

Et voila, the maze! First of all, listen up kiddos; there's some nifty items to be found here (this is optional, mind. Skip this paragraph if you're not interested): respectively go left, down, down, left and you'll end up near another hollow tree... inside, you'll find five (!) treasure chests, containing Recovery Mushrooms, Flowers and Frog Coins. Hmmm. Use the trampoline to go back, exit, then go down to end up at the entrance of the maze.

So. In this maze, you'll have to follow Geno. Don't worry, if you screw up and take the wrong path you'll end up at the start of the maze. Go right, up, up, then right, then up, and finally left. Here, proceed and watch how a fight between Mario, Geno (that's '???' to you ;>) & Mallow and Bowyer will ensue. But first, Bowyer will give a hearty 'Nya Nya'. Same to you!

#### BOWYER (720 HP)

ITEMS: Flower Box; EXP: 20; COINS: 50; RECOMMENDED LVL: 7-8

Alright, listen up; first turn, have Geno cast Geno Beam, and Mario + Mallow use regular attacks. Then, Bowyer will start locking buttons; this means he shoots an arrow at a button (Y, X or A) and that button can't be used (so if he shoots the A button, you can't perform regular attacks. Nyaaaaah!). Other attacks of his include an attack which puts a character to sleep (use Able Juice to cure this) , a fancy attack which hurts the whole party and shooting a regular arrow at a character (which does around 15HP damage). If your A button is locked, have Geno and Mario perform their special attacks (Geno Beam, Super Jump) and Mallow use Honey Syrup. If your Y button is locked, have Mario, Geno and Mallow use regular attacks and items if needed. If your X button is locked, you can use whatever (special) attacks you wish, as long as you don't use up all your FP -- otherwise, you won't be able to heal (using Mallow's HP Rain). Bowyer will go down soon enough. Nya. Nya. Nya!

After the fight, you'll learn that "???" (yea, Geno) comes from Star Road, which "plays an integral role in the granting of wishes". There are seven stars which need to be found, and you already have two, so...

\*counts on fingers\*... still five to go!

The second star is now in our grasps. Five left and I bet you are tired already! While you're probably ecstaticly jumping around, a last talking arrow will finally jump out from his hiding spot. Mentioning Smithy, it runs off. Uh oh, this is not good... And as a side note, the doll, Geno, joins your group! Afterwards, the invisible (and annoying) narrator of the story that plays a role as Mario's inner conscience speaks again.

To leave the Forest Maze, head forward to the area where Bowyer was shooting his immobilizing arrows and go through the path.

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5.9. Perilous Fault

[5900]  
~~~~~

Before you head to the Pipe Vault, I'd suggest you make your way to Rose Town first.

[ENEMIES]: Sparky, Goomba, Frogog, Spikey

[ITEMS]: None

-- QUICK STOP AT ROSE TOWN -----

Once you get into Rose Town, you will notice that the air is clean and it's a sunny day without arrows raining down on Rose Town's unlucky inhabitants. First of all, head to the Inn which is to your direct left. Remember that all buildings with the star symbol in front of them are Inns and the mushrooms are the Shops. When you enter the Inn, talk to Gaz and Geno will appear. While the Innkeeper is still doubtful about Geno just walking away, she is at least courteous.

Geno will begin to try to explain what is happening to this world. Mario and Mallow will put on one of their famous miming performances and do their best to explain to Gaz what the heck is going on with the Star Road. Even with that however, Gaz isn't getting a clue, but he does do something for you. Gaz will walk off and give you the Finger Shot that's meant to be equipped on Geno. Equip that on Geno and make your way out.

Head to the shop and buy some things you might need. One thing I would suggest would be one of the four Pins. They are incredibly useful. If you need Mushrooms, Honey Syrup, Pick Me Ups, etc., just buy them. When that's done, head over to the second level of the Inn and save your game before leaving Rose Town and into the Pipe Vault...

-- TREACHEROUS PIPES -----

As soon as you enter the Pipe Vault area, you will note a single green pipe in the middle. This is a lot like the beginning of Kero Sewers so simply warp down into the depths of the Pipe Vault...

As soon as you enter, you will note that there's lava and it's very, very, very, very, very hot! Up ahead, there are a few Sparkies hopping around. One thing I like about this is that the lava can't kill you as it did in the previous Mario installations! If you fall in, Mario will immediately hop back up to the last platform. This is a pretty comical process so do it as many times as you like.

Now, there are Sparkies jump around. Jump the platforms leading to the other side while defeating those meddlesome Sparkies (which should be easy for you). Keep in mind that every one of the gaps require you to do a running start or else you won't make it. The Sparkies provide mediocre

experience so defeat them all. And make sure that whatever you do, do not use Fire Orb on the Sparkies!

\* NOTE: A running start always gives you a better jump so if you are ever stuck and cannot make a certain hop, give it a run start and you will jump higher and farther.

At the end, it seems like that the path leads right into the lava, but due to Super Mario RPG's shallow realism, it really is another path! This next hallway is pretty narrow and the Goomba in your way is almost impossible to avoid unless you jump over it. Defeat it and continue up the steps at the end. Further up ahead is a Thwomp, those notorious smashers. Although they don't hurt you, they are incredibly annoying because if you are on the steps as they crash down, you will tumble back down. Wait for it to make its pass up and quickly run under it.

Further ahead is another Goomba. Defeat it and continue along until you reach a pipe with a Pirahna Plant. If you want to fight it, you will have to wait for it to come up. However, if you stand on top of the pipe it's in or even right next to it, it won't pop up. Stand far away and wait for it. Then quickly jump on it to fight it. Defeat it and go down the second pipe after the Pirahna Plant to proceed the the next area of the Pipe Vault.

You will emerge in a small hallway with pipes lining the path. From the start, the pipes kind of look like this:

(S) (A) (B) (C) (D) (E)

The first pipe, (A), contains a bunch of coins. First off, collect all the coins under the brownish platform and you will notice a green frog coin under a block which is impossible to get under. However, step near the green Frog Coin and press down to crouch under the block and pick up that green Frog Coin. However, to get on the upper brown platform, step one tile in front of the start of the brown platform and jump up to reveal one of those yellow blocks (Surprising!). Use it and get yourself on the brownish platform. At first, it appears empty, but jump around and you will locate one to two invisible boxes which contain Frog Coins. At the end, you will find a spring. Get out of this area when everything is done.

You will pop out of pipe (C). The last four pipes contain Pirahna Plants which you should take out. Pipe (B) and (C) cannot be ventured through so go to (D) where you will find a strange looking creature who offers you to smash a Goomba for the low price of 10 coins! It's pretty fun so give it a try. I'm not sure if there's a reward, but just jump on the Goombas while avoiding the Spikeys. When that's done, go to the spring at the end and jump it. Finally, go down pipe (E) and continue your quest.

This next portion is like the first area of the Pipe Vault... just without the lava. There are Goombas inbetween each wall section and to get through this room, you will need a running start from each platform. Defeat all the Goombas inbetween and continue through this narrow hallway. After, you will see a red pipe with a Pirahna Plant. Defeat it and follow the hallway until you see a green pipe which you should go through immediately.

This next room is crazy. Red pipes line the room with Pirahna Plants everywhere. However, there is also something else that resembles a smaller, white version of the Pirahna Plant. Do not jump on these as you will lose coins! A running jump can get you over them easily. Defeat all the Pirahna Plants and hop your way to the other end of the red pipes where

a green pipe appears. Go through.

You will see a yellow block ahead of you which you should jump on. It will carry you up to a treasure chest containing a Flower. Jump off and defeat the Goomba, then continue. Jump over the white flowers and jump on the following yellow platform. This one carries you above a group of white flowers, however, there is a treasure chest with coins in the middle. Pick up the coins while avoiding the white flowers and jump onto the red pipe. Advance to a green pipe. Go through and finally, leave the Pipe Vault.

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5.10. It's The Yo'ster

[5010]  
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Is it true? Yes, it's the Yo'ster Isle! It's been a while since we have seen that green friend of ours.

[ENEMIES]: None

[ITEMS]: Cookies

-- DINOSAURIC REUNION -----

As soon as you exit out of the pipe, you will notice a Save Block. Save your game and enter the next area, where a bunch of dinosauric creatures are running around. Indeed, we have reached Yoshi's Isle! Talk to a few of the creatures and try your best to make sense of the strange sounds they make. Impossible, huh?

Let's look for our old friend, Yoshi, shall we? If you haven't already noticed, he's in the southeastern corner. If you have absolutely never played a Mario game before (or even look at a few screenshots), you might be wondering, who the heck is Yoshi? Well, he's the green dinosaur. Talk to him and note that he's the only one who knows your language! Since you can't understand the rest of them, take a ride on Yoshi's back and talk to everyone. Be sure to talk to the pink one at the top of the area. Say yes to race Boshi and he'll give you some Cookies.

Now, find Boshi, the purple one. He'll notice that you have the Cookies and agrees to racing you. Once again, Toad will pop in (He always appears doesn't he?) and ask if you need some pointers for the Mushroom Derby. It really isn't too hard as you just need to alternate between the A and B Buttons while keeping a steady beat. Race Boshi and beat him to get yourself some more Cookies! With that done, head back to the Overworld Map and make your way back to the Pipe Vault.

-- MOLES OF MOLEVILLE -----

Don't worry, we aren't going through the Pipe Vault again. Instead, put the cursor on the option, "To Moleville." Moleville is another town with a Save Block at the Inn. Stop there and refill your health by sleeping if you'd like. Next stop, check out the shop.

Punch Gloves		36G		Weapon (Mario)
Finger Shot		50G		Weapon (Geno)
Cymbals		42G		Weapon (Mallow)
Mega Shirt		22G		Armor (Mario)
Mega Cape		22G		Armor (Geno)
Mega Pants		22G		Armor (Mallow)
Work Pants		22G		Armor (Mario, Mallow, Geno)
Mid Mushroom		20G		Item

You might want to replace some of your weapons. Mario gets the Punch Gloves, Geno should already have the Finger Shot, and Mallow should be replaced with the Cymbals. The same goes for their armor which should be refreshed as well. Sell anything that you don't want and leave.

Now it's time to explore the rest of Moleville. There really isn't anything of too much interest so just talk with some of the inhabitants. From what you might hear, you learn that most of the moles are working at the mountain. At the rear end of the city, you will encounter Bowser's brigade... again. This time, you will note that his army is much smaller as some of his troops have run off! Bowser will explain to them that Mario should never know that he was kicked out of his own castle, so he isn't aware that a certain someone is watching. He'll move out and you're free to move.

Continue making your way to the rear end until you notice a mole in panic. Talk to her and she'll explain to you that a star has crashed down and trapped some of the moles in! Another female mole will come down the mountain and both of them are in panic. Save your game and when you are ready, make your way into the tunnel...

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 5.11. Caved In With The Third Star  
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[5011]

As you make your way into the tunnel, you will come to a desperate conversation. Some of the kids are stuck in the tunnel and the only other way in is through the old mine entrance, above them! They realize they can't jump it and wished that Mario was here... But look who they notice! They will tell you to get on their shoulders. From there, jump to the upper entrance, into the Coal Mines.

[ENEMIES]: Magmite, Bob-Omb, Sparky, Enigma, Cluster, Crook, Croco  
 (mini-boss), Punchinello (boss)

[ITEMS]: Bambino Bomb

-- OH NO! THE CAVE MINES! -----

The first room of the Coal Mines is full of enemies. Some new faces you might see are the Magmite, a hairy creature or maybe a Bob-Omg, a walking time bomb! Anyhow, defeat those that get in your way and gain some experience. Go through the next path and defeat the few enemies there if any. You will notice a blue toadstool here. (Where the heck did he come from?) He'll explain to you that there's a rare item hidden in these caves. If he finds it, he will sell it...

Jump off the ledge and note the sign. The arrow points in the direction of a door. The other way is blocked off so continue following in the direction of it. There are two signs with arrows in this room. One points to a spring and the other points back into the mines. Since you want to advance, I'd suggest you follow the spring and jump to wherever it leads you... But wait! Aren't you underground? The spring sends you right into the ceiling.

Smart move Mario! As you get knocked out, the notorious reptile, Croco, appears again. When you wake up again, you notice Croco crouching over you stealing your coins! Looks like thieves never know. When Croco notices that you have finally woken up, his Crook gang and him makes a run for it.



Chase after him quickly! You will corner him, but he has a few tricks up his sleeve. Placing a bomb, he blows a hole in the wall and runs. Chase him through three rooms. At the end of the third room, you will notice a Crook hiding behind a box. Attack them and the Crook will run off giving you a Flower Tab. However, he didn't have the Coins.

Continue through the next room and you will emerge in the room with the spring. Another Crook will be hiding by the spring. Defeat it and receive another Flower Tab. Repeat and continue through the next few rooms and when you think you have enough Flower Tabs, wait. Croco is constantly running in circles. If you simply wait behind a box and let him run into you, getting him is much easier. When caught, he of course, attacks!

#### CROCO (750 HP)

ITEMS: Flower Box; EXP: 10; COINS: 50; RECOMMENDED LVL: 8-9

Well, we are all here again. Croco still holds his bomb attacks but he has gotten stronger as well. Also, his new attack is annoying. He will constantly throw random enemies at you with his "Chomp" attack. He is also capable of stealing your items! Continually attack and heal when necessary. Mario's Super Jump Attack and Geno's normal Attack move are both effective in this battle. Keep up your attacks and you should beat the thief!

Croco still isn't defeated just yet. For the second time, he chickens out and runs off, while giving you back your coins and dropping one of his trusty bombs. Look around the Coal Mines until you find some railway tracks leading into a door northwest. Go through and defeat the enemies in this small room. Then, continue through the door heading deeper into the Coal Mines.

Head further down to find another mole who appears to be looking for something. Talk to him and he will explain to you that his kids are trapped beyond. However, you picked up the Bambino Bomb from Croco so you blow a hole in the wall, unlocking a new portion of the Coal Mines. The mole will agree that he will only burden you. The third star and the mole kids are further ahead. Get your butt going!

#### -- DIGGIN' FOR THE STAR -----

Begin making your way through the first room which has no enemies. Start travelling along the mine rails, but just before you go through, a comical scene with a Shy Guy riding along a runaway mine cart will appear. Mario will be pushed back into the previous room and hits a box to reveal a Frog Coin, the Shy Guy runs off knowing that Mario will only give it trouble. Pick up the Frog Coin which the Shy Guy so courteously gave you and note that the immobile mine cart is blocking the door. There's another way luckily. Begin jumping on the boxes and make your way to the upper door where you can continue.

Continue along the top area where a few Bob-Ombs are walking around. However, don't fight them yet! Instead, walk forward a little bit and find the treasure chest. Hit it for a starman! Now start running around knocking out all the Bob-Ombs and gaining experience. When you are done, go through the next door into the next room. Advance until you reach a room with two levels and a Sparky. From there, hop to the upper level (use the boxes) and engage the Sparky. When all is well, go through the door on the upper level...

Here, you will note a strange sight. Four Bob-Ombs are walking along a

rail bridge. Get up to them and engage them. Clear them out of the way and continue. Shortly afterwards, a Save Block will appear. First, take the mushroom from the treasure chest and then save your game. When that's done, continue making your way along the rails. Eventually, you will come to a treasure chest that's floating just above your reach. To get it, jump on the block to the left of it and make a running jump to open it for a Flower. (Remember what I said about running jumps?)

Follow through and enter the next room which is also the room of the boss and the third star. As you enter, you will notice a bunch of Bob-Ombs. It seems the next boss, Punchinello is obsessed with bombs. Anyhow, walk up to him and he'll give you a push which will send you all the way back to the Save Block! Dang, that's some strength there! Anyway, to get up to him, you need to touch him from the side so he doesn't hit you back. When you do just that, the lug will engage.

#### PUNCHINELLO (750 HP)

ITEMS: None; EXP: 0; COINS: 0; RECOMMENDED LVL: 9-10  
Punchinello is a strange looking creature with incredible strength. He also seems to care a lot about his ego. Anyhow, he explains to you that they made fun of him and by defeating the great Mario, he is only to get fame. He is pretty easy, if you know what you are doing. There's no trick to this battle. Just pound away while healing HP when needed. Punchinello himself, has many attacks including throwing bombs and even throwing Bob-Ombs! His final attack, Sandstorm, is just a knock off the Wiggler's ability. Constantly heal (It's good to have the Fearless Pin here) and constantly cut away at his health. Use Mallow's Psychopath to check on his health often and you should be fine.

Punchinello won't die that easily though. He attempts to call something which won't appear. However, with more tries, a giant Bob-Omb falls on top of him... Embarrassing! With the defeat of the great Punchinello, the third and orange star is now in your grasps, after you escape from that Bob-Omb! A rock falls on top and it blows leaving Mario, Mallow, and Geno in the dust. The star is finally yours which you should pick up immediately. Again, the same graphics with the star soaring around Mario's head appears (For once, I'd like to get rid of that!)

#### -- MINE CART FEVER -----

With the third star in our grasps, you might want to save the game. Go back to save your game and then head back into the room where you fought Punchinello. The exit is right behind where he would normally be. Walk forward a bit and you will notice Dyna attempting to push a mine cart. Mario opts to help. Read the warnings first as you will probably need them. Mario gets on and AWAY WE GO!

Well, I'm sure you will enjoy the Mine Cart Mini-Game. Here's how it goes. There are two different styles. One is the 3D third person perspective. You ride along a track and pick up mushrooms to accelerate with. Be sure to brake on the curves or you will go swinging off the track! The second style has a Donkey Kong-esque to it. It's a side-scroller mine cart ride in which you hop tracks to get coins or extra mushrooms. It will alternate between the two two times until you break off...

Ma and Pa are sitting at home worrying about their kids. Ma makes a remark and has a bad feeling that they will be dropping in any moment now... While

at the same time, Mario and the kids are flying through the air on a mine cart ironically, breaking through their ceiling! With that done, the third star is finally complete! Hope you enjoyed the craziness of the mines.

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5.12. En Route To Booster Tower

[5012]  
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Having been thanked by the moles, Mario leaves Moleville -- but not before having a little chat with a pack of Snifits. They'll mention beetles, some whacko named Booster and a princess. Hmmm. Interesting. Interesting indeed.

[ITEMS]: Tenor Card

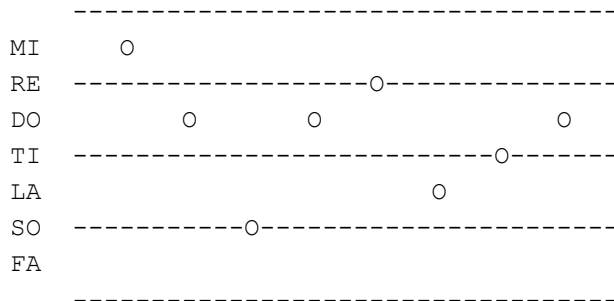
[ENEMIES]: Spikester, Artichoker, Lakitu, Carroboscis

-- RETURN AU TADPOLE POND (optional) -----

Head back to Tadpole Pond, and have a little convo with the tadpole in the upper-right corner of this area (the one who gave you Suite 18 earlier). He'll mention the Moleville Blues, which goes like this:

"Mi; Do; So; Do; Re; La; Ti; Do"

There's another way to obtain this 'blues', namely talking to the moles in the Coal Mines; they can be found near where you used the Bambino Bomb. Although I guess that's information is pretty irrelevant, as I just told you the 'blues'. Go to Melody Bay, and play the song. To make things a little easier, look at this diagram.



Again, Toadofsky will be delighted, and this time he will reward you with a 'Tenor Card'; more nifty items for cheaper prices at the juice bar!

-- THE BOOSTER PASS -----

Go to the area which appeared on your map (left of Moleville; Booster Pass). The Booster Pass basically consists of two semi-large areas. Each of 'em is littered with cactusses (cacti?), some of which are actually an Artichoker (Geno Beam works wonders). The exit to the first area can be reached as follows; upon entering, go right (east) and jump on the ledge there (fighting enemies as you go, and: yes, you can actually fight those Lakitus now). From there on, make your way to the top of this hill, and use the exit.

Same goes for the next area: make your way to the exit, fighting enemies on your way. You can opt to drop down the ledge here to pick up a flower, mind.

Hi.

[ITEMS]: Flower Tab, Flower Jar, Amulet.

[ENEMIES]: Snifit, Spookum, Orb User, Jester, Remo Con, Blaster, Fireball, Booster (boss; optional), Grate Guy (boss), Knife Guy (boss)

-- BOOSTER'S TOWER -----

Upon entering the area in front of Booster's Tower, you'll meet up with Bowser. A very emotional and heart-breaking (yeah!) conversation will start -- cry me a river, Bowser. Oh, and Toadstool will take part in this convo too! When everybody is done yapping, try to open the door... "it's locked". But, worry not, as Bowser The Portable Ram (tm) is here to save your ass. And he'll let you join the incredibly outrageously cool Koopa Troop too (which means he'll join your party). Toad will teach you a thing or two about swapping characters (I recommend swapping Mallow with Bowser). Done? Good. Finally, you can enter Booster's silly tower.

Ah, such sad music. For starters, go say hello to the Sniffer behind the counter; you'll have to fight him. Snifits are harder than you might expect (I recommend using special attacks) and have quite some nasty attacks at their disposal, so watch your health! There're several Spookums (accompanied by Orb Users and Jesters) in this area too, although they're not quite as hard as the aforementioned Snifits (Jesters can be a pain in the ass, though). So, on the western side of this room there are some stairs, right? Why don't you, like, climb 'em? On the second floor you'll come past some painting of the Booster family. Highly disturbing. At the end of this little walkway, you'll see that freak Booster peaking through a door. Chase him!!!

Trot up the stairs (Spookums will come walking down ad infinitum; this is the place to be if ya wanna level up), and enter the next area. In this hallway, you'll meet up with Booster, who's having fun with a choo-choo. And with a princess, apparently. Ahem. You \*can\* go left here, if you wish, but that'll only result in a rendez-vous with a Snifit. Whatever floats your boat. Follow the hallway, around the block, and go into the alcove where the railtrack ends to obtain a Flower Tab. Use the eastmost exit.

Climb the stairs (you'll encounter quite some Rob-ombs --crappy name, by the way-- on your way; I suggest defeating them, as EXP = sexy). At the end of the stairway, take the first path. Said path takes you to a small platform with a treasure chest hovering above it. Ignore said chest, but instead, jump off from the yellow block on the edge of the platform (facing the wall on the other side of the entrance); you'll drop on some sort of teeter-totter and will be flung so high you'll hit the block, containing a Masher (equip it on Mario; this weapon rocks!). Backtrack to the Rob-omb area, and this time use the second path.

For starters, hit the switch. This opens a hidden passageway in Booster Pass, so we'll get back to that later. Take the next path, and make your way to the exit here too (make your way around the curtains to change the 'ordinary' Mario into the 'Super Mario Brothers' Mario -- this stops when you leave the area). Ici, fight your way through the Spookums and eventually you see a Snifit shooting Blasters at you (I believe their actual name is Bullet Bill, but... whatever!). If one of these things hits

ya, a fight will ensue. Teach the Snifit a lesson or two about neighbourly love (talk to him first) and use the exit.

Next up: another Rob-omb area! Follow the path, use the exit -- you know the drill. The next room holds a save point; sexy, I tell ya! The room after this one is what I like to call the Booster Family Room: you have to take a look at the paintings in order from oldest to youngest. Behold:

EXIT	P#1	P#2	P#3	P#4	P#5	P#6
	4	5	3	6	2	1

ENTRANCE ->

EXIT

You have to look at the pictures in this particular order (so you have to look at P#6 (Painting 6) the first, P#5 the second, et al. Successfully doing this nets you the Elder Key. If you look at a wrong painting, you'll have to fight an enemy.

Use your new-found key on the door left of the paintings to end up in a room featuring a chomp. Jump at it, and a short 'cutscene' will occur. Booster has captured Chomp (the poor thing) and Chomp wants \_revenge\_. Equip Chomp on Bowser (Chomp is a weapon, mind).

Go back to the "painting" hall, and this time use the other exit (the one on the west) -- it takes you to a large block-filled area. Hop on the block, from there hop on the ledge to the right on you; follow this ledge and hop on the block at the end. Now, jump on the ledge to the left of you and follow it around; at the end, jump on the third ledge, and from there on the area with the teeter-totter and the Thwomp. First, open the chest in the right corner of this room for a Recovery Mushroom (comes in handy, ne?), then jump on the teeter-totter. ...what do you mean, I used the word 'jump' too much?!

Go to the northwestern corner of this room, and from there hop on the ledge (don't fall down -- this takes you back to the Thwomp chamber). I will not go into detail again, as I take it you know how to platform your way around after the last room. Having used the exit in this room, you'll end up in what I call the 'trap'-room; some of the tiles in this room trigger a fight with two Fireballs when stepped upon. I suggest fighting all Fireballs in this room (because of the experience), collecting all coins (and frog coins) and collecting the key (Room Key) in the northeastern corner of this room. Said key should be used on the door in the northern wall -- enter and obtain the Zoom Shoes (equip these on... hmm, I'd go for Bowser, personally). Exit, and this time use the door on the western wall.

This area is filled with Chomps (evil Chomps, mind) -- they may seem pretty hard, but they go down if you hit 'em with one well-timed Geno Beam. Climb the stairs, follow the path, and you'll meet up with Booster. He accuses you of.... being.... Mario. Ah, yeah! Dodge the bombs he throws (by hiding behind the painting, par example) and take the path in the southeastern corner. There, trash the Chomp, and climb yet another stairway. Go through the door and save your progress in the next room. Also, you can hop from platform to platform to end up near a treasure box containing a frog coin. Done frolicking? Good. Use the exit (east).

-- MINI-GAMES & BOSS BATTLES -----

Alright, mini-game time! First of all, *\*try\** to use the exit in this room; you'll find out that it leads to the area where Peach is captured. The

door, however, is closed, and only Booster can open it. And, speaking of the devil, he just drops by. Mario hides behind the curtains. Okay, listen up; c'est importante: Booster has lost his Mario doll and he thinks it's behind the curtains. So he'll command his Snifits to take a peek behind them. First, he'll order a single Snifit to do this; then two; then three. Your mission? Hide (by standing behind a curtain which is not opened by a Snifit)!

| CURTAIN 1 | CURTAIN 2 | CURTAIN 3 | CURTAIN 4 |

<- PEACH

->

ENTRANCE

SINGLE SNIFIT: (3), (4), (2), (1), (4)

SNIFIT \*2: (2 & 4), (1 & 3), (2 & 3), (2 & 4), (3 & 4), (2 & 3), (1 & 2)

SNIFIT \*3: (1 & 2 & 3), (2 & 3 & 4), (1 & 3 & 4), (1 & 2 & 4), (2 & 3 & 4),  
(1 & 2 & 4).

The above diagram tells you when each Snifit looks behind each curtain. So, when it says (3), you have to hide behind either curtain 1, curtain 2 or curtain 4. And when it, e.g., says (2 & 3 & 4), you have to hide behind curtain 1. When you screw up, you can start over. If you screw up three times, Booster will fight you (read the boss strategy). Capiche?

When this is all done, Booster will come help looking for the doll. He opens the curtain Mario is behind and... finds out the doll is on top of the curtains. Smart guy!

BOOSTER (800 HP) + SNIFIT (\*3) (200 HP)

ITEMS: None; EXP: 22; COINS: 145(!); RECOMMENDED LVL: 10-12

First of all, you're going to get rid of the Snifits. I take it you know how to do this as you've done it many times before (right)? When only Booster remains, make sure you have Mario use Super Jump on him -- when done successfully, this does over 200HP damage!! Booster has two attacks, and both of them hurt (especially the Loco Express, which can deal over 100 damage), so you'll want to deal with Bowser as soon as you can. So, have Geno use either his beam or heal/use items, have Bowser use his regular Chomp attack and have Mario always use Super Jump; you can have him down in three turns.

When this is all done, Booster will come help looking for the doll. He opens the curtain Mario is behind and... finds out the doll is on top of the curtains. Smart guy! Lend him a hand by jumping, and you'll be rewarded with an Amulet. Equip this on Geno (or on Bowser if you equipped the Zoom Boots on Geno). Please note that this paragraph happens only when you didn't get caught three times! Well then, Booster and his Snifits will walk off -- give chase!

Toadstool appears to be... gone! Damn you, Booster, DAMN YOU! Oh, and if this weren't enough, two freaks will assault you.

KNIFE GUY (700 HP) + GRATE GUY (900 HP)

ITEMS: Flower Jar; EXP: 30; COINS: 25; RECOMMENDED LVL: 10-12

These guys are... pretty darn easy. That is, if you know what to do, and if you are at the right level. Their attacks aren't particularly painful, except when they're fused (these attacks usually insta-kill Geno, for example).

So, you'll want to keep them from fusing. How to do this? Simple; kill Knife Guy first (he has the least HP). Give him all you've got (Geno's and Bowser's regular attack, and either Mario's Super Jump or his regular attack (if you have the Masher) -- well-timed hits are good!). When Knife Guy is finished, focus all your attack on Grate Guy (whose attacks are less painful anyway). They'll go down in no time!

After the fight, Mario and gang chase Booster. Yahoo!

-----  
5.14. Yes I Do

[5014]  
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Oh, jolly! Booster and Toadstool are going to marry! Isn't that sweet? Of course, Mario will attend their marriage, and he'll function as a witness too. Or. Maybe. Not...

[ITEMS]: Nope

[ENEMIES]: Torte (boss... ?), Bundt (boss), Raspberry (boss)

-- BOOSTER HILL -----

For such an ugly man, Booster sure has a hell of a lot of places named after him. Well, anyway, this area consists solely of a mini-game (like Midas River). Your objective is to chase Booster -- getting hit by a Snifit or a barrel slows you down, but jumping on a barrel or a Snifit gives you a speed boost. Each time you touch Peach, you get a Flower. Well, Toad will give you all the instructions you need, and it isn't possible to actually fail at this game, so... uh... have fun! At the top, you'll hear your score (how many flowers you got) and both Mario and Booster hurry off to Marrymore. Oh, one more note; you can do this mini-game ad infinitum; just visit Booster Hill.

-- OF FISHY WEDDING CAKES -----

Marrymore has only two places of interest; The Inn annex Shop and the Marrymore wedding chapel. First, go to the Inn (northwestern corner). Here, buy new equipment (all the equipment you can afford... please note that the Masher is stronger than the Super Hammer and the Chomp is stronger than the Chomp Shell) and stock up on items. Oh, here's a chart, too;

Super Hammer		70G		Weapon (Mario)
Hand Gun		75G		Weapon (Geno)
Whomp Glove		72G		Weapon (Mallow)
Chomp Shell		60G		Weapon (Bowser)
Happy Shirt		38G		Armor (Mario)
Happy Cape		38G		Armor (Geno)
Happy Pants		38G		Armor (Mallow)
Happy Shell		38G		Armor (Bowser)
B'tub Ring		145G		Accessory
Mid Mushroom		20G		Item
Maple Syrup		30G		Item

With that out of the way, let's investigate the church. Head over there and have a chit-chat with the townsfolk... a Snifit will appear, and kick Raz and Raini out of the church. That... heartless inconsiderate bastard! Now then, let's go talk to... err... the door. Ah yes, the door! Snifit 1 will inform you about a back entrance. Interesting. Go east, while hugging the wall, and turn around the corner. See that crate over there?

It's facing the back entrance (you can't see this entrance as the chapel is in the way); so from the crate walk down all the way to the wall and you'll end up in the chapel.

Use the stairs to end up in the kitchen. Here, two cooks are going hyper. Irritate them by jumping on the 'tarte' (just for the hell of it) and then use the stairs in the northeastern corner of 'zis' room. Oui, oui. Ici (yeah, those cooks make me want to talk French. C'est bon), a Snifit will stop you and subsequently he tells you he's going to warn Booster. However! First, he needs your help with breaking through the door. This can be pretty hard; you have to hit the door at the same time as the Snifit hits it. So, stand next to him, and wait for him to start running; you should do the same. I can't really help you here... practice makes perfect.

A hilarious convo later, you'll find yourself in a room with a safe block (tres sexy) and a locked door. But, damn, we have to save the princess. Tres vite! Bowser, being the jolly good fellow that he is (O\_O) offers you a hand. Or rather, a back. Read the previous paragraph to figure out how to break the door ;).

GERONIMO! In the process of busting through the door, Mario & Bowser hit Toadstool. Hmm. Toadstool appears to have lost her brooch, her ring, her shoes and her crown (hmm... she still appears to have all these things, but whatever. We'll play along). Booster orders the Snifits to find Peach's stuff, which they do -- but this is where you come in. You're going to have to catch all three Snifits and have them hand over their item, and you have to find the crown. As for the first thing; those Snifits are pretty darn fast, so you might have trouble catching them. A smart idea is to wait for them to run into you, and then press the D button to talk to them. Collected all three items? Good. Go have a chat with Booster, and you'll notice the crown is... on his head; jump on his ugly face to obtain it, then talk to him again. A disgusting cutscene later (actually, that depends on how many candles are lit), Toadstool will join Mario, and they lived happily ever after.

Or maybe not. The two German-speaking cooks (Chef Torte and his apprentice) will spoil your fun and ATTACK! Verdammt!

TORTE (\*2) + BUNDT (900 HP) + RASPBERRY (600 HP)  
ITEMS: Nein!; EXP: 25; COINS: 0; RECOMMENDED LVL: 10-12  
This battle consists of three stages. FIRST PART: Focus all your attacks on Bundt -- sooner or later the two 'Torte's' will run of. SECOND PART: Your objective is to blow out all the candles and then hit the cake. Usually, a regular hit blows out a candle, so seven regular hits would be enough, were it not that sometimes a candle starts burning again. So, keep using regular attacks, heal when you need to (Bundt's attacks hurt). When Bundt is down, only Raspberry will remain. As you can see, he has only 600HP, and as one of Mario's Super Jumps does about 300HP, this shouldn't be too hard. Oh, also take note that both Bundt and Raspberry can perform three attacks a turn. Yeouch!

Bundt will get eaten by Booster (the poor thing), and Peach joins your party this time.



~~~~~  
Whee, that was one fun wedding, right? Right?! Okay, it wasn't. Anyway, let's take Peach back to Mushroom Kingdom. Aye.

[ITEMS]: None

[ENEMIES]: Mukumuku, Mastadom, Sackit, Pulsar, Gecko

-- MUSHROOM KINGDOM -----

Upon leaving the chapel, Rani and Raz will ask you if they can go on with their wedding. You automatically answer yes, so... yes. Before we go, you can actually get your picture taken. Head to your left (Mario's left, not your left!) and step on the empty slot in the group of toadstools. Say Cheese Mario!

Leave town, and Mario will backtrack to Mushroom Kingdom -- all by himself. In said 'Shroom Kingdom, enter the castle right away; a Toad will welcome you, and advices you to see the Chancellor. Which is a good idea. He's in the throne room (as always)... warning: long convo ahead ;). When all is explained and everything is fine and dandy (well, not really) you gain control over Mario again. And apparently, Toadstool has decided to stay in Mushroom Kingdom. Good riddance. Leave the castle, and... the princess will come floating down with her parasol (A-la Mary Poppins). Hehehe. When you talk to her, she asks you if she can join your party. Unfortunately, she won't take no for an answer. So... Toadstool joins your party. Yay? Now, go visit Frogfucius.

-- TADPOLE POND REVISITED (for the umpteenth time) -----

I bet I can cover this area in one sentence... watch and see; walk over to the stone to make the tadpole bridge appear, and subsequently hop over it to meet Frogfucius, who will tell you a star has been sighted on Star Hill, which means you should go there, so leave the area again! Ha, see?! Crap.

-- STAR HILL AND THE FOURTH STAR -----

Star Hill is located right next to Marrymore on the map. The first area of Star Hill basically consists of two gates, one leading to Marrymore, the other leading further into Star Hill. The latter is the one you'll want to pick (it's the westmost one, and you activate it by interacting with the flower next to it). In the following few areas you have to activate all flowers to open the stargate. It's pretty easy and self-explanatory, so you're not going to need my help here. Also, you can interact with the smiley-stars to hear people's wishes (which just so happen to be the wishes of characters you met throughout the game). In the third area, you'll find the fourth star piece (northern part). Collected it? Good. Activate all the stars to leave Star Hill.

Okay, so the section title is a slight exaggeration. Bite me.

Once you go through the first door, you have the option to head back to Marrymore if for some ungodly reason, you absolutely have to... or head left towards a new face in our adventure, Seaside Town. With that, Mario prepares for his next journey, the quest for the fifth star piece, but little does our plumber know it will bring him to the greatest depths of

the sea.

[ITEMS]: Max Mushroom

[ENEMIES]: Zeostar, Bloober

-- WELCOME TO THE TOWN OF SEASIDE -----

Well, now that we're here, you might want to do some exploring. First of all, head to the Inn which appears right in front of the entrance. The innkeeper himself is standing on his desk seemingly in some sort of nervous state (Maybe it's a seizure!). Anyway, talk to him and he'll tell you that you may stay... for free! Well, you surely don't want to miss this once-in-a-lifetime opportunity so gladly nod your head. Anyhow, did that man seem a bit suspicious or what? And notice that when you wake up, the strange man seems to be watching you... but suddenly runs off...

Once rested up, go back downstairs and save your game if you wish. Exit the Inn and head to your right (Mario's right, not your right you idiot!) and you will find the shop of the town... er... well actually, the shop(s) of the town. Enter the first door and note that the guys here are acting just as weird as the innkeeper. Talk to the one closest to you and learn that he's just a "customer." The other guy will sell you some stuff, but sadly, it isn't for free.

|              |  |      |  |      |
|--------------|--|------|--|------|
| Bad Mushroom |  | 30G  |  | Item |
| Muku Cookie  |  | 69G  |  | Item |
| Fright Bomb  |  | 100G |  | Item |
| Fire Bomb    |  | 200G |  | Item |
| Ice Bomb     |  | 250G |  | Item |

Buy whatever you'd like. All of them are useful... except for the Muku Cookie of what's description is a bit strange. (Muku! Muku-Muku Muka?) Now that that's done, exit the shop and go through either of the next two doors of the same building. It appears to be another shop, but the keepers won't sell you anything or really help you in any way other than telling you about some sunken ship and "Jonathan Jones!" Ooh, scary.

If you continue along to the set of buildings behind the Inn, you will note that they also bear the "shop" symbol. Eh, it seems as if this town really is fascinated by stores. You can enter them if you'd like, but the inhabitants really won't be too much of a help. Again, they will appear to be having a seizure, but what is the cause of it?

There is one last thing to do before we leave. At the corner of where the two shop buildings meet is a set of stairs. Head up and continue. There is a single house here which you should enter. This man is also in a nervous state, but he is the Elder. He will explain to you that a star has fallen into the ocean, which he needs for something. Hmmm. Go upstairs and find Frog! (\*Chrono Trigger music plays\*) Learn that he is a student of Frogfucius, and he has a few nice things to sell. Let's check it out with the Frog Coin Layout (tm), that actually differs from your average item list;

\* NOTE: All future Frog Coin purchases will be showcased in this format. Therefore, you should be able to distinguish between which shops take Coins, or which shops (Or people for that matter) take only Frog Coins. Not to mention that this format states Frog Coins quite clearly, but this just a quick reminder before you get all confused.

|              |    |               |
|--------------|----|---------------|
| EarlierTimes | -- | 15 Frog Coins |
| Exp. Booster | -- | 22 Frog Coins |
| Coin Trick   | -- | 36 Frog Coins |
| Scrooge Ring | -- | 50 Frog Coins |

These are some pretty nice items, but Frog Coins aren't really abundant throughout the world of Mario, so don't be surprised if you can't afford these higher end items. The Ex. Booster and Coin Trick are very useful and although I doubt you will have enough Frog Coins to buy both, try to get either of them. I chose the Exp. Booster over the Coin Trick, but it's your choice.

Anyhow, leave the building and head to the exit. There is just one more building we haven't visited yet, and that's west of the exit. However, it is blocked off by two more of this town's weird inhabitants. Whatever, let's just get ourselves out of this freaky town. Once on the world map again, head to the next area, the Sea!

-- DEEP, DARK, AND WET -----

Wait, are we in the Sea yet? No, we appear to be in some sort of underground cavern... Well, start moving around and note the incredibly small size of this room. The exit out of here might be a bit hard to see because of the terribly dark color scheme and the floor. Anyhow, exit out and you should come to a room with more than two square feet of breathing room... Yay!

You appear atop a tall stack of boxes out of a hole in the wall. Jump down and walk around a little bit. Be sure to talk to the strange cloaked figure (Final Fantasy fanboys, just know that he resembles a Black Mage). The shady fellow will tell you a bit about business (Not so good obviously) and brings up his inventory. Pick out whatever you'd like or just check the chart;

|              |  |     |  |                   |
|--------------|--|-----|--|-------------------|
| Hurly Gloves |  | 92G |  | Weapon (Bowser)   |
| Super Hammer |  | 70G |  | Weapon (Mario)    |
| Hand Gun     |  | 75G |  | Weapon (Geno)     |
| Whomp Glove  |  | 72G |  | Weapon (Mallow)   |
| Sailor Shirt |  | 50G |  | Armor (Mario)     |
| Sailor Pants |  | 50G |  | Armor (Mallow)    |
| Sailor Cape  |  | 50G |  | Armor (Geno)      |
| NauticaDress |  | 50G |  | Armor (Toadstool) |
| Mid Mushroom |  | 20G |  | Item              |
| Maple Syrup  |  | 30G |  | Item              |
| Pick Me Up   |  | 5G  |  | Item              |
| Able Juice   |  | 4G  |  | Item              |
| Freshen Up   |  | 50G |  | Item              |

There are a bunch of items here you might be interested in. Re-equip your entire party with these new items, and buy any items you are interested in. Pick Me Ups and Able Juices come cheap, as well as those Mid Mushrooms. When you are finished browsing his inventory, he will explain to you a little secret. A ship sank into the sea after a squid supposedly had gotten to it. Some people went in to investigate, but they were never seen again...

Now, note the path to the storekeeper's right (His right, and only his right). It leads to a Save Block as well as a bunch of treasure chests which are at the moment, inaccessible. Leave the room and walk in the direction the storekeeper is facing (In other words; south) and you should

be able to note another pathway on Mario's right. (Make sure it's Mario's right... need I explain more?)

The next room has a bunch of sleeping Zeostars. If you step onto them, they will obviously wake and attack. However, if you continue forward and jump to the lower platform, you should notice a treasure chest. Open it for a starman! Now, it's time to go crazy. If you are fast, you should be to knock out every Zeostar on your level (the one's back up there are impossible to get to unless you fought them before picking up the starman) for some easy experience.

Well, that was fun... wasn't it? Wow, you must be a real partier. Anyhow, let's continue, shall we? Head back to the now-empty treasure chest and note the pathway west of it. Go through and note the number of sleeping Zeostar on the floor. You can choose to avoid them all (which is pretty easy), or you can fight them for some small amounts of experience. Make your way to the other end of the room and find the pathway out of here. Don't leave just yet however as in the very northwestern wall is a small, hard-to-see, doorway.

If you chose to go through, you will find those three treasure chests that we saw at the last Save Block. The first contains a healing mushroom, the second a Flower, and the third a Frog Coin. If you want to, you can drop off the platform to the Save Block to save your game again, or you can simply not save for the moment. Whichever way you choose to go, be sure you go through the pathway highlighted before in the previous room.

Here, you will finally notice some water! Now this is where the game gets fun. Have Mario perform a cannonball in and you will be swimming. Find the whirlpool which is in plain sight and swim into it. The whirlpool will automatically push Mario to the bottom. Now, you can walk along the bottom of the pool. Because of this game's shallow realism, you can stay under as long as you'd like. When that's done, head to the northwestern corner and find the pathway leading out of here. The now-waterlogged Mario will appear in a small room with a light in the middle. Step into it and be magically warped above!

Jump out of the small pool of water. The first thing that might catch your eye would probably be the nearby treasure chest. Bonk your head on it to reveal a Max Mushroom of which recovers all HP. If you drop off the ledge from this point, you will find yourself back at the large pool of water on the same path. This time, don't drop in the water unless you want to do that swimming again. Instead, head to the opposite end of the room and find the exit out of this dank and disgusting cave...

-- JOURNEY INTO THE SUNKEN SHIP -----

With that, we're at last outside of the dark cave. We're also surrounded by water, and in situations like these, the best course of action would have to be; TO SWIM! That's right, jump into the water and begin swimming. Locate either of the two whirlpools and watch the dizzying scene of Mario slowly sinking to the bottom. With that, head to the rear end of the area to find what appears to be the top of a sunken ship. Use the mast as a step and jump to the chimney (?) which you should use as a pipe... bringing you into the sunken ship...

So our hero, Mario, has discovered the sunken ship everyone had been talking about. In the back of his mind however, are the warnings of the Jonathan Jones. What is it exactly? We'll soon find out.

[ITEMS]: Royal Syrup, Mushroom

[ENEMIES]: Greaper, Straw Head, Reacher, Dry Bones, Alley Rat, Gorgon,  
King Calamari (boss)

-- A PUZZLINGLY PECULIAR PASSWORD -----

Oh no! We're going to have to solve a (gasp), password! Well, that's sometimes how RPGs play like, so let's just get started. You land inside the ship, which although sunken, appears to be in pretty good condition. Also note the boxes around with the signature Js on them. What could they stand for? Jelly? Junior? Jordan? Jesus? Jonathan Jones? Well, before we kill ourselves with this impossible question, let's just continue and solve the sunken ship mystery... Be sure to read the battered note stuck to one of the crates before you leave to learn that the sailors aboard were attacked by a squid... Am I sensing something?

There are two doors out of the first room. The first one is northwest of the spring which would normally send you smashing back out of the sunken ship. Ignore that one, and take the other in the southeastern corner. You will locate a Save Block after jumping a wall of "J" blocks. Save your game and head back to the entrance room. Also be sure to read the note in that room to learn that the sailors aboard had trapped the supposed squid in the cellar... I'm getting an ominous feeling about this. Anyhow, go through that door I told you to ignore before back in the entrance room.

In this room, a strange group of enemies will begin "teleporting" in and out. To fight them, you are going to have to wait until they become solid again. Defeat both Greapers and read the note also pinned to one of the crates. This time, you will learn that the password leading into the cellar consists of a six-letter word... To decode it, you are going to need to locate the password clues. With that, go through the door at the end into another room.

Dry Bones and Greapers make up the population of this room. The Greapers are easily defeated, but to defeat the Dry Bones, make sure you use Mario's Jump attack (Some of Bowser's abilities might work). Otherwise, the Dry Bones are invincible. Also, keep in mind that those skeletal creatures will constantly regenerate, so if you need experience, fight them over, and over, and over, and over, and over, and over, and over, and over again. Whether you choose to defeat all enemies or just pass by, go through the door at the end when you feel ready. On your way out, be sure to read the next note... which denotes that the clues will all be provided by different people, thus making it difficult or maybe even impossible!

This next room has some new enemies including the Alley Rat (A Pink version of the Rat Funk) which you should defeat quickly. Descend both set of stairs and use the crates to get near the treasure chest for a bunch of coins! When all is defeated and the treasure chest exhausted, you can leave the room. The next rooms consists of three doors, with three Greapers blocking each one. Defeat the first Greaper you see on Mario's right, and enter the room. I will list the three doors here. When you complete the first, exit and defeat the next Greaper. Thus, entering the next room.

- The first clue of all six is found in this room. However, you need to do some work for it obviously. The point of this room is to get the



becomes much easier if you are using an emulator, which half of these readers probably are doing right now. Mess around with the system and remove a few layers to make the thing easier. Do your best (I know, it's tough), and you should eventually reach the end. If you want to start over, just press the X Button, and you will find yourself back at the beginning. Once you step on the "I"-Switch, you get a Royal Syrup and the third clue. "It has two vowels." I hope you are writing all of these down! Now, exit, and be happy you don't have to go through with that again.

Okay, we have three clues down, with only three more to go. Once out the door, continue to the west side of the screen to find a pathway outta here. Take it and drop down the various crates. A Dry Bones appears, and tries to block a treasure chest. Defeat it (Just remember that it can regenerate so be quick), and get all the coins out of the chest. Now, continue and talk to the Black Mage look-a-like to see that he has some nice items in stock;

|              |  |     |  |                   |
|--------------|--|-----|--|-------------------|
| Hurly Gloves |  | 92G |  | Weapon (Bowser)   |
| Super Hammer |  | 70G |  | Weapon (Mario)    |
| Hand Gun     |  | 75G |  | Weapon (Geno)     |
| Whomp Glove  |  | 72G |  | Weapon (Mallow)   |
| Sailor Shirt |  | 50G |  | Armor (Mario)     |
| Sailor Pants |  | 50G |  | Armor (Mallow)    |
| Sailor Cape  |  | 50G |  | Armor (Geno)      |
| NauticaDress |  | 50G |  | Armor (Toadstool) |
| Mid Mushroom |  | 20G |  | Item              |
| Maple Syrup  |  | 30G |  | Item              |
| Pick Me Up   |  | 5G  |  | Item              |
| Able Juice   |  | 4G  |  | Item              |
| Freshen Up   |  | 50G |  | Item              |

Take note that this Black Mage's (I have got to quit using that name) items are exactly as same as the one you met in the Sea area outside of the Sunken Ship. When you feel that you are ready to take on another set of three doors for the last three clues, go through to the door on the bottom floor.

- First of all, defeat the Greaper guarding the first door on your left. Enter and check out the room. Anyhow, the first room has a strange coin trail. Not only do you get the clue for finishing off this room, but you also get a nice reward of coins. The point here is to follow the lead coin and collect every coin that it drops. If you attempt to stop the lead coin by jumping into it or doing something stupid like that, the trail is broken and you failed. However, follow the lead coin and be sure to collect every coin. If you miss one, you fail. Keep in mind that the coins disappear very quickly, and you will constantly have to make long jumps. When you accomplish your task, you get the clue. "It has four consonants."
- Exit that room and go to the next. This next activity is pretty simple and very easy to pull off. Start off by hitting the one on the far left to start the cannonballs and get them moving. When the first one fired hits the "J"-Switch next to the left one, jump into it and give it a push up. Repeat this process of hitting each "J"-Switch with the cannonball to get the fifth clue and a Mushroom. "At least... two consonants are side by side."
- I hope you are getting some clue as to what the password is, as this next room is the final one for the final sixth clue. Anyhow, the point in this room is to get both switches to stay down. However, once you get off one "!"-Switch, it retracts back to normal. If you are a Legend of

Zelda master, you should already know what to do in a situation like this; to use an object! If you choose to search around the room, you should note that the pile of barrels looks a bit suspicious. Climb it to the top and note that the top-most barrel is loose. Jump on it and make it fall to the bottom. Now, face the southeastern corner and jump onto the barrel. Stay on it and repeat the jumping until it reaches the first "!"-Switch. Now you can simply get off and step on the other switch to complete it. Pick up the Mushroom, and read the clue. "The 'r' comes before the 'l'."

Now that you have all the clues, you should have a perfect idea of what the word will be! Right? Aww c'mon, are you all a bunch of illiterates or what? Well, save your game at the nearby Save Block and go through this next door. You come to a group of six "J"-Switches. Go under the leftern-most of the six blocks and a selection will come up. You can move the "< >" signs by hitting the "J"-Switch. For the first selection, move it to the letter P. Now, move east one, and another one will come up. Get the "< >" signs on the letter E.

Again, move one tile east and activate the next. Smash your head on the block until the "< >" is on the letter A. Now move up one, and do some more of that headbanging (Yet another terrible pun) to move the "< >" onto letter R. Move right one, and move the "< >" so you get the letter L, and finally, move to the last one and smack the block to get the "< >" on the letter S. If ou haven't noticed yet, you have just spelt PEARLS. If you are smart, you will eventually realize that I just gave you the answer... Aren't you lucky that I'm helping you out here or what?

-- SEAFOOD, ANYONE? -----

Oh no! The new section title signifies that I am using sarcasm! Everyone knows that that could only mean trouble, and indeed, it is trouble. Once you finish inputting the last of the letters, head to the note pinned to the wall. Read it to find out that once you have figured out the code, speak it in there. Well, head over to that horn thingamijig, and talk into it. Although you don't actually "hear" Mario talk (That sure would be one helluva surprise), the screen should say <pearls>. Good, that means that you can actually do something...

With that, an evil cackle shimmers through the air, as a long tentacle whips out of the pipe. Eh, go through the door, and prepare to engage the King of all Seafood; King Calamari!

KING CALAMARI (800 HP)

ITEMS: None; EXP: 34; COINS: 100; RECOMMENDED LVL: 12-13  
Just when you have though you had seen it all, you meet King Calamari. Anyhow, the battle starts with three Tentacles. (Guess who they belong to!) Start off the fight by immediately attacking these as fast as possible. If you have Toadstool in your party, be sure to have her heal. Keep everyone in tip-top shape and when the Tentacles start pulling out your members, start putting all your strength into it. Once you defeat the first three Tentacles, your party moves forward only to be confronted by (gasp) more Tentacles! Repeat the process of cutting away at these next three. Once they are gone as well, the party moves forward to face the nightmare himself, King Calamari! In this last phase of battle, immediately take out the two Tentacles before attacking King Calamari. Once they are gone, the battle becomes



that much easier. Use a few abilities (Mario's Super Flame attack works wonders), and cut away at his health to defeat this disgusting squid. Go back to seafood you squid scum!

Defeating the notorious King Calamari does not get you the star. Not to worry, as the reward will soon come to us.

-----  
5.18. Jonathan Jones and a Star [5018]  
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How much longer do we stay in this ship you ask? A long time. Our adventure under the sea is far from over.

[ITEMS]: KerokeroCola, Safety Badge, Safety Ring

[ENEMIES]: Dry Bones, Alley Rat, Gorgon, Greaper, Reacher, Hidon, Mr. Kipper, Crusty, Lueko, Bloober, Bandana Red (mini-boss), Bandana Blue, Jonathan Jones (boss)

-- DEEPER INTO THE SUNKEN SHIP -----

I bet you are all wondering when in heck this stupid level will end. I can't answer that question to the risk that I might see a riot occur outside my house with pitchforks and picket signs reading: "WHY WON'T THE SUNKEN SHIP END?" Call me paranoid, but if a mob were to occur, it sure as hell better not happen at my house!

At the end of the King Calamari battle, you drop down and land on a spring. There's really nothing in this room except for two derelict cannons and a door on the east wall. Exit of course, and you will note a single Dry Bones walking around. Defeat it as much as you'd like, and look around the room. The obvious exit would be the door on the lower level, but there is another door above you. Impossible to get to, right? Wrong. Locate the stack of crates nearby, and use them as a crude set of stairs to get up there. At the top, go through the door.

This next room is probably something you have never seen before. A group of Alley Rats are seemingly running a set of cannons shooting Bullet Bills. For those Super Mario gamers, you should know what I'm talking about. Try to stand in front of one, and you will be pushed to the lower area. Unless you feel like risking your butt in front of those terribly dangerous projectiles, I'd suggest you take the longer way out; by defeating the Alley Rats sitting atop each cannon. Not only will you clear the way, but you will also get a nice experience prize! Whichever way you choose to get past them, stop when you clear the first three cannons.

Once that's through, continue ahead under the mesh platform. Again, get past these three cannons using either of the two methods listed above. At the other side, you will find a pathway. Go through and find yourself at a stairwell with a bunch of Alley Rats scurrying around here and there. Defeat as many as you'd like, but make sure you exit through the stairs at the bottom.

In the next area, you will note a large block of crates that faintly resembles that 3 Dimensional Maze we had to go through back before the fight with King Calamari (\*shiver\*). There are many items here which are inaccessible. However, if you are a real RPG gamer, you should already know what usually appears to be inaccessible usually is in fact, possible to get. This is no exception. Head to the rear end of the level, and find

the stack of two boxes. With a running jump to help you get the lunge, jump to the platform holding the two treasure chests. Both contain coins. Pick out as many as you'd like.

Another portion of the room is to the left, but it's impossible to get to at this point. I'm not trying to trick you here, just take my word for it. That means you don't try five hours jumping from the treasure chest platform to the other platform. Anyhow, step off and go through the door on the north wall. This small room contains what appears to be nothing, but a short trot forward will reveal none other than you! No joke, that is your clone. This Mario look-a-like acts like the Mimics of the Legend of Zelda series. He will mimic your every move.

As far as I can see, the only thing here is an invisible box. How do you get this, you ask? Well, notice that there are three circles of light on the ground similar to those you used in one of the previous rooms for the second clue to the password leading to King Calamari. Stand on the middle one ignoring your clone for the time being, and jump around. You should strike your head on an invisible "J"-Switch. The first hit reveals it, and another quick smack will reveal an invisible treasure chest. Now is where the Mario clone comes in handy. Move him around, and jump onto his head (To do this, you need to run into him and jump so he won't jump with you). Use it as a stepstool to get this treasure, a KerokeroCola.

With the puzzle of the Mario clone solved, you can exit this room into the next. You will appear in that previously cut off area in the room with the two treasure chests containing the bunch of coins. Defeat any enemies, and instead of heading right, head left into a pathway. This next area is full of Dry Bones, but nothing of too much interest. If you choose to fight them, be my guest. Leave the room.

Yay! A Save Block. Of course, you should save your game here. Now, jump onto the crates, and head to the other side of the room. You will also notice a treasure chest. Open it to reveal a Hidon! These treasure chest dwelling creatures are usually tough (I'm sure you all remember the Kero Sewers), so do your best to defeat it. Watch out, as Hidon is much more powerful than its cousin back at the Kero Sewers. Once you knock it out, you get the prize that was originally in the treasure chest, the Safety Badge. Equip it on whoever, and continue.

-- UNDERWATER MOMENTARILY -----

Next room is empty. There is some water to your right, but there's no need to jump in yet. Be sure that you note the Frog Coins at the bottom of the pool. Get Mario to go through the opposite door. This next area is almost the exact same thing as the previous. This time however, have Mario actually jump into the pool. The Mr. Kippers around shouldn't cause too much of a problem. Find the whirlpool (That shouldn't be too hard), and get Mario to the bottom, while laughing at the hilarious scene of Mario going to the bottom.

Once waterlogged and at the bottom, you can go two ways. If you don't feel that four Frog Coins will help you out in any way (Which has about a 2% chance of possibility), you can hurry into the door of the same screen. However, if you want those four Frog Coins I told you to take note of in the previous room, go to the south end, and through the underwater pathway. Pick up the four Frog Coins fighting any Mr. Kippers you want. When that's done, head back.

While underwater in this room, you will find a door. Go through and appear

in what appears to be the underwater portion of the ship. Defeat the various Zeostars and Mr. Kippers blocking your path, and continue until you reach the bottom. The obvious would be to open it... obviously. You now appear in a much larger room. The first enemies you might notice are a few Bloopers. Make your way along the west wall and hug it as you walk north. Take a quick tuck into the area behind the barrels, and go through the find a hidden door.

Here, you will find a room which was for some reason, unaffected by the water here. (Despite the fact that you have opened the door and all.) You probably see a treasure chest. It contains a Safety Ring, a very useful hold item. Exit and from the west wall, walk straight ahead towards the east wall. There is a large pile of barrels here which you can use as steps to reach the higher platform. Do just that, and do it again, when you reach another set of barrels. At the tip-top area of that, you will finally reach dry land. Hop on the dry ledge, and open the door.

-- THE PIRATES AND THEIR BOSS YA SCOUNDREL MATEY! -----

Once through, you will walk in on a group of what appear to be some sort of species of shark attempting to be pirates. Eh, I find that pretty disbelieving. Anyhow, they are crowding around a treasure chest and walk towards you once you make your presence. Basically, they give you all that bad-guy, pirate talk. It's nothing too special so you can probably get away with putting your fingers in your ears and closing your eyes yelling, "LA LA LA! I CAN'T HEAR YOU!! LA LA LA!" Whatever, you should at least be able to catch the last statement, they aren't letting you through. Well, let's fight them.

BANDANA RED \* 4 (120 HP)

ITEMS: Mushroom; EXP: 18; COINS: 40; RECOMMENDED LVL: 13

This initial mini-boss fight consists of four of those vile, shark-like creatures. They are fairly easy to defeat because of their low health. Their two attacks; Skewer and Stab, are really pretty pathetic. There is a chance that when you defeat three of them, the last will run away. Again, this is a stupid mini-boss, and really gives no trouble.

Defeat these joke wannabe pirates to clear them out of the way. They will quickly scurry away to the upper deck. Before you go however, be sure to hit the chest for a Mushroom. When you pick that up, go the set of stairs and watch a rather comical cinematic sequence between the Bandana Reds. The first four will come down the stairs knocking Mario over. Because of their terrible eyesight, they can't see him. Another two knock down a barrel, which Mario dodges as always. The barrels sails past and knocks down the other four. Ooh, those Bandana Reds are getting pissed off now!

With that, the next two leave. Follow in their footsteps, and they will engage you once again. This is the same as the last mini-boss except with one extra Bandana Red. Whoop their butts, and they will give up, as well as opening the door to "Johnny's" place. This is the moment of truth. Go through the door, and prepare yourself for the boss of this here Sunken Ship, Jonathan Jones.

JONATHAN JONES (820 HP)

ITEMS: None; EXP: 44; COINS: 50; RECOMMENDED LVL: 13-14

Here we are, and here's Johnny! Jonathan Jones has four Bandana Blues near him. These elite guards are a more powerful and of course, a lot more smarter version of

their Bandana Red counterparts. Start off the battle by immediately taking out the Bandana Blues. Use abilities that affect all enemies. Once the Bandana Blues are outta the way, you are up against Jonathan Jones. At a midpoint in the battle, Jonathan Jones will use his Toughen Up, which raises his Defense and Attack. If you fail to defeat Jonathan within five turns after the Blues disappear, you will have to go one on one which is a bunch of fun. Just have Mario heal himself when it is necessary, and you should be fine. This is not a very difficult boss fight.

Jonathan, will of course, eventually be defeated, and the fifth star is ahead. Being the good pirate he is, he decides to gift you with your goal throughout the Sunken Ship, the blue star. Another annoying scene which you have probably seen four times already will occur, and the star is now in your grasps!

-----  
5.19. Smithy in the Race for the Stars

[5019]  
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Uh oh, the section title seems to hint something annoying is about to happen... and it involves Smithy! Let's get ready for whatever conflicts are about to erupt ahead of us.

[ITEMS]: Shed Key

[ENEMIES]: Yaridovich (boss)

-- BACK TO SEASIDE TOWN -----

Anyhow, once the star is collected, and Jonathan Jones heads over to his window, you are free to move again. One of the Bandana Blues will hint that there is a spring out back which you can easily exit out of. Find the door at the rear, and open it to reveal a spring. Have Mario take a step, and hop off to the world map.

You can't walk any further than the Sunken Ship, so head back to Seaside Town, and something will happen. A group of toadstools will line up ahead of you. Remember the Elder we met before? The one that said he saw a star fly into the ocean. However, he isn't that nice old man we had talked to hours ago, but rather a member of Smithy's gang! Yaridovich, they call him. Now, what business could he have here other than to terrorize Mario or some random civilians?

It seems that Yaridovich was really just looking for the star! Quickly, he demands that you hand him that star now. If you refuse, one of Yaridovich's henchman will run off into that previously locked house, and do something (Uh oh) to the real elder. Later, Yaridovich tells you that no one can escape the tickle. So you have no choice (continually refusing will result in the same thing over and over again) other than to accept. Before you ask however, you cannot have them tickle the real elder to death or on the verge of a seizure, so don't try!

Mario hands these thugs the blue star. With that, they run off to the left which you should immediately follow. Head to the southwest area, and you should find a new pathway leading out. Judging by the fact that this pathway has JUST APPEARED now, I guess we can safely assume that Yaridovich has run off thataway. Go through, and you'll locate your target, along with the rest of his group. Once they notice you, they try to run off,

but are stopped by Jonathan Jones (Thank god you fought him). Surrounded, Yaridovich pulls off his disguise, and fights you. WOW, WHAT A SURPRISING TURN OF EVENTS! </sarcasm>

YARIDOVICH (1500 HP)

ITEMS: None; EXP: 40; COINS: 50; RECOMMENDED LVL: 14

This boss is indeed one strange looking one. What the heck is that thing sticking out his back?! A flower or what? Anyhow, Yaridovich is a rather intimidating looking boss, with a really big spear. His attacks consist of various elemental damage. These abilities are incredibly powerful, so Toadstool would be a good choice as she has healing and reviving powers.

Basically, you need a constant array of attacks toward Yaridovich. The faster you take out his health, the better. His techniques are powerful, so be sure that you heal when required. One unique characteristic about Yaridovich here is his ability to use Mirage Attack; which actually splits him into two beings! You are going to need to watch your HP constantly, and take both of them out. A good supply of Mushrooms and Pick Me Ups (As stated earlier, Toadstool is a really, really, really, really, valuable asset) will keep you alive. Eventually, you will lower all of this spear-taming boss' HP of 1500.

Once that ugly heathen is out of the way, the star is at last, in your grasp again. And of course, Mario receives one of those inner conscience-like-ish-thingies. It seems that Smithy has taken note of the star pieces, and is now doing his best to stop Mario from his good-boy plans. Oh well, at least we have the star. It seems that Jonathan Jones and his Bandana Blues has disappeared, but head to the east side of the area, and read the note. Yep, good to know someone is on our side. On your way out, snag the gold thing on the floor, the Shed Key...

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5.20. Seaside Town Saved!

[5020]  
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With the defeat of Yaridovich, Seaside Town is finally back to being its lazy seaside self. Head back over there, and look around.

[ITEMS]: Beetle Box

[ENEMIES]: None

-- PEACE ONCE MORE -----

Once back, check the building in which Yaridovich's henchmen were tickling the Elder to death. With the Shed Key, you can open it to reveal the townsfolk! Every one of them will thank you, and walk out. The last too leave would be the Elder, who gives you the amazing prize of \*gasp\* one coin! Whatever, leave and explore the various shops around. The first building on the left is known as Beetles Are Us. The dude inside will explain to you the Beetle system. Read the note on the right wall for information. Talk to him again, and pay him 150 coins for a Beetle Box. When he asks to see some ID, simply jump up, and you will be finished.

You are probably dying to get some beetles now aren't you? Forget that for the time being. Right now, you want to check out some stores! Yes, no, maybe so? The door right next to Beetles Are Us is the Weapon and

Armor Shop:

|              |  |      |  |                    |
|--------------|--|------|--|--------------------|
| Troopa Shell |  | 90G  |  | Weapon (Mario)     |
| Parasol      |  | 84G  |  | Weapon (Toadstool) |
| Hurly Gloves |  | 92G  |  | Weapon (Bowser)    |
| Double Punch |  | 88G  |  | Weapon (Geno)      |
| Ribbit Stick |  | 86G  |  | Weapon (Mallow)    |
| NokNok Shell |  | 20G  |  | Weapon (Mario)     |
| Punch Gloves |  | 36G  |  | Weapon (Mario)     |
| Finger Shot  |  | 50G  |  | Weapon (Geno)      |
| Cymbals      |  | 42G  |  | Weapon (Mallow)    |
| Chomp Shell  |  | 60G  |  | Weapon (Bowser)    |
| Super Hammer |  | 70G  |  | Weapon (Mario)     |
| Hand Gun     |  | 75G  |  | Weapon (Geno)      |
| Whomp Glove  |  | 72G  |  | Weapon (Mallow)    |
| Slap Glove   |  | 100G |  | Weapon (Toadstool) |
| Hammer       |  | 123G |  | Weapon (Mario)     |
|              |  |      |  |                    |
| Sailor Shirt |  | 50G  |  | Armor (Mario)      |
| Sailor Pants |  | 50G  |  | Armor (Mallow)     |
| Sailor Cape  |  | 50G  |  | Armor (Geno)       |
| NauticaDress |  | 50G  |  | Armor (Toadstool)  |
| Shirt        |  | 7G   |  | Armor (Mario)      |
| Pants        |  | 7G   |  | Armor (Mallow)     |
| Thick Shirt  |  | 14G  |  | Armor (Mario)      |
| Thick Pants  |  | 14G  |  | Armor (Mallow)     |
| Mega Shirt   |  | 22G  |  | Armor (Mario)      |
| Mega Pants   |  | 22G  |  | Armor (Mallow)     |
| Mega Cape    |  | 22G  |  | Armor (Geno)       |
| Happy Shirt  |  | 38G  |  | Armor (Mario)      |
| Happy Pants  |  | 38G  |  | Armor (Mallow)     |
| Happy Cape   |  | 38G  |  | Armor (Geno)       |
| Happy Shell  |  | 38G  |  | Armor (Bowser)     |

Re-equip your team as you see fit. You might take interest in the Ribbit Stick and the Parasol. In terms of Armor, you probably won't be needing anything. As long as you bought the NauticaDress and the Sailor-Gear from the dealer on the Sunken Ship, you won't be needing anything new. Leave the shop, and proceed to the next door at the opposite end after rounding a corner. Man-Ladies and Gentlewomen, I present to you, the Health Food Store.

|              |  |     |  |      |
|--------------|--|-----|--|------|
| Mushroom     |  | 4G  |  | Item |
| Mid Mushroom |  | 20G |  | Item |
| Honey Syrup  |  | 10G |  | Item |
| Maple Syrup  |  | 30G |  | Item |
| Pick Me Up   |  | 5G  |  | Item |
| Able Juice   |  | 4G  |  | Item |
| Freshen Up   |  | 50G |  | Item |

Buy whatever stuff here you want to make your body "healthy," and exit again. The next door is the Mushroom Boy's Shop. The clerk will explain to you that hidden amongst the Mushrooms of the Forest Maze, you will find specialty Mushrooms. You can trade those Mushrooms for very special items. Whenever you have some free time, you can waltz over to the Forest Maze and look for these Mushrooms. Once again, exit and head to the next door, the Accessory Shop.

|              |  |     |  |                                 |
|--------------|--|-----|--|---------------------------------|
| Jump Shoes   |  | 30G |  | Accessory (Mario)               |
| Antidote Pin |  | 28G |  | Accessory (Mario, Mallow, Geno, |

|              |      |           |                                             |
|--------------|------|-----------|---------------------------------------------|
|              |      |           | Bowser, Toadstool)                          |
| Wake Up Pin  | 42G  | Accessory | (Mario, Mallow, Geno,<br>Bowser, Toadstool) |
| Fearless Pin | 130G | Accessory | (Mario, Mallow, Geno,<br>Bowser, Toadstool) |
| Trueform Pin | 60G  | Accessory | (Mario, Mallow, Geno,<br>Bowser, Toadstool) |
| Zoom Shoes   | 100G | Accessory | (Mario, Mallow, Geno,<br>Bowser, Toadstool) |

What had we gotten accomplished so far? Well, we went on a major shopping spree, that's for sure. Anyhow, as you can see, Seaside Town is quite the mini-mall so whenever you need some items, haul yourself over here. If you want to play a fun mini-game as well as collecting beetles for the Beetles Are Us store, read the next paragraph. If you couldn't care less, well, skip it!

-- BEETLES ON BOOSTER HILL -----

Remember Booster Hill and the barrel jumping? Well, let's get back over there to catch some Beetles. Once again, Toad will walk in and ask you if you want a tutorial. You should be smart enough to figure this out for yourself. Jump on a barrel or a Snifit to boost yourself forward. You have to jump for the Beetles you see. This is basically the same thing as the original Booster Hill so you should have no trouble adjusting.

Return to the Beetles Are Us store and refund your Beetles for cash. Keep in mind that if you want to continue catching Beetles, you need to re-rent the Beetle Box every time for 50 coins. When you are satisfied, head back to Seaside Town for the next portion of the game.

-- TO LAND'S END AND BEYOND -----

Do you remember the elder of whom we saved? Well, he lives in the upper right hand corner of Seaside Town. Do you remember Frogfucius' student? Well, you will find the elder on the lower floor. Talk to him and learn that he overheard a mouse boasting about a "star." Apparently, our next destination is to Land's End. With five stars already, we only need two more! Exit Seaside Town and head north to Land's End, our next locale.

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5.21. Blast On Land's End [5021]  
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Now that we're here in this freaky-deaky place, let's move on. There's a Save Block right at the beginning in which you would definitely want to take advantage of. But then again, that should be instinct. With whatever, let's continue.

[ITEMS]: None

[ENEMIES]: Chow, Shy Away, Shogun, Octovader, Geckit, Stinger, Chewy,  
Fink Flower, Ribbite

-- EXPLORATION -----

A bit past the Save Block is a weird, blue thing. Jump into it and shoot Mario to the upper platform (a-la Donkey Kong). Get used to these cannon placements as they will play a major role in getting through Land's End. If you don't make it, do make sure that you wait for the yellow block to hit the bottom of its cycle so you can land on it from the cannon. From

the yellow block, jump to the ledge and continue along the yellow brick road.

\* NOTE: From this point forward, always use the B Button to propel yourself in the air through use of the cannon. Use the cannon to position your direction by watching which way it turns. When the opportunity comes, shoot yourself to your next destination.

Ahead, there is another blue cannon. Once again, have Mario jump in and shoot himself (Heehee, this is getting fun) to the next ledge. You will most likely land in a pit (Ow) and release three Chows. Fight them if you wish, but make sure that you advance eventually. It isn't easy getting lost (Unless of course you actually try) so you shouldn't need any more directions.

In the next area, we have some activity going on. First off, you should notice the lack of a cannon at the beginning (gasp). The main point here is to get your way across the ledges. However, with the Geckits being launched from below through the use of cannons, you might have a bit of trouble. If the crazy Geckits get the best of you, and you happen to fall off, you can get back to the start by heading to the southeastern corner and using the immobilized cannon. If you attempt to take a shortcut by using the cannons launching the Geckit, you will be knocked out and thus, vulnerable to any Geckits. It shouldn't take you too much time. This area isn't THAT hard.

The next area isn't as rocky or as hostile as the previous. In fact, there's even a flower smiling right back at you. Take full advantage of the very conveniently placed Save Block first of all. Defeat the enemies floating around if you choose. Nearby, you will notice a spinning red flower. We have seen this before. Jump onto it, and use it to jump to the ledge toward the east.

On the next few ledges, there will be more spinney-ish red flowers. Continue to use them and jump to each ledge heading upward. At the top, leave the area. You will find yourself on a strange ledge and a bridge. Ladies and gentlemen, may I present to you, the Skybridge.

-- THE SKYBRIDGE -----

The Skybridge is a cool mini-game. Talk to the hooded figure and he'll give you an explanation. Your objective is the cross this blocky bridge in one of three ways at the cost of 5 coins:

- NORMAL MODE: Your objective here is to cross the bridge and jump from block to block while avoiding the bullets. This is the easiest, and your reward for beating it is 5 coins.
- SPECIAL MODE: A step up from the previous level. Now, you have to jump the bridge with each jump much harder. If you stick on the same block for too long, it will fall. If you aren't fast enough, you will drop to your doom. Reward is 8 coins.
- EXPERT MODE: Here, the jumps are much harder and the bullets fly faster. If you can beat this difficulty, the reward is a Frog Coin. Also, you can officially laugh in my face as I myself am way too unskillful to make it across more than just one time.

Good luck with that. Play around with it as much as you'd like, or until you run out of coins. Jumping down will only bring you to an exit that basically doubles around itself. Instead, cross the Skybridge (whether you actually play or not) and find the path leading out. If you have



trouble crossing it even without the bullets throwing themselves at you, take my word for it; you lead a sad existence.

-- DOWN AND OUT ... WELL JUST OUT -----

Okay okay, let's get to work now. A Save Block nearby should encourage you to save your game at this point. A nearby Rat Funk is walking around. Run into it and instead of engaging, it gives you a bit of advice on how to reach Monstro Town. To reach it, you need to find an "ant" and a whirlwind. With that, he hops away leaving you alone. Hmm, more on that puzzling clue later.

Now, to advance is a strange thing. See the two whirlpools to the right? Step in either one and you will be transported to an area with three more whirlpools. I'm not sure if I can get this all right, but one of the whirlpools has a Shogun in it. Defeat it, and then jump into the whirlpool that the Shogun was in. Continuously defeat each Shogun and hop in each whirlpool. Eventually (and boy do I mean eventually), you should find yourself in a cave. Hooray, you're on the right track.

Use Mario's mad jumping skills and hop onto the Save Block to save your game. This cave has a bunch of Geckits and Chows hanging around. Obviously, it will be pretty annoying to get through this large group. However, avert your gaze to the floating treasure chest once you jump down. Open it for a starman! Jump around and kill off the enemies as you run through their bodies.

As you already know, a starman's effect is only temporary so make sure you advance as quickly as possible to get the most out of the effect. By advancing, I mean running through each room. If you were "2 Fast 2 Furious," then you should see a hole on the ground marked In. Jump in as there's nowhere else to go. By now, I doubt your starman is still running. Although a bunch of Geckits are scattered throughout, it is still possible to motion Mario through them. Take advantage of the empty tiles and find your way to the exit at the far end.

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5.22. Belome Again [5022]  
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Oh noes! The title of this chapter should hint to you that Belome will make another appearance... or maybe I just like saying Belome a lot. Guess you'll never find out until you read through the next chapter. Unfortunate, huh?

[ITEMS]: Yoshi Cookie (Fortune Teller)

[ENEMIES]: Chow, Shy Away, Ribbite, Geckit (All: Fortune Teller), Belome (boss)

-- BELOME'S HOMIE PAD YO -----

You can tell that something is up when the ground changes from a cave area to a stone-like area. Move Mario forward and notice a dude standing on a spring. Thinking that Mario is a wussy, he'll offer to let you use the thing and get back to the surface for a small toll of 100 coins. Unless you urgently have to, just pass that freak deal by and exit the room into another.

The next room gives you a bit of a random surprise. Notice the three strange figures on the wall. A guy stands on the wall. Talk to him and

he'll offer to give you your fortune for 50 coins. There's a floating chest to his right which also holds 50 coins. So basically, you are just picking up the money you blew on the fortune. Anyhow, this guy gives you a more "hands-on" approach. Hitting the statues in any order will get you a result. Some good, some okay, and some annoying. However, you only have one chance so use it wisely.

- LEFT, MIDDLE, RIGHT: "If you proceed through the pipe next door... Looks like you'll have a great meal sometime in the future." Once you pass the pipe at the other room, you will get a mushroom.
- LEFT, RIGHT, MIDDLE "If you proceed through the pipe next door... Some tasty snacks are awaiting you in the future." Once in the other room, hit the chest and Mario will receive a Yoshi Cookie.
- MIDDLE, LEFT, RIGHT: "If you proceed through the pipe next door... You'll have many friends in the future." In the other room, three Chows will terrorize you. Good friends, huh? Defeat them all.
- MIDDLE, RIGHT, LEFT: "If you proceed through the pipe next door... You'll have plenty of good things to look forward to. Once in the other room, Mario will have to engage with a flying Shy Away. Yet another irony.
- RIGHT, LEFT, MIDDLE: "If you proceed through the pipe next door... You'll find some rare items." Rare items are good. In the other room, hit the chest for a Frog Coin. Joy!
- RIGHT, MIDDLE, LEFT: "If you proceed through the pipe next door... You'll pick up great items." By great, it means that you will be rich. The chest contains a bunch of coins that you can surely use.

Take your picking, and once you open the chest or defeat all enemies, the door will open. Apparently, the game underestimates you quite a bit and still gives you a chance to escape with a spring dropping from the sky. If you ever need it, it will bring you back up the pipe. When you are ready, continue along.

-- I WISH I HAD SOMETHING TO EAT -----

As you enter the area, a treasure chest floats up ahead. Have Mario bash his head against it (talk about severe head trauma) and pick off the coins that can be found in it. Following, continue along the pathway. The treasure chest on the far end holds a Frog Coin. As a side note, there are a few invisible chests hanging around in this room. I discovered at least two of them by accident. Jump around a lot and see what you can smash your head on.

Anyway, with this room cleared, exit into the next. A dude stands by one of those headpiece thingies. Talk to him and he'll tell you to that the yellow block below will lead you to a random room. Hit the headpiece on the wall and read the note that pops out. If you receive: "Sorry, I'm not accepting visitors past my bedtime" then you are out of luck. You can still hop on the yellow block, but Belome won't let you in without a key (???). Anyway, if that happens, simply exit and re-enter the room. Once you get the "Mmm, I'm so hungry! I wish I had something to eat!" message, hop on the yellow block...

Once you enter the other room, a pipe leading into somewhere will be evident. Ride it down and Belome will comment on your... tastiness.

BELOME (1200 HP)

ITEMS: None; EXP: Random; COINS: Random; RECOMMENDED LVL: 17

Oh boy, our friend Belome still hasn't learned that "ugly monster with outrageous eating habits = no chance."

Belome's most noticeable improvement is his uncanny

ability to clone one of your characters to fight for his side. Although ugly, Belome can still put up quite a fight, but he mainly relies on his clones. Constantly use lightning-based attacks and Belome will fall once more... Don't let his clones gang up on you however. Defeat the clones as necessary.

Once Belome is down and out for the time being, a "!" switch will appear on the ground. Remember the last time you pressed it? Of course, water came out and flushed you away. This time however, a door just opens. Walk out, and Monstro Town is just up ahead. Overcoming Belome, the next star is still a mile ahead of us.

-----  
5.23. A Monster Mash

[5023]  
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There's nowhere else to go but forward. The next room has a Rat Funk who apparently knows how to talk. Monstro Town is just ahead. Forward, comrades!

[ITEMS]: Ghost Medal

[ENEMIES]: None

-- WELCOME TO MONSTRO TOWN -----

After engaging in a brief conversation with the Rat Funk, jump into the pipe after it moves through. Congratulations, you're out of Belome Temple. You will fall quite a distance and land on a spring. There's a lot here, but first, let's find the local shopping area. Begin moving eastward and go through the first door you see. Talk to the old lady and you'll engage in a conversation with Monstermama (I would die for a name like that). Mario will ask about the star with his usual array of charades. The star of Monstro Town is upstairs... Cool?

Upstairs, you'll find a Rat Funk and one of those treasure chest enemies. Talk to the treasure chest dude, and he'll notify you of various "Surprise Boxes" throughout Mario's world. Depending on how many of these you bonked your head on, he'll keep track and tell you how many you still have to find. The last thing to take note of is the pink star (not really a genuine star). Talk to her and she'll do a little dance for you. Well, I'm guessing we didn't find anything too useful here.

Attempt to leave the house as you hadn't found anything. Now Monstermama will be aware of what you are actually looking for. She'll call in her Sky Troopas to assist you in going to Bean Valley. They will agree and fly out. Now leave the house and continue to the next door. On the ledge overlooking the second door is a key. However, we can't reach it yet so bleh to that. Go through the second door to find a group of monsters. Talk to the orange thing and he'll tell you of your current Super Jump record. If you break 30, he will give you a prize.

The other guy in the room is a very angry man. Talk to him and he'll slam himself on the ground. Talk to him a few times and then walk outside. The key has fallen! Pick up the key. Leave the house and then go to the next door down skipping one door that's locked at the moment. Welcome to Monstro Town's official shop. Enter and the Goomba will put you on hold. The Goomba will turn and notice Bowser is in your group!

After Bowser left, the rest of his forces went AWOL. It seems a Goomba

had come to manage a store at Monstro Town. He'll bring up his little Goombas, Triplets. Bowser would normally have smashed the crap out this Goomba, but he decides to leave him be. Now let's shop!

|              |  |     |  |                 |
|--------------|--|-----|--|-----------------|
| Spiked Link  |  | 94G |  | Weapon (Bowser) |
| CourageShell |  | 60G |  | Armor (Bowser)  |
| Mid Mushroom |  | 20G |  | Item            |
| Maple Syrup  |  | 30G |  | Item            |
| Pick Me Up   |  | 5G  |  | Item            |
| Able Juice   |  | 4G  |  | Item            |
| Freshen Up   |  | 50G |  | Item            |

I'd suggest buying the Spiked Link and Courage Shell to equip on Bowser only. The next door down the line has a bed with a note attached to it. It will tell you that you can rest here if you'd like. Before we do anything though, let's take advantage of a Save Block hidden from view. Exit the room and find your way to the southeastern corner. There's a hole there that you can fall into. Jump in and save your game.

-- A NIGHTLY APPEARANCE -----

With that done, head back to that bed which allowed you to stay if you'd like. There is a single mushroom dude in the corner. Talk to it (WHOA! A TALKING MUSHROOM... well not really) and it will turn off sending the room into darkness. Mario, being the busy man he is, takes full advantage of the bed and falls right on. That night, strange things happen. For starters, weird things appear. The first to pop up above Mario is Greaper, then comes The Big Boo, and Dry Bones!

Mario, meet the "3 Musty Fears!" While he's still asleep, the three of them will speak to his subconscious mind telling him of his objectives in the coming day. These ghost-ish dudes want to play a game with you. They are going to hide flags in random locations and it will be your job to find them. With that, they warp out and the nearby mushroom/lamp/pseudo-thingy will tell you that they'll be back. Ooh, scary...!

And boy did they come back quickly. Greaper will provide to you a hint as to where he hid his flag. "Behind a wooden flower." Dry Bones will come in and give you a hint as well. "Under a green bed." The Big Boo's hint will be: "It's between O and A." With that, they leave you with those incredibly outrageous clues. As soon as they leave, light floods the room and Mario is back up.

-- CAPTURE THE FLAG -----

Hmm, that was weird. Well, at least you know what you have to do. Finding their flags is optional, but you will want to do it for the reward that those "3 Musty Fears" give you. Keep the clues that they gave you in mind. Now, let's get to finding their flags! To find the way out of Monstro Town, head east until you find staircase. There's a door just past it. Go through the door after going through that door and find yourself back on the overworld.

- GREAPER FLAG: The Greaper Flag can be found in Rose Town. Make Mario go all the way back. Greaper's clue was, "Behind a wooden flower." As soon as you enter Rose Town, notice the wooden flower at the very start reading "Welcome." Well, this was easy. Look behind it for the Greaper Flag.
- DRY BONES FLAG: To locate the Dry Bones Flag, you will be moving all the way back to the starting point of Mario's Pad. I'm sure you all

remember that place. Anyway, once there, you can save your game at the Save Block. Then go inside your house to find the green bed! Wow, you had slept on a green bed all this time! Check around it to find the Dry Bones Flag.

- BIG BOO FLAG: The final flag is the Big Boo Flag. Venture over to Yo'ster Isle and mingle with the dinosaurs. The Big Boo Flag is really pretty obvious. Remember the clue, "It's between O and A?" Well, note the racetrack. At the end where it says GOAL, check between the O and A to find the Big Boo Flag!

With those three flags in tow, it's time to return to Monstro Town and laugh in their faces. Find the house with the bed in it again. The "3 Musty Fears" will once again, terrorize you in your sleep. This time, they congratulate you on beating their challenge. That morning, Mario will find a Ghost Medal on him. Joy!

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5.24. To Infinity And Beyond!  
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[5024]

Monstro Town has no redeeming value left so find your way back to the spring that you jumped down onto from Belome Temple. Now, the only way forward is up. You'll see how that's possible after a message from our sponsors.

[ITEMS]: Max Mushroom, Royal Syrup, Fire Bomb, Seed

[ENEMIES]: Shogun, Stinger, Fink Flower, Octovader, Chewy, Spinthra,  
Geckit, Chomp Chomp, Box Boy, Shy Away, Kriffid, Smilax (boss),  
Megasmilax (boss)

-- TOWARD BEAN VALLEY -----

Okay, find your way back inside Belome Temple through use of the super spring. Back inside Belome Temple, move backward through the area. The room where you fought Belome has a spring leading back upward. Go through it and back up another pipe. This area should be pretty familiar to you. There's a yellow block that is an elevator leading back up. Have Mario hop his sexy body onto it and ride it to the top. At the top, ignore the dude and hit the tongue statue on the wall for a message.

Last time, we were looking for, "Mmm, I'm so hungry! I wish I had something to eat!" This time, hope that the message says, "Sorry, I'm not accepting visitors past my bedtime." If it doesn't, exit and re-enter to do it again. Then ride the elevator down again. Move through the doorway and Belome will block your path. Talk to it and it'll notice your Temple Key. Give it to him and he'll let you pass allowing you access to a lot of crap!

Pick up what Belome was hiding here. You'll find a bunch of Frog Coins and some Flowers as well. The three packages contain a Max Mushroom, a Royal Syrup, and a Fire Bomb. Good deal! Leave this room and ascend the elevator leading back up. Rather than getting your fortune told again, just leave the room with the yellow block elevator. Go through the next empty room to a chamber that looks a lot like the one you fought Belome in. With whatever, hop the next spring up through another pipe.

The next room is empty as well so just trudge right through it. The next room has the three statues on the walls where you got your fortune told by striking the tongues in different orders. You can get it told again by talking to the cloaked figure standing by. Leave this room through the

opposite doorway. You'll find a Black Mage (sorry... again) standing on top of a spring. Talk to him and he'll offer to let you out for some hard-earned cash. Take it and use the spring to get back up.

-- I'M AFRAID OF HEIGHTS -----

Now you're back outside by the whirlpool that led you into Belome Temple. Our objective now is Bean Valley. Turn northwest and into the next area where the Sky Troopas will assemble as promised. Rather than just flying you up there, the Sky Troopas will only provide footholds for Mario to use. Begin to scale the cliff hopping from shell to shell until you reach the top.

Sergeant Flutter will give you your time. For now, it's time to continue along. At the top of the cliff, Bean Valley is accessible. Head over there on the double. Move forward past a few Stingers floating around. Ahead of them are two pipes. Take the pipe on the right. There are more Stingers floating around. The other pipe is in plain sight. Go down the left pipe into the next sector. Now the area becomes a bit more complicated. OH NOES!

The path forward is to the immediate west. However, the other pipes around might lead you to some special items. Explore them for yourself. To progress, go through the path leading into the next area. Here, pipes are lined up with fallen Chewys here and there. Wait for the Shy Away to come in and water the Pirahna Plants. There is a Save Block to the north which you should use. Once all the Chewys are alive and kicking, begin to use the pipes. To help you out, here's a small diagram of your position.

EXIT!

1

2            3

4            5

ENTRANCE!

Drop dead sexy! Oh yeah, this is where all the pipes go to. Don't forget that the Chewys must be defeated first before you can use the pipes.

- 1) Some Geckits and a big, brown thing (Chomp Chomp) occupy this level. Nothing redeeming about it.
- 2) Here's something cool. The chest here, once hit, acts like a slot machine. Re-hit the chest to stop it at a certain icon. The icon that you get it at gives you a prize. Jump on the spring if you want to go back up. If you mess up, you might have to dish it out with a Box Boy.
- 3) Just as you fall down, notice the treasure chest to the west. It contains a monster it seems. Fight the Box Boy to the death and get mucho experience. However, he can be dangerous so take caution while fighting. He is also capable of summoning a giant teddy bear, Fautso. Apart from that, there are some Geckits at the rear end of the room. Jump on the spring at the other end to find yourself in a secluded area with a chest. Hit it for a Frog Coin. Now that that's done, go back down the pipe and to the spring in the southeast corner to find your way out.
- 4) There's another one of those random chests. Play around with it and jump back onto the spring to get back up.

5) Down here, you'll find another one of those random chests. Hit it and try to match something up for that item. When you're ready, jump back on the spring to go back up.

With that done, find the Save Block again and save your game. There's an exit right by it which you should move through with haste. There is another pipe here. Wait for the Shy Away to water the flower, and then jump on it... A BOSS FIGHT!

SMILAX \* 7 (200 HP) + MEGASMILAX (1000 HP)  
ITEMS: None; EXP: 40; COINS: None; RECOMMENDED LVL: 19  
Whether or not you might consider this a difficult boss fight, one thing is for sure; it's going to take you a LONG TIME! At first, it's just a single Smilax bobbing its head to the music (What?). Smilax really isn't too big of a threat at first. Watch out for Pollen Nap which puts units to sleep or Drain which damages HP. If you've fought some of the previous monsters, these moves should be nothing new to you. Watch out for Flame especially as that move deals heavy damage. After defeating Smilax, the Shy Away will come humming watering the flower again to reveal two Smilaxes! It's really nothing too special here. Defeat both of these to make the Shy Away come again (Thank you, come again)! This time, there are three Smilaxes! Take them out quickly to make the Shy Away come once more. Two more Smilaxes challenge you along with Megasmilax, a gigantic lookalike. Apart from a few extra moves and of course, more HP, Megasmilax will fall quickly once the Smilaxes are down. Use Mallow's Snowy attack for quick ownage. Petal Blast will turn your party into mushrooms so avoid that as well.

After defeating that garden flower, the Shy Away that was originally watering Smilax + Megasmilax will begin to have a hissy fit. Apparently, a certain queen by the name of Valentina had put this Shy Away in charge of keeping trespassers out of Nimbus Land. With that, he flies away dropping a note behind him. Read it and pick up the Seed that is on the paper. Hmm...

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5.25. Mario and the Beanstalk [5025]  
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The Shy Away mentioned Queen Valentina and Nimbus Land. Apparently, he was fitted to defend the area from trespassers. What is this weird place anyway? You'll soon find out.

[ITEMS]: Rare Scarf  
[ENEMIES]: Birdy, Heavy Troopa

-- I'M EVEN MORE AFRAID OF HEIGHTS -----

Hmm, this requires quite a bit of pondering. Now that Smilax is out of the way, go down the pipe that it was residing in before. In the next area, note the brick floating around. Bump your head on it and a beanstalk, similar to the ones in the previous Mario installments, will grow upward toward the sky. Wow! A magical beanstalk! It tells you to hit the block once more to climb it. Do just that.

After a few seconds, you'll be high up in the sky walking on a cloud (?).

The background is pretty weird to say the least. Just don't stare at it for too long @\_@. There is one enemy right by your position. Jump up and fight the Birdy. There is another beanstalk right by Mario. Read the note to learn a little bit about "climbing" the vine. With whatever, have Mario climb up the beanstalk. At the tip, you'll see three coins and another orange-ish beanstalk to your right.

You can disengage yourself from the vine by jumping. Collect the three coins and jump to the orange beanstalk. It might take a while to get used to. Once on the orange beanstalk, begin making your way up it. At the next vine, you'll have to jump for a blue one. If you don't make it, Mario will be required to start all over from the start. Climb the blue beanstalk fighting the Birdy floating in the way if you need to. Pick up the Frog Coin nearby if you want. Once you clear the blue beanstalk, you will be at the next level.

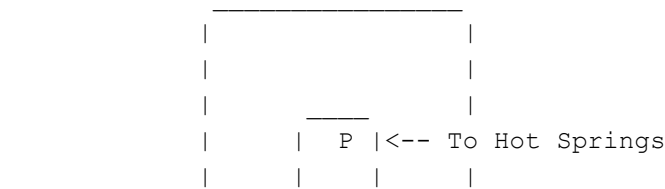
There are two vines of different colors in front of Mario. First off, climb up the red beanstalk (artificially colored) to the top where you'll find a treasure chest. Hit for a well-deserved Flower. Jump back down and now begin to climb the red vine (no preservatives added) on the right. From the red beanstalk, you'll have to jump from the top to the blue one leading further up. Before you do that however, defeat the Birdy guarding the vine. The defeated Birdy will turn into a yellow block. Use it and hop onto the blue vine.

At the top end of the blue vine, there are two more vines along with a few coins and a Frog Coin. Due to the game's single perspective, it's difficult to tell where the yellow vine actually is. The Frog Coin is accessible but very difficult to get. Climb to the top of the blue vine so that you're standing up rather than climbing. Do a quick running jump for the vine next to the Frog Coin. If you're lucky, you'll catch the very bottom of the beanstalk. Jump off that vine to get the Frog Coin. Keep climbing up to the next area. Whew.

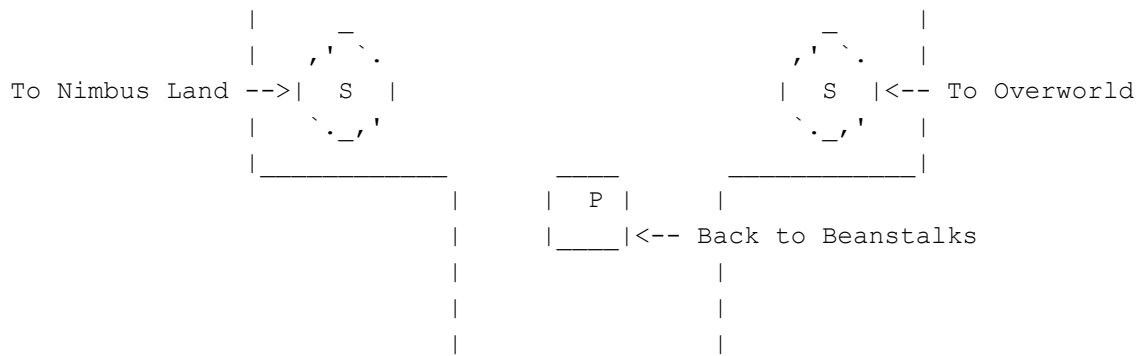
Well what do you know? More vines of course. Climb up the first beanstalk and kill off both Birdies. Then jump to the red vine up to the very top of that one. Begin a running jump to try and hit the orange vine a bit below your current position. Once safely on, jump up once on the orange vine to reveal a yellow block! This block will make jumping to the other green vine much easier. Hop off and then get to the green vine by jumping from the red vine to the yellow block to the green vine. Got it? Good.

-- EN ROUTE TO NIMBUS LAND -----

Once safely on the green vine, climb up and defeat the Birdy flying around. Climb all the way to the top to the next screen. Two treasure chests here. Hit the first one for a Frog Coin. The other one contains a Rare Scarf. NICE! Fall down the hole near the two chests. Open them both for a Flower each. Another hole presents itself. Fall down all the way through another hole landing on a platform with two fat dudes chillin' around. Talk to them and they will tell you of the royal springs up ahead. But you don't look too royal! MEANIES! Jump on the spring nearby.







Pretty easy to understand where each portion goes. You have just popped out of the hole labeled, "To Hot Springs." Our next destination is toward Nimbus Land. Jump onto the spring (labeled S with the pits labeled P) leading to Nimbus Land.

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5.26. Cloud City

[5026]

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So we've come this far and yet, we still do not have the sixth star. However, with the beginning of a new chapter, we have come to one grim realization: there is something really wrong here.

[ITEMS]: None  
 [ENEMIES]: Dodo

-- MALLOW AND VALENTINA -----

As soon as you fall down back to Earth (or whatever wacky world this is taking place in), you'll see that there's quite a commotion going on in Nimbus Land. Along with that, note the townspeople's ugly facial details. The incredible queen of Nimbus Land (who looks considerably different from everyone else) will walk out of her palace and silence the crowd with a loud, "SHUDDAP!!!"

With that, Valentina gives everyone Nimbus Land's status. Their conditioning is worsening as they lose their magnificent ruler. However, she has found their Prince; Prince Mallow is his name. Now doesn't that name ring a bell? Anyhow, she'll ask for Prince Mallow to make his appearance. It seems tubby can't fit through the door though. Valentina will pull him out to reveal that he is either really a large bird. Hmm.

Soon after, the Prince Mallow will whisper something into the queen's ears. After a little bit of outrageous surprise, Valentina will agree to marrying the feathered creature that is Prince Mallow! With that, the two of them head back into their chambers. Now the REAL Mallow makes his appearance. Apparently, he's pretty surprised that the prince has the same name as him! Well, whatever...

There is a shop nearby. Head to your left and go through the door to the official Nimbus Land shop.

|              |  |      |  |                |
|--------------|--|------|--|----------------|
| Mid Mushroom |  | 20G  |  | Item           |
| Maple Syrup  |  | 30G  |  | Item           |
| Pick Me Up   |  | 5G   |  | Item           |
| Able Juice   |  | 4G   |  | Item           |
| Freshen Up   |  | 50G  |  | Item           |
| Mega Glove   |  | 102G |  | Weapon (Mario) |

|              |  |      |  |                    |
|--------------|--|------|--|--------------------|
| War Fan      |  | 100G |  | Weapon (Toadstool) |
| Hand Cannon  |  | 105G |  | Weapon (Geno)      |
| Sticky Glove |  | 98G  |  | Weapon (Mallow)    |
| Fuzzy Shirt  |  | 70G  |  | Armor (Mario)      |
| Fuzzy Pants  |  | 70G  |  | Armor (Mallow)     |
| Fuzzy Cape   |  | 70G  |  | Armor (Geno)       |
| Fuzzy Dress  |  | 70G  |  | Armor (Toadstool)  |

As you can see, there's quite a lot to buy. Upgrade all of your characters as you see fit. Exit the shop and then move to the other building that is "connected" to the shop. This is the Inn as you can tell by the star-label. Pay the 30 coins to rest there if you need it. There's also a Save Block in the corner that you probably want to use quickly. Also, the Dream Cushion is a miscellaneous option you can take if you choose to. Basically, your sleep will be made more interesting with a special dream.

-- A PLUMBER'S LAMENT -----

Leave the Inn back into the gay and happy town of Nimbus Land. Haul your butt to Nimbus Land's northwest corner. There's a house there. Enter Garro's House which is inhabited by many statues. Before talking to Garro, quickly examine the golden statue of a certain someone in your clan. Mallow will appear again and notice that the statue looks just like him. Garro will walk over and state that that was King Nimbus as a young lad.

Mallow will tell Garro his name and the sculpter will quickly realize that the prince of Nimbus Land is truly here. Stupefied (and still stupid), marshmallow-boy jumps in the air with awe. (Why do people always do that?) To help clarify, Mario will do one of those amazing recounts with his ability to morph into anything. Guess Valentina really isn't what she appears to be. Mallow runs toward the castle to save his mother and father.

A few seconds later, Mallow walks back in after being denied by the guards. After a bit of thinking, Garro has an "excellent" idea. Walk over to him and he'll paint you golden like the statues he has created. Garro will use his super mad skillz on Mario making him basically a living statue. So Garro picks up Mario along with a Valentina statue and brings them toward the castle gate. After a quick investigation by the guards, they let him in.

While inside the palace, Valentina will make an appearance. She first inspects the statues that Garro has created. Being the egotistical person she is, the likeness of Valentina is the first one she notices. However, Valentina also notices the outrageously ugly creature of Mario. Garro quickly covers it up calling his new masterpiece, "A Plumber's Lament." The sad smile, the overgrown sideburns, and the strong legs of an Olympic jumper. Oh, it makes me want to cry!

Valentina accepts this story and Garro leaves quickly. The Queen will call out to a Dodo (who was disguised as Prince Mallow previously) and the gigantic bird will appear again. Dodo will carry the two statues off and place them on a display case. After he leaves, you're free to run around in your polished golden state. First, head left through the door. There's a Save Block there. USE IT!!

As soon as you open the next door, Valentina will appear and yell for Dodo asking him if he put the statues up yet. Quickly, Mario runs back to the statue place while Dodo trots in. To avoid him, you'll have to

jump every time he attempts to peck you. Sounds pretty queer, but do your best. If he catches you, prepare to fight him. If you escape his beakly wrath, you won't have to fight him. One thing to be aware of though: At the last peck, don't jump as Dodo will run out of the room and then back in. Beware.

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5.27. I Hate Birds

[5027]  
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Although Dodo is gone at the moment, you'll be meeting him later on. Now we begin our journey through the palace.

[ITEMS]: Flower Jar, Castle Key 1, Castle Key 2

[ENEMIES]: Birdy, Heavy Troopa, Sling Shy, Orbison, Pinwheel, Muckle, Shaman, Jawful, Shelly (boss), Birdo (boss)

-- WITHIN THE PALACE -----

Now that the feathered freak, Dodo, is gone, head back west. Save the game if you feel like it, and then go through the next door. Move into the next hall. A small conversation up ahead will halt Mario in his tracks. Quickly looking for an empty stand, Mario runs for a display. The two Birdies will come in and begin poking at Mario for a second of whom later jumps into the air being poked repeatedly. As stupid as they are, the Birdies are scared out of their mind and run out of the room.

Well, for now, you are stuck at a four-way intersection. Follow the path that the Birdies took out of here. The next room has various enemies. Good like fighting them. Jump from the top ledge to the bottom floor where a treasure chest is accessible. Hit it for a Flower. Defeat any remaining enemies in the area and walk south. Trudge down this lower hallway to the end where you'll find a exit.

Down this hallway, prepare to fight some more Sling Shys. Slide through this corridor (literally!). A Pinwheel will block your progress backwards. Go through the door at the very end to locate the palace's main hall. Remember the scene Garro made for you at the beginning? Well, we're back here. Now that you've found your way around, go north to the end of the main corridor. You'll be back at the four-way intersection. Don't turn left or right. Just go forward through the next door-esque-thing.

More enemies make transcending through this hallway a difficulty. Clear the room and walk through the door at the end. As soon as you enter the next room, try to avoid the statue as it will come alive and engage you (OH NOES). There's a Mushroom behind it. Pick it up, then head north through another door. The next corridor has a few of those cloaked figures you might have conversed with in the past. Fight them killing off every one. Beware of the Shaman's Diamond Saw attack which takes considerable HP.

Walk west and open the chest for a Flower. There's a gigantic Heavy Koopa guarding one of the doors. It turns out the door they were guarding were actually just locked! Instead, just go back toward the empty chest. Walk through the door to the right of it. There are more enemies in this narrow corridor. Kick their arses and once again, open the door to the other side. Well what do you know? More enemies to kick around. Have fun.

Walk down the stairs where more enemies reside. There's a Jawful monster there too which might cause some problems. The next room has a bunch of "Nimbus" people! You can tell by the shape of their ugly-sized heads. Talk to all of them, and be sure you pick up a Flower Jar along with Castle Key 1. Sounds fancy. Backtrack to the hallway where you fought that Heavy Troopa guarding the locked door.

The special key we received can open the middle door. Walk up to it and bash it open. Inside, a Shy Away will be watering a pinkish egg (???) much like the one that watered that Smilax behemoth. He soon notices Mario and attempts to leave but... OH NOES THE DOOR IS LOCKED!! Even if you attempt to open it, it's still hopelessly locked. Examine the pink egg and a voice inside will ask if you want to play. It's lonely. TIME TO PLAY!

SHELLY (500 HP) + BIRDO (777 HP)

ITEMS: None; EXP: 20; COINS: 30; RECOMMENDED LVL: 20  
Who would've though a little bit of playing would be so rough? The fight first begins with Shelly's egg self. Begin knocking at Shelly and the shell will slowly begin to crack. Once the egg cracks, Birdo will make her appearance. Now it's time to play! Birdo will start off by spitting a few eggs at you. Eventually, larger eggs will come flying at you for heavy damage. If you have your characters defend, you can ricochet Birdo's eggs back at her. The eggs will hop by her. Hit Eggbert to cause it to explode resulting in 80 HP damage toward Birdo. Defeat Birdo through any way you find effective.

The playful Birdo will eventually disappear leaving you with the Castle Key 2. With it, move toward the door behind the egg. Unlock the door and go through. Forward into the depths of the castle! And there is still one more bird to take care of.

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5.28. Dang You, Valentina! [5028]  
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Let's reiterate. We're inside this castle to put a stop to Valentina and her devilish plans of overtaking Nimbus Land. Be careful guys, this lady has quite a temper.

[ITEMS]: Flower Jar, Signal Ring, Fertilizer  
[ENEMIES]: Pinwheel, Muckle, Jawful, Shamen, Sling Shy, Heavy Troopa, Bluebird

As soon as you're in the next room, jump on top of the Pinwheel to fight him. If you don't, he'll blow you off the platform and you'll have to start back from the other room. Don't fall off the ledge here. There's another doorway also on the ledge. Defeat the tomato and advance into the next room. It's empty except for two doors. Look at the one with the note next to it and attempt to enter. It appears locked. Curse the one-use keys of the castle!

Mallow would suggest reading the note next to it. It appears King Nimbus

is resting in bed. Bowser will appear and suggest ramming the door with his incredible brawn (and brain). However, Mallow will stop him thinking that his father might actually be bedridden. Anyhow, after a short discussion, the Shy Away will once again appear. This time, he's intent on tell King (err... Queen) Valentina of your location. Follow him into the other door just to find a Heavy Troopa in the way. Kick his rump to get him out of the way.

Go through the door to find Valentina and Dodo. The Shy Away will slowly float to her and tell her that you are in the castle! After a moment of remember-time, Valentina will realize that the statue Garro delivered was actually Mario! It seems that she has the key to King Nimbus's room. Mallow will run out and demand that she give the key to him. Before there's any combat however, she runs off leaving you with Dodo and the Shy Away.

After a few more seconds, their brains will kick in and both Dodo and Shy Away will leave. Well, it would help if you could possibly follow them. There's a Save Block in plain sight. Use it and keep going. Bluebirds are flying around. Be careful when fighting them as these Bluebirds are capable of casting certain magic spells at you. Defeat them and continue along.

When you walk under the treasure chest (note that you can't reach it), stand under it and jump straight up. A yellow platform will be revealed allowing you access to whatever crap is in that treasure chest!! Hit it to find a starman which will destroy any enemy you touch. Quickly run forward through the array of Bluebirds. It won't last forever so quickly rush through. If you're lucky, you'll pass Dodo and knock him out. If not, you'll have to fight him. The final door will lead to...!

Uh oh.

-- FALLING BACK TO NIMBUS LAND -----

You appear miles above the ground. Just as Mario realizes his predicament, he slowly (sarcasm) through many floors before finally reaching two rather fat guards. The Royal Springs are just ahead, but we can't enter. Anyway, being back outside, our one objective is to head back to Nimbus Land. Jump on the first smiley-faced spring to another platform. Jump on the next smiley-face spring back to Nimbus Land. Consider having Bowser or Geno in your middle slot. You'll see why later. Back there, a scene involving a rather pissed off Valentina and a few townspeople will occur. Mario will jump in once more to save the day!!

DODO (800 HP) + VALENTINA (2000 HP)

ITEMS: None; EXP: 40; COINS: 200; RECOMMENDED LVL: 21

The battle starts off with Valentina who is at the moment, attempting to call her birdish right-hand man. Dodo (who would have been expected to be bigger than Valentina is friggishly small in comparison) appears to help save his mistress. Dodo starts off by stealing a member of your party to another location where you'll dish it out there. Here, it's basically a 1v1 against Dodo. Apart from his numerous pecks, you'll want to watch out for Flutter Hush that silences magic casting and Multistrike which damages. Hopefully, you have a stronger character like Bowser in your second slot or good luck on surviving. Eventually, Dodo will run off and the battle reverts to Mario and Valentina. Now the hard part of the battle comes. Apart

From Valentina's default strike, she can unleash Crystal, Diamond Saw, Blizzard, and Drain Beam. Eventually, Dodo will join the party along with the second unit that was carried off before. With whatever FP you have left, bash the both of them with Ultra Jump, Bowser Crush, Geno Beam, etc. Heal constantly or you might be forced to suffer the consequences.

Valentina, being her arrogant self, obviously cannot believe that she has been beaten. With Dodo, she carries herself off. The townspeople back around are jumping all over the place. Mallow will appear once more and comment on the fact that they're gone (Uh duh). Mallow will demand to go after her... as a key falls from the sky hitting our marshmallow friend on the noggin. Mallow runs into the palace as Mario pulls out an umbrella (?). All of a sudden, it begins to rain (Mario must be psychic). Remember how it would always rain whenever Mallow cried? Let's see what's up.

-- KING AND QUEEN NIMBUS -----

Mallow will appear and Mario will jump seeing the happy look on his face. Bringing Mario inside the palace, we meet Mallow's parents - the King and Queen of Nimbus Land! After a bit of happy-time family greeting, Queen Nimbus will notify you of a star that she saw fall into a nearby volcano. However (there's ALWAYS a catch), a fearsome creature by the name of Czar Dragon inhabits the volcano. Despite King Nimbus's unhelpfulness, Queen Nimbus tells you to find Hinopio who could help you.

With our objective clear, there is still something to do in this castle. Go south two rooms and then enter the door where King Nimbus was originally kept prisoner. Talk to the dude standing there chillin', and he'll notice Prince Mallow! The guard will turn around and scrounge up a Flower Jar for you. Take it graciously and leave the room. With that, leave the palace. Head eastward where a house resides. Enter to find the purple-ish Croco looting yet another house. Of course, he'll run with your appearance... in a wall! He'll drop a Signal Ring just as he leaves. This Signal Ring will notify you of any hidden treasures in any room.

Door

-----

O <-- Position Mario Here

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Edge Of Nimbus Land

Leave the house. Before leaving Nimbus Land however, position yourself just in front of the blue door of the house. Walk a bit west along the edge of the map until Mario begins to walk into a "sky" path. Walk to the end of this to find a Shy Away! He'll give you some Fertilizer if you don't tell anyone about seeing him here. Oh well. Anyhow, leave Nimbus Land and jump on the spring back to the overworld. Our objective is clear.

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5.29. Special Stuff [5029]  
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Our next stop is the Barrel Volcano accessible through the Nimbus Land springs however, we're going to stop in Rose Town to pick up something very special. In fact, don't even ask how special it is as its ultra-specialness will overwhelm you. Along with that, you'll find another

special thing at Tadpole Pond. Don't you just love the specialness?

[ITEMS]: Lazy Shell (Weapon), Lazy Shell (Armor), Soprano Card

[ENEMIES]: None

-- OW MY GOD! -----

Anyhow, begin by heading all the way back to Rose Town. I assume you still remember where it is. Once in, go straight toward the town center. Walk to the left of the local shop to find a path. Intriguing. Follow it to find a house standing alone. Inside is an old man along with an outrageously large flower pot. He mentions the Seed and Fertilizer and sees that you have it! Incredible! Egads, give him the dang Seed and Fertilizer before he goes jujitsu on you.

The hyperactive gardener will quickly plant the Seed and add the Fertilizer. For a few seconds, nothing happens UNTIL a small bean plant begins to grow. The gardener will become ecstatic and go off on his raves. Anyhow, the beanstalk is "climb"-able so go right ahead and jump onto it. Eventually, Mario will appear on a cloud with two treasure chests. Pick off the two Lazy Shells. Immediately equip the two as they are both very effective.

With that, climb back down. Our adventures in Rose Town are done at the moment. Now let's head over to Tadpole Pond where another prize is awaiting. Advance back to the overworld and get over to Tadpole Pond. You remember the drill here? From the start, walk forward to reach a two-way fork. Turn right and move down this way to the next screen. Here at Melody Bay, step on the single stone at the start of the small pond. Remember what to do? Good! Play this song:

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MI                                     O
RE -----O-----O-----
DO          O          O
TI -----O-----
LA    O
SO -----O-----
FA
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The third and final card, the 'Soprano Card' is now yours once Toadofsky hears it. Of course, Toadofsky's song is almost complete. Now it's your turn to finish up the rest of it. Make up whatever wacky tune you want. When finished, listen to your complete song (\*sniff\*) and head back west. The Juice Bar has some new totally coolio stuff. Buy whatever you'd like and leave the Tadpole Pond.

-- EN ROUTE TO BARREL VOLCANO -----

Getting to Barrel Volcano isn't too tough. Get back to the overworld and head over to Nimbus Land once more. I assume you remember where the entrance to the hot springs were. If not, just jump down the top hole of the entrance area to Nimbus Land (the one with all the springs). The two guards there recognize you as royalty and will gladly let you in. And of course, gladly enter!

And now for me to say something completely random. Hi-Ho-Diggity!

[ITEMS]: None

[ENEMIES]: Magmus, Armored Ant, Vomer, Chained Kong, Oerlikon, Corkpedite, Pyrosphere, Stumpet, Czar Dragon (boss), Zombone (boss)

-- DON'T FALL INTO THE VOLCANO -----

The hot springs are really kind of disappointing (wow, one pool). However, if you do jump into it, your party will automatically be healed. But enough of that, we're here on business! Do you recall the two guards telling you not to fall into the volcano? Of course not, right? Even the small note on the tree shouldn't make you remember anyway. Just step onto the next screen and... FALL INTO A VOLCANO! I told you to be careful!

The first room of the Barrel Volcano is surrounded with molten magma soon to solidify into igneous rocks which will also be mashed around into sedimentary rocks finally pushed into metamorphic rocks which will eventually find their way back under the surface to be cooked all over again! Don't care about earth science? That's okay. But hey, we're in a volcano.

-- BARREL VOLCANO -----

The spring that you jump onto will take you back to the surface when you need to. For now, just go south into the next screen. Fight the Magmus which is pretty easy to defeat. You should notice some distanced rocks which form a path to the southeast. However, ignore that for now. Instead, avert your gaze to the left side of the screen where a staircase is located. Get onto it (you might have to jump a bit) and follow it up.

Defeat any more enemies in your way and advance. Check out the arrow in front of you. It points to the door you should go through. The next room has a skeletal thing that wakes up as soon as you touch it. Fight the Vomer keeping in mind that it could only be affected by FP-draining attacks. Head past that before it re-connects itself. Head forward and into the next portion.

The next room has one treasure chest floating around. It contains a Flower which you might want to pick up. Defeat the enemies around and advance through the pathway. At the other corner, you'll see another treasure chest. Hit your head on the bottom of it for 100 coins. Sizzling! Enough of that though. Walk eastward and into the next room. The chest floating at the beginning contains a starman. Get it, and run like hell.

Head to the end past the lava pool and exit the room through the exit. Jump up the stairs to your right and immediately rip through the enemies around. This area will eventually lead to another room filled with Vomers. If you can, avoid them. If not, sucks to be you. The room afterwards has some more lava along with a Frog Coin hovering over a lava pool. You should also notice a Pyrosphere bouncing up and down. How should we tackle this room?

Well, you might want to fight the Pyrosphere first. Defeat the other enemies hanging around. Getting the Frog Coin is pretty straightforward. Take a running jump from the longer part of the first lava pool toward the Frog Coin. In the process, you'll get your butt fried too. No permanent



damage though (Hmm). Once you collect that, continue through the room. A second Pyrosphere will follow you of course. Defeat that and leave this room into another.

This large chamber has a bunch of lava around with small platforms you'll be obligated to jump across. The magma won't hurt you, but it will send you back to square one. In-between each platform will be Pyrospheres trying to disrupt your passage. Make running jumps, timing them correctly, to avoid having to dish it out with the Pyrospheres. At the end, you should notice a Frog Coin atop the arch. Ignore it for now and walk into the next room. Before doing anything, walk back and purposefully jump into the molten magma. Mario will boost himself up to the Frog Coin. Clever!

-- IT'S GETTING HOT IN HERE -----

Anyhow, head into the next room. This area has two Frog Coins. The first is pretty easy to get. Hop on the blocks leading up like a broken staircase to the first one. Jump to pick it off when you get to the upper block. Fall back into the lava if you want to get back to the entrance. Defeat or avoid the two skeletal Vomers and move around the edge of the room. The second Frog Coin can be collected just by jumping onto the other block. With that, have Mario leave this room into the next.

There are some Oerlikons at the start. Kill off some of them before continuing. Just before the exit, a Stumpet on the above ledge will throw some Magmuses at you. To defeat the Stumpet, you can just jump up to engage although you can't actually GET to the upper ledge. Oh well. Advance through the next door to find yourself in a new room. There's a treasure chest containing a Flower nearby.

Climb up the ledge to find another treasure chest. This one contains yet another Frog Coin. Luckily, there's a Save Block nearby. By now, you have probably been dying for one. Take full advantage of it and save your game before continuing. When you're done, of course advance into the next area. You'll find yourself back on the ledge. If you defeated the Stumpet before, good. If not, defeat it now. Be careful not to fall off and move along the ledge to the arrow on the sign. Go that way.

This next room is full of Oerlikons and a Vomer. Have fun defeating or avoiding all of them. Anyhow, move around this room to the other doorway out of here. Up above is a Corkpedite with a few Oerlikons. Own their butts and move ahead. Once again, you'll meet a Stumpet spurting out Magmuses. Kill him off before he sends out anymore. Navigate through this room to another doorway. It's marked with an arrow sign so you can see it.

Alas, more enemies including a Vomer. Break through these freaks and move to the northern end of the room. A sign will say "In" but who exactly is in? Nearby is a strange looking creature. First, hit the treasure chest for 100 coins. Then, talk to the dude. His name is Hinopio. Remember what Queen Nimbus told you? Well, we did find Hinopio. Just how helpful will he be? Follow him inside to the Hino Mart! He mans all three stalls which sell different things. The first one provides;

|              |  |     |  |      |
|--------------|--|-----|--|------|
| Mid Mushroom |  | 20G |  | Item |
| Maple Syrup  |  | 30G |  | Item |
| Pick Me Up   |  | 5G  |  | Item |
| Able Juice   |  | 4G  |  | Item |
| Freshen Up   |  | 50G |  | Item |

The Hino Item Shop should refresh your supply of Mid Mushrooms although there really aren't any super-duper items. The second stall acts like an Inn. Hinopio will offer to let you stay. So take a rest on a... box and replenish your health and such. Talk about bad service. Lastly, you'll find the Armor Shop with a good number of fire-based clothing.

|            |  |     |  |                   |
|------------|--|-----|--|-------------------|
| Fire Shirt |  | 90G |  | Armor (Mario)     |
| Fire Pants |  | 90G |  | Armor (Mallow)    |
| Fire Cape  |  | 90G |  | Armor (Geno)      |
| Fire Shell |  | 90G |  | Armor (Bowser)    |
| Fire Dress |  | 90G |  | Armor (Toadstool) |

We're almost done here. Buy whatever else you might need and take a last minute rest if you have to. The doorway leading out of the Hino Mart will bring you to another Save Block. Save your game and move forward. The final part before the end is a gigantic bridge of blocks. Remember the Skybridge? This is the same concept except you have Pyrospheres hopping around. The blocks will fall. If you mess up and you can't continue, just exit the room and re-enter. Eventually, you'll make it across with a few burn marks on your butt.

-- EXTINGUISH THE FLAME -----

Before you go through however, heal up all of your characters. When you feel ready to take on the boss of the Barrel Volcano, move right through. Inside, a number of Pyrospheres will float around in some sort of weird, voodoo, ritual dance thingy. They'll morph into one... the Czar Dragon!

CZAR DRAGON (1400 HP) + ZOMBONE (1800 HP)  
ITEMS: None; EXP: 50; COINS: 0; RECOMMENDED LVL: 23  
Uh oh! The Czar Dragon itself doesn't look too intimidating, but you should still be scared. Very scared. If you have Mallow in your party, cast Snowy as that's one of the Czar Dragon's extreme weaknesses. This boss can bite you a few times, but beware of a few of his special attacks. Most noticeably, take careful note of the Helios he summons. If you don't destroy those quickly enough, they'll damage you. Be sure not to use any of Mario's fireball attacks. Watch out for Water Blast, Flame Wall, etc. The Czar Dragon deals a lot of damage so make sure to heal often. Eventually, Czar Dragon will fall, but he re-appears as Zombone of the undead! Mallow should cast Shocker while Mario uses Ultra Jump. Heal constantly and watch out for Blast and Storm. Defeat Zombone, and the battle is over.

Now it's time to pick up the star. Walk forward along the narrow passageway over the lava. Go through the doorway to see the star shining there, but wait! It suddenly bounces off of Mario's head! A red dude above will mock you a bit. Suddenly, the rest of the Axem Rangers appear. Curses. Let's cut to the chase.

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5.31. The Axem Rangers Steal The Star [5031]  
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Those Axem Rangers stole our star. Better get them before we lose it completely.

[ITEMS]: None

[ENEMIES]: Axem Pink (boss), Axem Black (boss), Axem Red (boss), Axem Yellow (boss), Axem Green (boss), Axem Rangers (boss)

-- CUT TO THE CHASE -----

To get them, we'll have to jump through various caves following them. Quickly get to hopping up the steps to a doorway. The five of them will appear and plot their next move until they notice you. Before they disappear with their flashy thingies, the Axem Rangers will mention Blade (!!!). Move through the next doorway and through the Barrel Volcano. \*sigh\* At points, you'll see the Axem Rangers dropping the star and being clumsy. The adventure will finally lead to a spring which all five take. Follow!

-- AXEM RANGERS -----

Finding yourself on the lip of the volcano, the other five Axem Rangers wait patiently for their ship, Blade. When you appear, they begin to panic just as Blade moves in. A gigantic ship moves in and the five of them jump on. Mario quickly follows. Uh oh.

AXEM PINK (400 HP) + AXEM BLACK (550 HP) + AXEM RED (800 HP)  
+ AXEM YELLOW (600 HP) + AXEM GREEN (450 HP)

ITEMS: None; EXP: None; COINS: None; RECOMMENDED LVL: 24

Talk about cheesy introductions. The five of them will say their annoying lines and the fight begins. Anyhow, you're horribly outnumbered at this point. Each Axem is capable of using his or her own moves. The first two I would suggest you take out would be Axem Pink and Axem Green. The latter can cast spells which deal damage to your entire team while Axem Pink can use Recover to heal her team. The remaining three are physical attackers. Use Mallow's special spells to deal damage to them the best you can. If you are underleveled, their attacks will deal very heavy damage to your team. Don't be surprised if the Axems make two moves in one turn. This fight is very difficult, but soon enough, you should survive lowering all of their HP. However, the fight isn't over.

Part 2 of this fight is soon to come. Axem Red will say that he is now angry (ooh, scary). Quickly, he jumps onto the weird thing behind them and energizes the Force Beam.

AXEM RANGERS (999 HP)

ITEMS: None; EXP: 17; COINS: None; RECOMMENDED LVL: 24

Immediately, the thingy will shoot a Breaker Beam at you for enormous damage. Our objective is to destroy that cannon labeled Axem Rangers. After the beam fires, heal up quickly before it fires again. The beam has to recharge for a few turns before it can fire again. Take special advantage of this time to heal up your team and pound at the beam. Follow the drill of attacking. After the Breaker Beam fires again, heal up immediately. Your team might be able to withstand one or two blasts, but if you don't heal in-between shots, you'll suffer the consequences. Destroy the beam to end them.

With the Breaker Beam destroyed, Mario and his team quickly jump off the

Blade as it crashes downward into the Barrel Volcano in a totally cool looking scene. The sixth star is now ours! The star slowly floats down toward Mario becoming the sixth one in our journey. Just one more to go.

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5.32. Inside The Keep

[5032]  
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The sixth star is now in toll. Obviously, the final star must be collected at our one objective thus far; Bowser's Keep.

[ITEMS]: None

[ENEMIES]: Terra Cotta, Forkies, Gu Goomba, Star Cruster, Magikoopa,  
Tub-O-Troopa

-- THE BUS OF ROYALNESS -----

Now back on the world map after overcoming the Axem Rangers, it's time to go back to Nimbus Land. Why? You'll soon see. Once there, head inside the palace and find Mallow's parents. Once more, they'll be a great help to us. While going there, notice that King and Queen Mallow have put up statues of your team. Nice!

Anyhow, once there, Mallow will appear and tell his parents about his success. Although we have six pieces, there is still one piece left to be found. As we already know from past experience, it is impossible to get to Bowser's Keep now. Luckily, King Mallow agrees to let Mario use the Royal Bus. Leave the palace and head west where a staircase leads somewhere. Talk to the single engineer and he'll summon the Royal Bus. With that, off we go!

-- ON THE DOORSTEP -----

A group of people will crowd at the stub where the bridge used to branch off from. They slowly watch from afar as Mario and his team hop off. Now inside the palace, suggest having Bowser in your party. Some monsters here will run off if Bowser makes an appearance. Move forward through the familiar Bowser-esque door. The first few enemies you'll meet are Terra Cotta soldiers. If possible, try to run through a few of them unless you really need to level up.

The next room contains a large bridge over a pool of lava. Some green Gu Goombas will occupy the bridge. Feel free to fight them off as much as you like. The final three steps consist of blocks that fall down if you stay on them for too long. Hop to it and go through the door at the other end. The next room is designed with those annoying spikes you played through in Super Mario World and other side-scrolling Mario games. Anyhow, Magikoopas and Gu Goombas patrol this area. For now, you really should not be having any trouble.

The exit out of this hallway is a foreboding door leading into a dark room. The only light source you have is a faint circle around Mario. Begin moving through the room watching out for Gu Goombas ambushing you. After navigating the path, Mario should eventually come to a fork with a statue looking as if it is blocking your path left. Walk around it to come to a dead end with a treasure chest. Hit it to heal your team. Now backtrack and go in the other direction of the fork. From there, just follow the path fighting off enemies until you reach the door.

-- CROCO HELPS THE TEAM -----

The next room contains a Save Block (been dying for one of those) along with our purplish friend, Croco! Rather than his usually arrogant self, he responds with kindness telling of the Save Block. Along with that, he'll also offer to sell you some of his stuff. Whoa, this was rather unexpected.

|              |  |     |  |                   |
|--------------|--|-----|--|-------------------|
| Mid Mushroom |  | 20G |  | Item              |
| Maple Syrup  |  | 30G |  | Item              |
| Pick Me Up   |  | 5G  |  | Item              |
| Freshen Up   |  | 50G |  | Item              |
| Fire Shirt   |  | 90G |  | Armor (Mario)     |
| Fire Pants   |  | 90G |  | Armor (Mallow)    |
| Fire Cape    |  | 90G |  | Armor (Geno)      |
| Fire Shell   |  | 90G |  | Armor (Bowser)    |
| Fire Dress   |  | 90G |  | Armor (Toadstool) |

As you can probably see, most of those items were probably stolen from the Hino Mart while the rest was just picked wherever. Even so, buy whatever you might need for the future fights. Believe me, you'll need a lot! Before leaving through the big red door however, go to the bottom left hand corner to find a treasure chest with a lot of coins and a mushroom to heal up with. Return to the previous room and trudge through the big, red door. Onwards!

-----  
 5.33. Six Doors

[5033]  
 -----

Go through the door and what do you find? Six big doors. Have the game explain the courses to you. You need to complete four of them to progress. Considering how difficult the action courses get, I'd suggest doing the battle courses or the puzzle courses instead. Ready? Okay, let's go.

[ITEMS]: Various

[ENEMIES]: Terra Cotta, Oerlikon, Star Cruster, Sackit, Big Bertha, Chow, Forkies, Alley Rat, Armored Ant, Bloober, Stinger, Geckit, Chained Kong, Vomer, Magmus, Pulsar, Chester, Gu Goomba, Magikoopa, Tub-O-Koopa, The Big Boo, Orbison, Sling Shy, Chewy, Shy Away, Mr. Kipper, Muckle, Amanita, Greaper, Glum Reaper, Pyrosphere, Lakitu, Zeostar, Shaman

-- THE ACTION COURSES -----

There are two different possible action courses Mario can go into. Depending on which one you chose, use the description for the correct one.

- Well, let's begin with it, shall we? This action course starts off with a few Terrapins. They will walk off on a seemingly invisible bridge. Luckily, the bridge itself flashes a bit although it will eventually disappear. If you're fast, you can follow the Terrapins quickly as they jump across the platform. If not, you'll be stuck. Here's a general outline of what you're trying for. If you feel you can pick up some of the items around, go right ahead.

|   |                |             |          |  |                   |
|---|----------------|-------------|----------|--|-------------------|
|   | ,-----[C]---   | [C].--      | [I]----- |  | [C] - Coin        |
| S | ,-----.        | '   ,-----. | ---[RC]  |  | [F] - Flower      |
| T |                |             |          |  | [R] - Royal Syrup |
| A | --' `-----[F]' | `-. [C],-'  |          |  | [I] - Ice Bomb    |

```

R --. ,----- . | | | .-' | ,-' F [RC]- Rock Candy
T | | | | | | | | | | I
  | `-----' `----' `[R] | '----- N
  `-[C]-----' `----- I
                               S
                               H

```

With that finished, Mario should find himself in the second room of this action course. This one is way easier than the first room as you simply have to jump from each white platform to the other. Watch out for some of the items hanging around if you want them. When you reach the door, go through the find a gray area. The final room is kind of hard. Begin by moving left toward the ledge. Hop up and wait for the barrels. Stay along the ledge making sure you DO NOT stand by the crack in the wall. Get through the barrage of barrels and hit the monkey at the top throwing them at you. You have completed Action Course #1. Your reward is Toadstool's Super Slap. This is by far the hardest one of them all. No kidding.

- The second action course is much, much easier. Like the first, this one also begins in a room full of lava. First of all, jump on the white platform. From there, wait for that platform to move to the next. Hop across these doing the best you can. When the black slab above you ends, another platform ahead will go up and then quickly back down. Jump on it and wait for it to carry you the full length up. Jump south onto the black ledge. At the end, you'll find a KeroKeroCola. Now head back and go through the door. This room has a cannonball you have to jump on. Use the Control Pad and press the opposite direction you want to go. For example, if you want to go left, you have to press right. If you want to go right, you have to press left. Ride the cannonball around and pick up the treasures if you want to. Watch out for the Bob-Ombs though. The exit is pretty easy to reach. The last room basically requires you to jump on a block. The other block will revolve around the block you are on currently. There are items around, but I didn't bother collecting them. Reach the end and pick up Mallow's Sonic Cymbals.

The two action courses are pretty difficult and very time-consuming. However, you still have to do some of the other courses too. Next in line, the battle courses!

-- THE BATTLE COURSES -----

The two battle courses basically pits you up against certain enemies which you have to fight. Some of them can be pretty difficult, although very simple.

- The first battle course has a Shamen summoning enemies toward you. Below are the enemies you'll be fighting against. Suggest putting Bowser in one of the slots to scare away certain enemies. Walk forward every time you finish a battle to initiate the next.

- 1) Terra Cotta x4
- 2) Oerlikon x2, Star Cruster x1
- 3) Sackit x1, Big Bertha x2
- 4) Chow x2, Forkies x1

With those four battles completed, you'll reach a door. Go through and then fight the next of the battles. Very tedious, huh?

- 5) Alley Rat x1, Armored Ant x2
- 6) Bloober x3, Star Cruster x1
- 7) Stinger x4
- 8) Geckit x2, Chained Kong

With another four down, another door appears. Until we reach the end, we'll be fighting a bit more.

- 9) Rob-Omb x1, Big Bertha x2
- 10) Vomer x4
- 11) Magmus x2, Pulsar x2
- 12) Chester x1 (Bahamutt can be summoned)

The final door will lead you to a treasure chest at last. Inside it, you'll find Bowser's Drill Claw. Hotness.

- The other battle course has a total set of 12 enemy battles. The course is very straightforward as all you need to do is walk through the hallway. Some of the fights can be tough, but hey, live with it. You'll encounter the below enemies.

- 1) Gu Goomba x5
- 2) Magikoopa x2, Tub-O-Koopa x1
- 3) The Big Boo x2, Orbison x2
- 4) Sling Shy x5

That concludes the first hall. Go through the door and forward again to meet some more enemies. Joy!

- 5) Chewy x2, Shy Away x2
- 6) Mr Kipper, Muckle x2
- 7) Amanita x2, Orbison
- 8) Greaper x2, Glum Reaper

The second door will lead into the third and final hallway of enemies. Have fun.

- 9) Pyrosphere x3
- 10) Lakitu x3
- 11) Zeostar x2, Shaman x2
- 12) Shaman x6

Defeat the last of them will bring you to the final room with the treasure chest. Inside is Geno's special Star Gun. Pick it up and leave.

That pretty much wraps it up for the battle courses. Now it's time to cover the puzzle courses. Yahweh!

## -- THE PUZZLE COURSES -----

The puzzle courses are exactly what they are called. Instead of brawn, you'll need brain here in order to pass. Prepare for quizzes and some brain teasers.

- The first puzzle course is a quiz game. Jump on the yellow block and meet Dr. Topper, the Quiz Master. Listen to instructions if you must. It doesn't matter as the answers are right in front of you... ahem, below this block of text. It's all random so just find the question you need. Some of them are friggishly easy while others are somewhat difficult. I doubt I have included every possible question however. It's your job to contact us if you see any more ;]].

- 1) How many underlings does Croco have? -3-
- 2) What color are the curtains in Mario's house? -Blue-
- 3) Yaridovich is what? -A boss-
- 4) Which monster does not appear in Booster Tower? -Terrapin-
- 5) In the Moleville blues, it's said the moles are covered in what? -Soil-
- 6) Where was the 1st Star Piece found? -Mushroom Kingdom-
- 7) How long have the couple inside the chapel been waiting for their wedding? -30 minutes-
- 8) The boy getting his picture taken at Marrymore can't wait 'til which season? -Skiing-
- 9) What is Hinopio in charge of at the middle counter? -The inn-

- 10) What color is the end of Dodo's beak? -Red-
- 11) What is the chef's name at Marrymore? -Torte-
- 12) What does Birdo come out of? -An eggshell-
- 13) The man getting his picture taken at Marrymore hates what?  
-Getting his picture taken-
- 14) What is Raini's husband's name? -Raz-
- 15) What was Toadstool doing when she was kidnapped by Bowser?  
-She was looking at flowers-
- 16) Mite is Dyna's WHAT? -Little brother-
- 17) What's the first monster you see in the Pipe Vault? -Sparky-
- 18) Who is the famous sculptor in Nimbus Land? -Garro-
- 19) Booster is what generation? -7th-
- 20) What's the full name of the boss at the Sunken Ship? -Jonathan  
Jones-
- 21) The boy at the inn in Mushroom Kingdom was playing with...  
what? -Game Boy-
- 22) What's the password in the Sunken Ship? -Pearls-
- 23) What did Carroboscis turn into? -A carrot-
- 24) What does the red essence do? -Gives you strength-
- 25) How many legs does Wiggler have? -6-
- 26) Johnny loves WHICH beverage...? -Currant Juice-
- 27) Who helped you up the cliff at Land's End? -Sky Troopas-
- 28) Where was the 3rd star piece found? -Moleville-
- 29) What technique does Bowser learn at Level 15? -Crusher-
- 30) What's the name of Jagger's "sensei"? -Jinx-

Once you pass the preliminary quizzing session, you will be led into the next room. Here, you'll be involved with counting barrels. What fun! Anyhow, you'll be given 10 seconds to count the number of barrels. Before doing anything, note the pile of barrels to the left. If you count it up before Dr. Topper actually quizzes you, you should get 12. Now the room will blacken a bit and some new barrels will be placed in. If you can count well, this should be easy. If not, just count the lighter colored barrels as they are the new ones. Add that value to 12 and get your answer. The second round has a lot more barrels and you don't get any time to count the preliminary pile. Once more, count the lighter barrels. This time, add that value to 43. Get your answer. The final room is a riddle room. You listen to the story of the four monsters. Afterwards, put them in order. Talk to the monsters that say the phrase listed in the order given here.

- 1) "I outrode [monster] on my bike, and [monster] was never able to pass me."
- 2) "I fell into 4th place during the bike race, but finally ended up in the same place as I did in the swimming event."
- 3) "I placed the same in the swimming and cycling events, but 2 others beat me in the marathon."
- 4) "I came in 3rd for swimming..."

And there you go with the completion. As Dr. Topper says, there's nothing to it. Your reward in the next room is a Rock Candy. Another one down.

- The second puzzle course starts off with you and Dr. Topper. You can instructions from him. Basically, you and Dr. Topper have to hit the coin box. Whoever gets the last coin loses. This can be fairly open-ended and easy. If you're good at math, this should be a cakewalk. If you are like me being not very smart, just avoid letting Dr. Topper get you stuck. Do not let Dr. Topper take the 20th coin and you should be fine. Instead, try to get him stuck on coin #20. That was easy. The next room has a bunch of buttons that you have to step on. There is a special order. Look below.



(B) (C)  
(D) (E) (F)  
(G) (H) (I) (J)  
(K) (L) (M)  
(N) (O)  
(P)

Once again, there are multiple ways to tackle this. If you can't figure it out for yourself, just use my path. I first jumped on (C), then (M), then (D), and (N). After you clear it, go through the red door to the final room. It's time for Ball Solitaire. You have to have a ball jump over another ball into an empty space to make that ball disappear. I'm sure you probably played around with something similar to this. I'll highlight the moves for you.

(A)  
(B) (C)  
(D) (E)  
(G) (H) (I) (J)  
(K) (L) (M)  
(N) (O)  
(P)

This is the starting position.

(B)  
(D) (E) (A)  
(G) (H) (I) (J)  
(K) (L) (M)  
(N) (O)  
(P)

Have (A) jump southeast over (C).

(D)  
(E) (A)  
(G) (H) (I) (J)  
(K) (L) (M)  
(N) (O)  
(P)

Have (D) jump northeast over (B).

(D)  
(H)  
(A)  
(G) (I) (J)  
(K) (L) (M)  
(N) (O)  
(P)

Have (H) jump northeast over (E).

(D)  
(H)  
(A)  
(G) (O) (I) (J)  
(K) (M)  
(N)  
(P)

Have (O) jump northwest over (L).

(D)  
(H)  
(K) (A)  
(G) ( I) (J)  
(M)  
(N)  
(P)

Have (K) jump northeast over (O).

(D)  
(H)  
(K) (A)  
(G) ( I) (J)  
(P) (M)

Have (P) jump northwest over (N).

(D)  
(H)  
(K) (A)  
( I) (J)  
(M)  
(G)

Have (G) jump southeast over (P).

(D)  
(H)  
(K)  
(J)  
(A) (M)  
(G)

Have (A) jump southwest over (I).

(D)  
(H)  
(K)  
(G) (J)  
(M)

Have (G) jump northeast over (A).

(K) (D)  
(G) (J)  
(M)

Have (D) jump southeast over (H).

(K) (D)  
(G)  
(J)

Have (J) jump southwest over (M).

(D)  
(K)  
(J)

Have (K) jump southeast over (G).

(D)  
(J)

Have (J) jump northeast over (K).

If you don't know what to do for the last step, may God help you. That's pretty much it for the Puzzle Course. The next room has a treasure chest with Rock Candy inside it.

That's the two puzzle courses. By now, you should have four of the six required courses complete. However, as soon as you exit, Mario falls down next to a Save Block. Save your game and head into the next room...

~~~~~  
5.34. Keepers Of The Palace

[5034]  
~~~~~

With the completion of four of those doors, exiting the final course will result in Mario falling down quite a distance...

[ITEMS]: None

[ENEMIES]: Big Bertha, Terra Cotta, Forkies, Magikoopa (boss)

-- NO TRESPASSERS ALLOWED -----

Well, we have no idea where we are. Just take advantage of the Save Block at the moment and leave the room. Immediately, one of Bowser's original henchman will appear as Magikoopa. Not cool.

MAGIKOOPA (1600 HP)

ITEMS: None; EXP: 10; COINS: 10; RECOMMENDED LVL: 25

Whoa! He's bigger than I thought he would be. Basically, deal as much damage to Magikoopa before he begins to summon his monsters. The drill goes much like this; Magikoopa does his attack, next turn, he summons monster, after that monster is defeated, Magikoopa does another one of his own attacks and then summons another monster. It follows this drill so defeat his HP before he summons another monster. Magikoopa is capable of bringing in a Jinx Clone which can deal heavy damage with its attacks, Bahamutt is also damaging. Lastly, King Bomb lives to blow up. You will want to kill off King Bomb quickly so he doesn't blow up your team. Keep attacking Magikoopa and he'll be defeated soon enough.

What exactly is the meaning of this? Magikoopa will change colors and begins looking around spastically (???). After a bit of confusing words and some confused people, Magikoopa will appear back to his loyal self. To help out your team, he'll agree to heal you up whenever you need it as long as create a treasure chest that never runs out of coins. Refill your coin supply with this gem. Afterwards, you should note two doors leading forward. First, take the left one. Croco is here and he's selling some more items.

|              |  |      |  |                   |
|--------------|--|------|--|-------------------|
| Mid Mushroom |  | 20G  |  | Item              |
| Maple Syrup  |  | 30G  |  | Item              |
| Pick Me Up   |  | 5G   |  | Item              |
| Freshen Up   |  | 50G  |  | Item              |
| Hero Shirt   |  | 100G |  | Armor (Mario)     |
| Prince Pants |  | 100G |  | Armor (Mallow)    |
| Star Cape    |  | 100G |  | Armor (Geno)      |
| Heal Shell   |  | 100G |  | Armor (Bowser)    |
| Royal Dress  |  | 100G |  | Armor (Toadstool) |

I strongly suggest buying the armor here. Since you have an unlimited supply of coins just outside, there's no reason for you to skip over it. Re-equip and buy some more Mid Mushrooms and Maple Syrup. Suggest picking up a Pick Me Up (no pun intended) and a Freshen Up. Now leave Croco's little stop and prepare yourself for the fights soon to come. Use Magikoopa if you need him and replenish your coin supply. Move through the door on the right. This hall is full of lava and Thwomps. To add insult to injury, Big Berthas are being shot at you. Joy!

-- BOOM!! -----

Past that room is another hallway with chandeliers hanging from the ceiling. If your memory is good, this is the room where you fought Bowser at the beginning of the game. Move forward a bit and a voice from above will mock you. Mario has a lot of pride and instantly jumps up to challenge this fellow. Prepare to fight Boomer!

#### BOOMER (2000 HP)

ITEMS: None; EXP: 19; COINS: 9; RECOMMENDED LVL: 25  
Boomer is a somewhat difficult boss. However, some of the difficulty can be lifted if you watch his colors. At the start of the battle, Boomer is red. Fight away with physical attacks and any special attacks you see fit. Heal constantly and revive any fallen allies. Beware of Boomer's Storm and Blizzard attacks. Both do heavy damage to your team. Eventually, Boomer will change color and turn blue. This raises his magic defense, but his attack defense goes down. Smash Boomer with physical attacks. At the same time, beware of his Shaker technique which instantly KOs one of your members. Keep the damage rolling along with keeping your team alive. Relieve Boomer of all 2000 HP and he'll be gone.

With Boomer's defeat, the candelier instantly rides to the top of the Keep as your party dances away to the beat of some cool music. Just as the Chandeli-ho realizes the predicament of the lack of seatbelts, your team is boosted upward to the top floor. Outside, a giant sword prepares to fight you... Huzzah!

#### EXOR (1800 HP)

ITEMS: None; EXP: 34; COINS: 0; RECOMMENDED LVL: 26  
Finally coming to the fight with the blade, immediately begin attacking the Right Eye or Left Eye. The top of the blade is Exor and it can only be hurt once one eye is taken down. Neosquid is the mouth and it can also damage you as well. First, focus all efforts on either eye. Try to damage Neosquid a bit too. Ultra Flame is a good attack to use as it affects all targets. Once one eye is down, begin focusing all efforts on Exor. Stop to heal only when it is absolutely necessary. The key here is to deal as much damage to Exor before the eye you took down regenerates. Once the eye regenerates, destroy it once more and focus power on Exor again. Hopefully, you have a nice supply of Pick Me Ups or at least Toadstool in your party to keep fallen allies back up again. Keep up this fairly simple drill until Exor is defeated finally.

With Exor's defeat, the sword opens up and reveals a gate. In this desolate area, Geno appears and concludes that Exor links these two

worlds. Of course, Bowser just wants to go back but after a bit of explaining on Geno's part and some heavy thinking, Bowser decides that he must continue. But what surprises are waiting for us here?

-----  
5.35. The Beginning Of The End

[5035]  
-----

Where are we exactly? We are in Smithy's world. If you need to turn back, do it now or forever hold your peace.

[ITEMS]: Ultra Hammer, Royal Syrup, Max Mushroom

[ENEMIES]: Glum Reaper, Hippopo, Ameboid, Li'l Boo, Count Down (mini-boss), Ding-A-Ling (mini-boss), Machine Made, Jabit, Poundette, Mad Mallet, Springer, Doppel, Puppox, Ninja, Cloaker (mini-boss), Domino (mini-boss), Mad Adder (boss), Earth Link (boss)

-- HOP ON THE NUT -----

You know what'd be funny? Pretend you were having breakfast and your dad says, "Top of the morning" to you. Then you respond saying "Hop on the nut." That would be so great.

OKAY! Onto the walkthrough in which you'll soon see where, "Hop on the NUT" comes in.

Move forward into the little roofed section into the next room. A giant screw sticks out of the platform and another screw connects to another platform to Mario's right. Hop on the NUT (not the other way ... DEAR GOD. WHAT ARE YOU THINKING??) connected to the screw. To get across, jump on it repeatedly until you make it to the other side. Just make sure you don't fall off the screw or else you'll land on a spring below and then have to jump on the NUT to move across the screw once more. Try to re-position yourself on the NUT so you don't fall off the nut.

Take it slow across the screw bridge to find a Save Block. Have Mario hop himself onto it and save the game. Move forward once more past the Save Block into another roofed path. Enter the next room to find the first batch of disgusting monsters. Jump on the NUT again (I hate this place) and ride it across by jumping on it again and again. You can make it so that you don't have to fight the Glum Reaper by waiting for him to make his pass over the screw bridge. Fight the Ameboid and observe your position.

You are at a fork right now. Go southeast across another screw bridge. I assume you know what to do when you jump on the NUT. Ride that screw bridge to the other side. You might fight a Glum Reaper along the way. Fight another Ameboid at the next platform. Take the path off of that platform into the next room. Some Ameboids will spawn from the north-western corner of the room. Jump on the "!"-switch quickly to reveal a path.

Follow this pathway away from the bouncing Ameboids of doom to find an exit path. This leads to another Save Block. Wow, there's a lot of them here. The next area has a treasure chest. Do what you always do. Hit your head on it to find an Ultra Hammer for Mario. There are also two NUTS leading elsewhere. This time, jump on the spring to be launched onto the other NUT. Hop across that screw bridge and then jump again onto the next NUT. Follow the same path to the other platform.

-- DOOMSDAY CLOCK -----

The other platform holds a spring leading somewhere. Jump onto it and be launched downwards as opposed to upwards (???). Mario will find himself on yet another platform (how does he get so lucky?). Walk forward to find a giant alarm clock. IT'S OUR WORST NIGHTMARE COME TRUE!! Well... not really.

COUNT DOWN (2400 HP) + DING-A-LING (1200 HP) \* 2  
ITEMS: None; EXP: 67; COINS: 100; RECOMMENDED LVL: 27  
Before I get into anything, I would like to say I might happen to use the phrase Ding-A-Ling more than it is needed (DING-A-LING) as so. Anyhow, into the battle. There are many possibilities to this fight. You really would not think that Count Down would not be based off a clock for nothing. At the first turn, 1:00, Count Down will use Ice Rock. As time passes, (DING-A-LING) Count Down will use different techniques including Recover at 3:00, Aurora (DING-A-LING) Flash at 5:00, Mega Recover at 6:00, Water Blast at 7:00, Petal Blast at 10:00, and Corona (MEGA DING-A-LING!) at 12:00. While Count Down is difficult in itself, you'll want to watch out for the Ding-A-Ling's (DING-A-LING) attacks too. Dark Star deals heavy damage. However, their most dangerous attack is Fear Roulette which automatically KOs one of your allies. Toadstool's healing charm would be a good bet here. I find it best to beat down Count Down quickly before he uses Corona. (DING-A-LING)

Once the oversized clock is down for the count (bad pun), a Save Block will appear behind you. Save your game and then jump on the spring that appeared behind the clock. Afterwards, leave that platform. Ahead are some conveyor belts holding some Machine Mades. These are basically Smithy manufactured versions of the Axem Rangers you fought a while ago. Have fun fighting them. Above the second conveyor belt is a treasure chest with a mushroom. After you're done with this area, jump on the small white block. From there, just jump down nowhere into the abyss.

You'll land on a spring. Don't take it back up yet. Instead, keep going forward. The pathway will lead to a Flower and a Mushroom in a treasure chest. With that collected, go back and jump on the spring back upwards. Now hop back on the white block. This time, don't fall. Jump to the other white block which will take you to the other side. More of those Machine Mades will fall down another conveyor belt. It seems Smithy really went crazy here. There are also some Ameboids hanging around. Fight whatever you'd like. The exit is a bit to the northeast. Leave this area.

-- PRODUCTION LINE -----

The next area has a bunch of Jabits in a production line. Along with that, some arrows will fall from the ceiling in an attempt to hit Mario. These arrows are remarkably similar to the ones Bowyer shot at you. Note that crossing the first production line will be a bit difficult. The arrows flying from the ceiling don't help you much either. Don't be ashamed if you begin to scream in frustration (I know I did). However, the arrows always seem to hit you just as you try to cross. Patience is a virtue. Clearing that is only a third of the room however. The second production line is a line of Springers. For some reason, this line is much easier to get through than the other one. Finally, you'll have to break through

a line of Machine Made Macks. Since you'll be facing a toned down Mack basically, fight those a few times just for some experience. You'll need it for later.

There are a few more conveyor belts in the next room. This time, you'll have to ride some of them. Jump on the first one and let it take you down a bit. These few conveyor belts all point east so make sure you jump onto the next one. A few Li'l Boo frequent the path a bit up ahead. Defeat both of them and take the Royal Syrup from the nearby treasure chest. With that, hop on the next set of conveyor belts. Jump/Walk to the other side where a white block resides. Hop on that and let it take you to another white block. Don't get on the other one. Instead, jump off onto the conveyor belt you are currently over. Head toward the Li'l Boo.

Defeat both of the Li'l Boos here. You have two ways to go from here. You can go west across one conveyor belt to find a Max Mushroom if you want it. Hop back and then jump on the other conveyor belt leading north. More Li'l Boos appear here. Defeat them all and continue along. The next room has a stairway of conveyor belts (They just don't give up) that you will have to ascend. The pick of the day coming down the line today is Bowyer. Of course, he's in Machine Made form so there's none of that crappy "NYA NYA NYA" dialogue. However, the Y, X, and A Button scheme is still here. Fight him for experience. Race to the top of this area where some more Machine Mades appear.

You can choose to fight those Machine Made Axem Rangers. However, you can always just jump over them if you're in a rush. Mario will soon come to another staircase of conveyor belts of Bowyers. Once more, scale this conveyor belt to the top. The next room has something that we had wanted for a long, long time; a Save Block! Rejoice! With your game saved, have Mario move into the next room. Before doing anything in this busy room, suggest moving to the northwest corner where a pathway branches out. There, you'll find two treasure chests with a Mushroom and Flower. Head back into that previous room and defeat the Ninjas. With them killed off, jump on the gray block in the middle. Fight the Yaridovich which should not be difficult. The gray block will break away. Heal up and fall down the hole...

DOMINO (900 HP) + CLOAKER (1200 HP)  
+ EARTH LINK (2500 HP) + MAD ADDER (1500 HP)  
ITEMS: None; EXP: 40; COINS: 0; RECOMMENDED LVL: 28  
This is like one of those "domino-effect" battles (ironic that one of the bosses is named Domino) in which if you defeat a certain boss first, you get a whole different second part. If you defeat Cloaker first, than Domino will appear with an Earth Link. If you defeat Domino first, than Cloaker will appear with a Mad Adder. Cloaker has a bunch of magic techniques while Domino just stands there looking cool by throwing rocks at you. I'd suggest killing Domino first as the Earth Link has A LOT of HP while the Mad Adder has 1000 HP less. Even so, it's your choice. This is a pretty easy battle so don't sweat it.

With that, Mario appears next to a spring. Yaridoviches will fall from the ceiling so watch out. The spring takes you back up to the previous room. There's no point in going back. Instead, head to the west end of the room where you'll find the exit out of this dark place.



Well, we've gone too far to turn back now. Our reputation is at stake here (well, at least mine is).

[ITEMS]: None

[ENEMIES]: Mad Mallet, Clerk, Pounder, Manager, Poundette, Director,

-- THE FACTORY STAFF -----

Now that we're actually in Smithy's Factory, it's time to get down with it. Move forward and a Clerk will order around a group of Mad Mallets. Mallow will appear and trash talk him a bit. The Clerk will send some Mad Mallets at you. They shouldn't be much of a difficulty. After that, the cocky Clerk will fight you with his cool-looking axe. Wipe the floor with him and continue along. Mallow will note one of those "!"-switches. A crane will come to pick him up, but Mario saves our marshmallow friend just in time. Phew. Just as you're about to go however, Toad, one of our old friends appears. After a bit of a reunion, Toad agrees to help out... by selling us stuff!

|              |  |     |  |      |
|--------------|--|-----|--|------|
| Mid Mushroom |  | 10G |  | Item |
| Max Mushroom |  | 20G |  | Item |
| Maple Syrup  |  | 15G |  | Item |
| Pick Me Up   |  | 3G  |  | Item |
| Able Juice   |  | 2G  |  | Item |
| Freshen Up   |  | 25G |  | Item |
| FroggieDrink |  | 8G  |  | Item |

Get a load of Toad's "discounted" prices. Stock up on Max Mushrooms and lots of Pick Me Ups. A few FroggieDrinks and Freshen Ups wouldn't hurt either. After that, Toad will also give you a Rock Candy. You can come back here whenever you'd like to purchase from Toad. For now, let's continue onward. Ahead in the next room, a blue version of the Clerk will take his reports from a group of Pounders. Bowser, after hearing this will appear and protest. After all, he does "rule" Mario's world. And of course, everyone ignores Bowser.

Fight off the Manager and his dimwitted Pounders. If you're well-leveled at this point, these guys should be cake. Bowser, afterwards, will give us one of his amazing haikus. Move up once more into the next room. This time, Toadstool is the one to appear. She shows the Director her incredible brawn and gets him shivering in fright. Oh boy, time to fight the red one. To aid him are some Poundettes. Kick their butts (which shouldn't be too much of a problem). The only attack you'll want to look out for is Spritz Bomb which does considerable damage.

Luckily, they felt sorry enough for us to leave a Save Block up ahead. Save your game just before we fight the Factory Chief. Just before we fight this lowlife, he introduces his newest invention; the Gunyolk. Sounds scary.

FACTORY CHIEF (1000 HP) + GUNYOLK (1500 HP)

ITEMS: None; EXP: 60; COINS: 100; RECOMMENDED LVL: 28

This fight brings back the Breaker Beam that has caused us so many problems before. The Gunyolk will be the main source of problems for your team. Capable of unleashing Breaker Beam on your party, it is imperative you defeat it as quickly as possible. Consider the Factory Chief to be the idiot that just stands there.

Focus on the Gunyolk healing everytime it uses Breaker Beam on you. Despite being less of a threat, the Factory Chief might still be able to deal some damage. It might be in your best interest to heal when your HP value grows low. Then again, that should be common instinct by now.

Now that wasn't so hard was it? For now, I'd strongly suggest backtracking and saving your game before the final fight. Head all the way back to Toad if you absolutely need to. Do everything you can to prepare for it.

-- PULL THE TRIGGER AND THE NIGHTMARE STOPS -----

Now it's time to head to the "!"-switch past the fight with the Gunyolk. The crane hovers over Mario and he quickly grabs onto it. Watch in awe as he slowly rises to the top and jumps into the center tube. Smithy is sitting here creating a weapon with every strike he makes. Your team appears demanding that Smithy stops it now. However, it was inevitable that he wouldn't go without a fight. This is one of those moments... you know? GO GO MARIO GO GO!!

SMITHY (2000 HP) + SMELTER (1500 HP)

ITEMS: None; EXP: 0; COINS: 0; RECOMMENDED LVL: 28

It might not be obvious at first, but there are actually two enemies on-screen right now. The bronze tube on the left is Smelter and it is capable of creating Shypers. Disregard the first few it makes, but when the Shypers begin to gang up on you, then it's time to double your efforts. It would be a good idea to defeat the Smelter first to stunt the Shypers. Smithy can be a bit dangerous with his special moves. Watch out for Meteor Swarm especially which deals quite some damage to everyone on your team. The Shypers themselves can be particularly annoying as well. Sword Rain deals damage to all of your members. Luckily, the Shypers are easy to kill off with only 400 HP. They only become a problem in large numbers. Clear out the 2000 HP to make Smithy angry for now.

You really did not think it would be finished this quickly. It seems our Smithy friend really needs some anger management. Lucky for us, Aero, Drill Bit, and Shyper come in to come our hothead down. With one last hammer strike, Smithy strikes the ground causing a MEGASUPERDUPER EARTHQUAKE!! Suddenly, the four of you are sent sprawling downward to the very bottom-most part of the Factory. And now Smithy morphs into his angry form.

SMITHY (9000 HP)

ITEMS: None; EXP: 0; COINS: 0; RECOMMENDED LVL: 28

Smithy has quite a few tricks up his sleeves. With his mighty morphin' head, he can change his weaknesses and attacks on a whim. Luckily, you can use that against him by realizing the following. Smithy's first head is his default head (you can call it Smithy Head if you'd like). That head has no weaknesses, but it doesn't have any particular strengths either. Pound away at it for awhile and it will eventually change. The second head, the Tank Head is devilishly weak against lightning. Have Mallow pound him with Shocker until his head changes again. The next form is his Wizard Head. This time, Smithy has high magic defense (resistant against almost everything),

but low defense. Now would be a great time to pound him with physical attacks. However, his magic is really strong in that form. The next form is a his Vault Head morph. While defense is considerably high, the weakness here is ice. Mallow's Snowy would do amazingly here. From this point on, Smithy's head will morph into anything of the previously mentioned. Hang tight pounding on his position with attacks. Heal up whenever needed. Eventually, his head turns into a treasure chest. This head is incredibly weak to fire. Ultra Flame really saves the day here. Soon enough, Smithy will scream out in anguish. Finally...

Congratulations! You have just beaten Super Mario RPG. Give yourself a pat on the back and enjoy the ending.

--- 6. Appendices ---

[6000]

Appendices, appendices, appendices. For all the extra information you want to see, check this out.

6.1. Bestiary

[6100]

This section would not have possibly existed if not by the help of Trace Jackson (aka Meowthnum1). He offered to allow us to use his Bestiary because he thought it was too tiresome. Well, at least you are generous. Nope, if you want to thank someone for this Bestiary, go thank Trace. We can't take credit for his brilliancy. :P

The monsters will all be placed in alphabetical order.

[-----]

Alley Rat ~

=====

|                     |          |
|---------------------|----------|
| World .....         | 4        |
| HP .....            | 105      |
| Attack .....        | 70       |
| Defense .....       | 55       |
| Magic Attack .....  | 13       |
| Magic Defense ..... | 12       |
| EXP .....           | 9        |
| Coins .....         | 3        |
| Item(s) .....       | Mushroom |
| Strength .....      | None     |
| Weakness .....      | None     |

Amanita ~

=====

|                    |    |
|--------------------|----|
| World .....        | 2  |
| HP .....           | 25 |
| Attack .....       | 35 |
| Defense .....      | 30 |
| Magic Attack ..... | 31 |

Magic Defense ..... 18  
EXP ..... 3  
Coins ..... 0  
Item(s) ..... Mushroom  
Strength ..... None  
Weakness ..... Thunder

Ameboid ~

=====

World ..... 7  
HP ..... 220  
Attack ..... 130  
Defense ..... 1  
Magic Attack ..... 30  
Magic Defense ..... 120  
EXP ..... 10  
Coins ..... 0  
Item(s) ..... Royal Syrup  
Strength ..... Jump  
Weakness ..... Fire

Apprentice ~

=====

World ..... 3  
HP ..... 120  
Attack ..... 50  
Defense ..... 50  
Magic Attack ..... 20  
Magic Defense ..... 20  
EXP ..... 1  
Coins ..... 4  
Item(s) ..... Mid Mushroom  
Strength ..... None  
Weakness ..... Fire

Arachne ~

=====

World ..... 2  
HP ..... 82  
Attack ..... 65  
Defense ..... 65  
Magic Attack ..... 6  
Magic Defense ..... 0  
EXP ..... 6  
Coins ..... 6  
Item(s) ..... Able Juice  
Strength ..... None  
Weakness ..... Ice

Armored Ant ~

=====

World ..... 6  
HP ..... 230  
Attack ..... 130  
Defense ..... 120  
Magic Attack ..... 24  
Magic Defense ..... 80  
EXP ..... 30  
Coins ..... 5  
Item(s) ..... None

Strength ..... Fire  
Weakness ..... Ice

Artichoker ~

=====

World ..... 3  
HP ..... 200  
Attack ..... 50  
Defense ..... 54  
Magic Attack ..... 27  
Magic Defense ..... 26  
EXP ..... 12  
Coins ..... 10  
Item(s) ..... Fear Bomb  
Strength ..... Thunder  
Weakness ..... Jump, Fire

Axem Black ~

=====

World ..... 6  
HP ..... 550  
Attack ..... 140  
Defense ..... 120  
Magic Attack ..... 4  
Magic Defense ..... 40  
EXP ..... 40  
Coins ..... 0  
Item(s) ..... None  
Strength ..... Fear, Sleep  
Weakness ..... Thunder

Axem Green ~

=====

World ..... 6  
HP ..... 450  
Attack ..... 110  
Defense ..... 60  
Magic Attack ..... 90  
Magic Defense ..... 120  
EXP ..... 20  
Coins ..... 0  
Item(s) ..... None  
Strength ..... Sleep, Silence  
Weakness ..... Ice

Axem Pink ~

=====

World ..... 6  
HP ..... 400  
Attack ..... 120  
Defense ..... 80  
Magic Attack ..... 80  
Magic Defense ..... 100  
EXP ..... 10  
Coins ..... 0  
Item(s) ..... None  
Strength ..... Ice, Sleep, Silence  
Weakness ..... Fire

Axem Rangers ~

=====

World ..... 6  
HP ..... 999  
Attack ..... 0  
Defense ..... 100  
Magic Attack ..... 120  
Magic Defense ..... 1200  
EXP ..... 50  
Coins ..... 0  
Item(s) ..... Sixth Star  
Strength ..... Fear, Poison, Sleep, Silence  
Weakness ..... Thunder

Axem Red ~

=====

World ..... 6  
HP ..... 800  
Attack ..... 150  
Defense ..... 100  
Magic Attack ..... 24  
Magic Defense ..... 80  
EXP ..... 40  
Coins ..... 0  
Item(s) ..... None  
Strength ..... Fire, Fear, Sleep  
Weakness ..... Ice

Axem Yellow ~

=====

World ..... 6  
HP ..... 600  
Attack ..... 170  
Defense ..... 130  
Magic Attack ..... 6  
Magic Defense ..... 60  
EXP ..... 30  
Coins ..... 0  
Item(s) ..... None  
Strength ..... Thunder, Sleep, Poison  
Weakness ..... Jump

Bahamutt ~

=====

World ..... 7  
HP ..... 1200  
Attack ..... 220  
Defense ..... 120  
Magic Attack ..... 120  
Magic Defense ..... 80  
EXP ..... 50  
Coins ..... 200  
Item(s) ..... None  
Strength ..... Fire, Fear, Sleep  
Weakness ..... Ice

Bandana Blue ~

=====

World ..... 4  
HP ..... 150  
Attack ..... 80

|               |               |
|---------------|---------------|
| Defense       | 60            |
| Magic Attack  | 20            |
| Magic Defense | 30            |
| EXP           | 20            |
| Coins         | 0             |
| Item(s)       | None          |
| Strength      | None          |
| Weakness      | Fire, Thunder |

Bandana Red ~

=====

|               |               |
|---------------|---------------|
| World         | 4             |
| HP            | 120           |
| Attack        | 78            |
| Defense       | 60            |
| Magic Attack  | 25            |
| Magic Defense | 25            |
| EXP           | 18            |
| Coins         | 10            |
| Item(s)       | Mushroom      |
| Strength      | None          |
| Weakness      | Fire, Thunder |

Belome ~

=====

|               |         |
|---------------|---------|
| World         | 2       |
| HP            | 500     |
| Attack        | 30      |
| Defense       | 25      |
| Magic Attack  | 15      |
| Magic Defense | 20      |
| EXP           | 30      |
| Coins         | 40      |
| Item(s)       | None    |
| Strength      | Sleep   |
| Weakness      | Thunder |

Belome Mk. 2 ~

=====

|               |         |
|---------------|---------|
| World         | 5       |
| HP            | 1200    |
| Attack        | 120     |
| Defense       | 80      |
| Magic Attack  | 20      |
| Magic Defense | 40      |
| EXP           | 90      |
| Coins         | 20      |
| Item(s)       | None    |
| Strength      | Sleep   |
| Weakness      | Thunder |

Big Bertha ~

=====

|               |     |
|---------------|-----|
| World         | 7   |
| HP            | 350 |
| Attack        | 170 |
| Defense       | 130 |
| Magic Attack  | 0   |
| Magic Defense | 0   |
| EXP           | 35  |

Coins ..... 7  
Item(s) ..... None  
Strength ..... None  
Weakness ..... Thunder

Birido ~

=====

World ..... 6  
HP ..... 777  
Attack ..... 160  
Defense ..... 130  
Magic Attack ..... 6  
Magic Defense ..... 100  
EXP ..... 60  
Coins ..... 30  
Item(s) ..... Castle Key 2  
Strength ..... Fire, Fear, Poison, Sleep, Silence  
Weakness ..... None

Birdy ~

=====

World ..... 6  
HP ..... 150  
Attack ..... 110  
Defense ..... 75  
Magic Attack ..... 55  
Magic Defense ..... 13  
EXP ..... 16  
Coins ..... 3  
Item(s) ..... Energizer  
Strength ..... Fire, Sleep  
Weakness ..... Ice

Blaster ~

=====

World ..... 3  
HP ..... 120  
Attack ..... 70  
Defense ..... 70  
Magic Attack ..... 0  
Magic Defense ..... 10  
EXP ..... 12  
Coins ..... 0  
Item(s) ..... Pick Me Up  
Strength ..... None  
Weakness ..... Thunder

Bloober ~

=====

World ..... 4  
HP ..... 130  
Attack ..... 80  
Defense ..... 36  
Magic Attack ..... 21  
Magic Defense ..... 16  
EXP ..... 12  
Coins ..... 0  
Item(s) ..... None  
Strength ..... None  
Weakness ..... Fire, Thunder



Bluebird ~

=====

World ..... 6  
HP ..... 200  
Attack ..... 95  
Defense ..... 50  
Magic Attack ..... 80  
Magic Defense ..... 94  
EXP ..... 14  
Coins ..... 6  
Item(s) ..... Bracer  
Strength ..... Ice, Sleep  
Weakness ..... Fire

Bob-Omb ~

=====

World ..... 3  
HP ..... 90  
Attack ..... 50  
Defense ..... 38  
Magic Attack ..... 1  
Magic Defense ..... 10  
EXP ..... 4  
Coins ..... 1  
Item(s) ..... Pick Me Up  
Strength ..... None  
Weakness ..... Fire, Jump

Boomer ~

=====

World ..... 7  
HP ..... 2000  
Attack ..... 200  
Defense ..... 140  
Magic Attack ..... 35  
Magic Defense ..... 26  
EXP ..... 0  
Coins ..... 0  
Item(s) ..... None  
Strength ..... Fear, Poison, Sleep, Silence  
Weakness ..... None

Booster ~

=====

World ..... 3  
HP ..... 800  
Attack ..... 75  
Defense ..... 55  
Magic Attack ..... 1  
Magic Defense ..... 40  
EXP ..... 60  
Coins ..... 100  
Item(s) ..... Flower  
Strength ..... Sleep  
Weakness ..... Jump

Bowser Clone ~

=====

World ..... 5

HP ..... 300  
Attack ..... 130  
Defense ..... 100  
Magic Attack ..... 12  
Magic Defense ..... 0  
EXP ..... 0  
Coins ..... 0  
Item(s) ..... None  
Strength ..... Jump, Fire, Fear, Poison, Sleep, Silence  
Weakness ..... Ice

Bowyer ~

=====

World ..... 2  
HP ..... 720  
Attack ..... 50  
Defense ..... 40  
Magic Attack ..... 30  
Magic Defense ..... 35  
EXP ..... 60  
Coins ..... 50  
Item(s) ..... Flower  
Strength ..... Fear, Poison, Sleep, Silence  
Weakness ..... None

Box Boy ~

=====

World ..... 5  
HP ..... 900  
Attack ..... 180  
Defense ..... 110  
Magic Attack ..... 80  
Magic Defense ..... 40  
EXP ..... 100  
Coins ..... 150  
Item(s) ..... None  
Strength ... Fire Thunder Ice Fear Poison Sleep Silence  
Weakness ..... Jump

Buzzer ~

=====

World ..... 2  
HP ..... 43  
Attack ..... 37  
Defense ..... 15  
Magic Attack ..... 4  
Magic Defense ..... 1  
EXP ..... 4  
Coins ..... 1  
Item(s) ..... None  
Strength ..... None  
Weakness ..... Fire, Ice

Candle ~

=====

World ..... 3  
HP ..... 10  
Attack ..... 0  
Defense ..... 0  
Magic Attack ..... 0

Magic Defense ..... 0  
 EXP ..... 0  
 Coins ..... 0  
 Item(s) ..... None  
 Strength ..... Fear, Poison, Sleep, Silence  
 Weakness ..... None

Carrobosces ~

=====

World ..... 3  
 HP ..... 90  
 Attack ..... 55  
 Defense ..... 44  
 Magic Attack ..... 28  
 Magic Defense ..... 22  
 EXP ..... 10  
 Coins ..... 4  
 Item(s) ..... Able Juice  
 Strength ..... None  
 Weakness ..... Jump, Fire

Chained Kong ~

=====

World ..... 6  
 HP ..... 355  
 Attack ..... 150  
 Defense ..... 80  
 Magic Attack ..... 22  
 Magic Defense ..... 50  
 EXP ..... 35  
 Coins ..... 8  
 Item(s) ..... Max Mushroom  
 Strength ..... Fire  
 Weakness ..... Ice

Chester ~

=====

World ..... 7  
 HP ..... 500  
 Attack ..... 170  
 Defense ..... 100  
 Magic Attack ..... 80  
 Magic Defense ..... 20  
 EXP ..... 0  
 Coins ..... 0  
 Item(s) ..... None  
 Strength ... Fire Thunder Ice Fear Poison Sleep Silence  
 Weakness ..... Jump

Chewy ~

=====

World ..... 5  
 HP ..... 90  
 Attack ..... 110  
 Defense ..... 82  
 Magic Attack ..... 70  
 Magic Defense ..... 52  
 EXP ..... 14  
 Coins ..... 0  
 Item(s) ..... Sleepy Bomb

Strength ..... Jump, Fear, Poison, Sleep, Silence  
Weakness ..... None

Chomp ~

=====

World ..... 3  
HP ..... 100  
Attack ..... 60  
Defense ..... 65  
Magic Attack ..... 5  
Magic Defense ..... 31  
EXP ..... 10  
Coins ..... 0  
Item(s) ..... Mushroom  
Strength ..... None  
Weakness ..... Thunder

Chomp-Chomp ~

=====

World ..... 5  
HP ..... 150  
Attack ..... 100  
Defense ..... 92  
Magic Attack ..... 14  
Magic Defense ..... 30  
EXP ..... 12  
Coins ..... 5  
Item(s) ..... None  
Strength ..... None  
Weakness ..... Thunder

Chow ~

====

World ..... 3 and 5  
HP ..... 80  
Attack ..... 82  
Defense ..... 77  
Magic Attack ..... 8  
Magic Defense ..... 28  
EXP ..... 15  
Coins ..... 3  
Item(s) ..... None  
Strength ..... Fear, Sleep  
Weakness ..... None

Clerk ~

=====

World ..... 7  
HP ..... 500  
Attack ..... 160  
Defense ..... 100  
Magic Attack ..... 47  
Magic Defense ..... 0  
EXP ..... 0  
Coins ..... 0  
Item(s) ..... None  
Strength ..... None  
Weakness ..... None

Cloaker ~

=====

(The only difference between regular Cloaker and Earth Link Cloaker is ten in the Attack stat. Earth Link Cloaker has an Attack stat of 180. The other stats are the same as regular Cloaker, which are listed here.)

|                     |                              |
|---------------------|------------------------------|
| World.....          | 7                            |
| HP .....            | 1200                         |
| Attack .....        | 170                          |
| Defense .....       | 130                          |
| Magic Attack .....  | 12                           |
| Magic Defense ..... | 20                           |
| EXP .....           | 60                           |
| Coins .....         | 0                            |
| Item(s) .....       | None                         |
| Strength .....      | Fire, Poison, Sleep, Silence |
| Weakness .....      | None                         |

Cluster ~

=====

|                     |            |
|---------------------|------------|
| World .....         | 3          |
| HP .....            | 60         |
| Attack .....        | 50         |
| Defense .....       | 50         |
| Magic Attack .....  | 21         |
| Magic Defense ..... | 10         |
| EXP .....           | 8          |
| Coins .....         | 8          |
| Item(s) .....       | Pick Me Up |
| Strength .....      | Jump       |
| Weakness .....      | None       |

Corkpedite; Head ~

=====

|                     |                                    |
|---------------------|------------------------------------|
| World .....         | 6                                  |
| HP .....            | 200                                |
| Attack .....        | 130                                |
| Defense .....       | 110                                |
| Magic Attack .....  | 80                                 |
| Magic Defense ..... | 20                                 |
| EXP .....           | 50                                 |
| Coins .....         | 10                                 |
| Item(s) .....       | Fear Bomb                          |
| Strength .....      | Fire, Fear, Poison, Sleep, Silence |
| Weakness .....      | Ice                                |

Corkpedite; Body ~

=====

|                     |                                    |
|---------------------|------------------------------------|
| World .....         | 6                                  |
| HP .....            | 300                                |
| Attack .....        | 100                                |
| Defense .....       | 99                                 |
| Magic Attack .....  | 6                                  |
| Magic Defense ..... | 1                                  |
| EXP .....           | 30                                 |
| Coins .....         | 0                                  |
| Item(s) .....       | Honey Syrup, Royal Syrup           |
| Strength .....      | Fire, Fear, Poison, Sleep, Silence |
| Weakness .....      | Ice                                |

Count Down ~

=====

World ..... 7  
HP ..... 2400  
Attack ..... 0  
Defense ..... 80  
Magic Attack ..... 120  
Magic Defense ..... 80  
EXP ..... 140  
Coins ..... 100  
Item(s) ..... None  
Strength ..... Fear, Poison, Sleep, Silence  
Weakness ..... Jump, Thunder

Croco ~

=====

World ..... 1  
HP ..... 320  
Attack ..... 25  
Defense ..... 25  
Magic Attack ..... 30  
Magic Defense ..... 18  
EXP ..... 16  
Coins ..... 10  
Item(s) ..... Waller  
Strength ..... Sleep  
Weakness ..... Fire

Croco II ~

=====

World ..... 3  
HP ..... 750  
Attack ..... 52  
Defense ..... 50  
Magic Attack ..... 27  
Magic Defense ..... 50  
EXP ..... 30  
Coins ..... 5  
Item(s) ..... Flower Jar  
Strength ..... Sleep  
Weakness ..... Fire

Crook ~

=====

World ..... 2  
HP ..... 38  
Attack ..... 35  
Defense ..... 32  
Magic Attack ..... 12  
Magic Defense ..... 25  
EXP ..... 10  
Coins ..... 10  
Item(s) ..... Honey Syrup  
Strength ..... None  
Weakness ..... None

Crusty ~

=====

World ..... 4  
HP ..... 80  
Attack ..... 100

Defense ..... 100  
Magic Attack ..... 12  
Magic Defense ..... 35  
EXP ..... 25  
Coins ..... 7  
Item(s) ..... Honey Syrup, Royal Syrup  
Strength ..... None  
Weakness ..... None

Culex ~

=====

World ..... 5  
HP ..... 4096  
Attack ..... 250  
Defense ..... 100  
Magic Attack ..... 100  
Magic Defense ..... 80  
EXP ..... 60  
Coins ..... 0  
Item(s) ..... Quartz Charm  
Strength ..... Ice, Fear, Poison, Sleep, Silence  
Weakness ..... None

Czar Dragon ~

=====

World ..... 6  
HP ..... 1400  
Attack ..... 160  
Defense ..... 100  
Magic Attack ..... 120  
Magic Defense ..... 70  
EXP ..... 100  
Coins ..... 0  
Item(s) ..... None  
Strength ..... Fire, Sleep  
Weakness ..... Ice

Ding-A-Ling ~

=====

World ..... 7  
HP ..... 1200  
Attack ..... 180  
Defense ..... 120  
Magic Attack ..... 20  
Magic Defense ..... 50  
EXP ..... 30  
Coins ..... 0  
Item(s) ..... None  
Strength ..... Fear, Poison, Silence  
Weakness ..... Ice

Director ~

=====

World ..... 7  
HP ..... 1000  
Attack ..... 190  
Defense ..... 120  
Magic Attack ..... 57  
Magic Defense ..... 80  
EXP ..... 0

Coins ..... 0  
Item(s) ..... None  
Strength ..... Fear, Poison, Sleep, Silence  
Weakness ..... Thunder

Dodo ~

====

World ..... 6  
HP ..... 1000  
Attack ..... 140  
Defense ..... 100  
Magic Attack ..... 9  
Magic Defense ..... 60  
EXP ..... 40  
Coins ..... 0  
Item(s) ..... None  
Strength ..... None  
Weakness ..... None

Dodo a la Valentina ~

=====

World ..... 6  
HP ..... 800  
Attack ..... 140  
Defense ..... 100  
Magic Attack ..... 9  
Magic Defense ..... 60  
EXP ..... 70  
Coins ..... 0  
Item(s) ..... None  
Strength ..... Sleep, Silence  
Weakness ..... Fire

Domino ~

====

World ..... 7  
HP ..... 900  
Attack ..... 65  
Defense ..... 140  
Magic Attack ..... 120  
Magic Defense ..... 150  
EXP ..... 60  
Coins ..... 0  
Item(s) ..... None  
Strength ..... Fear, Poison, Sleep, Silence  
Weakness ..... Fire

Death Adder Domino ~

=====

World ..... 7  
HP ..... 900  
Attack ..... 65  
Defense ..... 80  
Magic Attack ..... 120  
Magic Defense ..... 150  
EXP ..... 60  
Coins ..... 0  
Item(s) ..... None  
Strength ..... Fear, Poison, Sleep, Silence  
Weakness ..... None



Doppel ~

=====

|                     |            |
|---------------------|------------|
| World .....         | 7          |
| HP .....            | 333        |
| Attack .....        | 140        |
| Defense .....       | 60         |
| Magic Attack .....  | 44         |
| Magic Defense ..... | 50         |
| EXP .....           | 40         |
| Coins .....         | 12         |
| Item(s) .....       | Pure Water |
| Strength .....      | Jump       |
| Weakness .....      | None       |

Drill Bit ~

=====

|                     |                              |
|---------------------|------------------------------|
| World .....         | 5                            |
| HP .....            | 80                           |
| Attack .....        | 85                           |
| Defense .....       | 70                           |
| Magic Attack .....  | 40                           |
| Magic Defense ..... | 56                           |
| EXP .....           | 0                            |
| Coins .....         | 0                            |
| Item(s) .....       | None                         |
| Strength .....      | Fear, Poison, Sleep, Silence |
| Weakness .....      | None                         |

Dry Bones ~

=====

|                     |                          |
|---------------------|--------------------------|
| World .....         | 4                        |
| HP .....            | 0                        |
| Attack .....        | 74                       |
| Defense .....       | 0                        |
| Magic Attack .....  | 7                        |
| Magic Defense ..... | 0                        |
| EXP .....           | 12                       |
| Coins .....         | 5                        |
| Item(s) .....       | Pure Water, Max Mushroom |
| Strength .....      | None                     |
| Weakness .....      | Thunder                  |

Earth Crystal ~

=====

|                     |                                    |
|---------------------|------------------------------------|
| World .....         | 5                                  |
| HP .....            | 3200                               |
| Attack .....        | 0                                  |
| Defense .....       | 70                                 |
| Magic Attack .....  | 80                                 |
| Magic Defense ..... | 33                                 |
| EXP .....           | 0                                  |
| Coins .....         | 0                                  |
| Item(s) .....       | None                               |
| Strength .....      | Jump, Fear, Poison, Sleep, Silence |
| Weakness .....      | Thunder                            |

Earth Link ~

=====

World ..... 7  
HP ..... 2500  
Attack ..... 220  
Defense ..... 120  
Magic Attack ..... 5  
Magic Defense ..... 10  
EXP ..... 200  
Coins ..... 0  
Item(s) ..... None  
Strength ..... Fear, Poison, Sleep, Silence  
Weakness ..... None

Egbert ~

=====

World ..... 6  
HP ..... 10  
Attack ..... 210  
Defense ..... 0  
Magic Attack ..... 0  
Magic Defense ..... 0  
EXP ..... 0  
Coins ..... 0  
Item(s) ..... None  
Strength ..... Fear, Poison, Sleep, Silence  
Weakness ..... None

Enigma ~

=====

World ..... 3  
HP ..... 150  
Attack ..... 55  
Defense ..... 40  
Magic Attack ..... 30  
Magic Defense ..... 35  
EXP ..... 10  
Coins ..... 5  
Item(s) ..... Maple Syrup  
Strength ..... None  
Weakness ..... Jump

Exor ~

====

World ..... 7  
HP ..... 1800  
Attack ..... 0  
Defense ..... 120  
Magic Attack ..... 0  
Magic Defense ..... 80  
EXP ..... 100  
Coins ..... 0  
Item(s) ..... None  
Strength ..... Thunder, Fear, Poison, Sleep, Silence  
Weakness ..... None

Factory Chief ~

=====

World ..... 7  
HP ..... 1000  
Attack ..... 200

Defense ..... 120  
 Magic Attack ..... 70  
 Magic Defense ..... 90  
 EXP ..... 0  
 Coins ..... 0  
 Item(s) ..... None  
 Strength ..... Thunder  
 Weakness ..... Ice

Fautso ~

=====

World ..... 7  
 HP ..... 420  
 Attack ..... 130  
 Defense ..... 100  
 Magic Attack ..... 60  
 Magic Defense ..... 60  
 EXP ..... 5  
 Coins ..... 0  
 Item(s) ..... None  
 Strength ..... Fire, Thunder, Fear, Poison, Silence  
 Weakness ..... Jump, Ice

Fink Flower ~

=====

World ..... 3 and 5  
 HP ..... 200  
 Attack ..... 95  
 Defense ..... 32  
 Magic Attack ..... 63  
 Magic Defense ..... 90  
 EXP ..... 20  
 Coins ..... 2  
 Item(s) ..... Mid Mushroom  
 Strength ..... Fear, Poison, Sleep, Silence  
 Weakness ..... Fire

Fire Crystal ~

=====

World ..... 5  
 HP ..... 2500  
 Attack ..... 0  
 Defense ..... 100  
 Magic Attack ..... 130  
 Magic Defense ..... 60  
 EXP ..... 0  
 Coins ..... 0  
 Item(s) ..... None  
 Strength ..... Fire, Fear, Poison, Sleep, Silence  
 Weakness ..... Ice

Fireball ~

=====

World ..... 3  
 HP ..... 10  
 Attack ..... 55  
 Defense ..... 16  
 Magic Attack ..... 30  
 Magic Defense ..... 16  
 EXP ..... 8

Coins ..... 0  
Item(s) ..... Pick Me Up  
Strength ..... Fire  
Weakness ..... Jump, Ice

Frogog ~

=====

World ..... 2  
HP ..... 80  
Attack ..... 15  
Defense ..... 8  
Magic Attack ..... 0  
Magic Defense ..... 8  
EXP ..... 3  
Coins ..... 4  
Item(s) ..... Mushroom  
Strength ..... None  
Weakness ..... Fire, Thunder

Geckit ~

=====

World ..... 5  
HP ..... 100  
Attack ..... 84  
Defense ..... 63  
Magic Attack ..... 20  
Magic Defense ..... 8  
EXP ..... 18  
Coins ..... 0  
Item(s) ..... Able Juice  
Strength ..... Fire  
Weakness ..... Ice

Geno Clone ~

=====

World ..... 5  
HP ..... 250  
Attack ..... 120  
Defense ..... 80  
Magic Attack ..... 60  
Magic Defense ..... 30  
EXP ..... 0  
Coins ..... 0  
Item(s) ..... None  
Strength ..... Ice, Fear, Poison, Sleep, Silence  
Weakness ..... None

Glum Reaper ~

=====

World ..... 7  
HP ..... 190  
Attack ..... 120  
Defense ..... 55  
Magic Attack ..... 60  
Magic Defense ..... 80  
EXP ..... 35  
Coins ..... 3  
Item(s) ..... Pure Water  
Strength ..... Jump  
Weakness ..... Thunder

Goby ~

====

|                     |          |
|---------------------|----------|
| World .....         | 2        |
| HP .....            | 40       |
| Attack .....        | 22       |
| Defense .....       | 14       |
| Magic Attack .....  | 2        |
| Magic Defense ..... | 10       |
| EXP .....           | 3        |
| Coins .....         | 2        |
| Item(s) .....       | Mushroom |
| Strength .....      | None     |
| Weakness .....      | Thunder  |

Goomba ~

=====

|                     |      |
|---------------------|------|
| World .....         | 1    |
| HP .....            | 16   |
| Attack .....        | 3    |
| Defense .....       | 3    |
| Magic Attack .....  | 1    |
| Magic Defense ..... | 1    |
| EXP .....           | 1    |
| Coins .....         | 0    |
| Item(s) .....       | None |
| Strength .....      | None |
| Weakness .....      | Fire |

Goombette ~

=====

|                     |                     |
|---------------------|---------------------|
| World .....         | 4                   |
| HP .....            | 100                 |
| Attack .....        | 90                  |
| Defense .....       | 10                  |
| Magic Attack .....  | 30                  |
| Magic Defense ..... | 30                  |
| EXP .....           | 0                   |
| Coins .....         | 0                   |
| Item(s) .....       | None                |
| Strength .....      | None                |
| Weakness .....      | Jump, Fire, Thunder |

Gorgon ~

=====

|                     |              |
|---------------------|--------------|
| World .....         | 4            |
| HP .....            | 140          |
| Attack .....        | 86           |
| Defense .....       | 73           |
| Magic Attack .....  | 24           |
| Magic Defense ..... | 52           |
| EXP .....           | 20           |
| Coins .....         | 0            |
| Item(s) .....       | Mid Mushroom |
| Strength .....      | None         |
| Weakness .....      | Thunder      |

Grate Guy ~

=====

|             |   |
|-------------|---|
| World ..... | 3 |
|-------------|---|

HP ..... 900  
Attack ..... 60  
Defense ..... 40  
Magic Attack ..... 25  
Magic Defense ..... 40  
EXP ..... 40  
Coins ..... 15  
Item(s) ..... None  
Strength ..... Fire, Sleep  
Weakness ..... Thunder

Gu Goomba ~

=====

World ..... 7  
HP ..... 132  
Attack ..... 115  
Defense ..... 66  
Magic Attack ..... 13  
Magic Defense ..... 66  
EXP ..... 15  
Coins ..... 1  
Item(s) ..... Max Mushroom  
Strength ..... None  
Weakness ..... None

Guerrilla ~

=====

World ..... 2  
HP ..... 135  
Attack ..... 42  
Defense ..... 32  
Magic Attack ..... 1  
Magic Defense ..... 5  
EXP ..... 8  
Coins ..... 8  
Item(s) ..... Able Juice  
Strength ..... None  
Weakness ..... None

Gun Yolk ~

=====

World ..... 7  
HP ..... 1200  
Attack ..... 200  
Defense ..... 130  
Magic Attack ..... 120  
Magic Defense ..... 80  
EXP ..... 0  
Coins ..... 0  
Item(s) ..... None  
Strength ..... Fire  
Weakness ..... Thunder

Hammer Bros. ~

=====

World ..... 1  
HP ..... 50  
Attack ..... 6  
Defense ..... 13  
Magic Attack ..... 6

Magic Defense ..... 8  
EXP ..... 3  
Coins ..... 10  
Item(s) ..... Flower Jar  
Strength ..... None  
Weakness ..... Jump

Heavy Troopa ~

=====

World ..... 6  
HP ..... 250  
Attack ..... 160  
Defense ..... 100  
Magic Attack ..... 1  
Magic Defense ..... 50  
EXP ..... 32  
Coins ..... 4  
Item(s) ..... Able Juice  
Strength ..... None  
Weakness ..... Fire

Hidon ~

=====

World ..... 4  
HP ..... 600  
Attack ..... 100  
Defense ..... 90  
Magic Attack ..... 60  
Magic Defense ..... 30  
EXP ..... 50  
Coins ..... 100  
Item(s) ..... None  
Strength ..... Fire, Thunder, Ice, Fear,  
..... Poison, Sleep, Silence  
Weakness ..... Jump

Hippopo ~

=====

World ..... 7  
HP ..... 400  
Attack ..... 150  
Defense ..... 110  
Magic Attack ..... 85  
Magic Defense ..... 53  
EXP ..... 80  
Coins ..... 50  
Item(s) ..... None  
Strength ..... Fear, Poison, Sleep, Silence  
Weakness ..... Thunder

Hobgoblin ~

=====

World ..... 2  
HP ..... 50  
Attack ..... 22  
Defense ..... 22  
Magic Attack ..... 8  
Magic Defense ..... 12  
EXP ..... 4  
Coins ..... 3

Item(s) ..... Pure Water  
Strength ..... None  
Weakness ..... Jump

Jabit ~

=====

World ..... 7  
HP ..... 150  
Attack ..... 120  
Defense ..... 95  
Magic Attack ..... 27  
Magic Defense ..... 34  
EXP ..... 0  
Coins ..... 0  
Item(s) ..... None  
Strength ..... None  
Weakness ..... Thunder

Jagger ~

=====

World ..... 5  
HP ..... 600  
Attack ..... 120  
Defense ..... 80  
Magic Attack ..... 0  
Magic Defense ..... 50  
EXP ..... 0  
Coins ..... 0  
Item(s) ..... None  
Strength ..... Jump, Fire, Poison  
Weakness ..... None

Jawful ~

=====

World ..... 6  
HP ..... 278  
Attack ..... 130  
Defense ..... 110  
Magic Attack ..... 8  
Magic Defense ..... 12  
EXP ..... 27  
Coins ..... 0  
Item(s) ..... Sleep Bomb  
Strength ..... Fear  
Weakness ..... None

Jester ~

=====

World ..... 3  
HP ..... 151  
Attack ..... 48  
Defense ..... 35  
Magic Attack ..... 22  
Magic Defense ..... 35  
EXP ..... 10  
Coins ..... 10  
Item(s) ..... None  
Strength ..... Thunder, Ice  
Weakness ..... Fire



Jinx (first form) ~

=====

|                     |                                                           |
|---------------------|-----------------------------------------------------------|
| World .....         | 5                                                         |
| HP .....            | 600                                                       |
| Attack .....        | 140                                                       |
| Defense .....       | 100                                                       |
| Magic Attack .....  | 0                                                         |
| Magic Defense ..... | 80                                                        |
| EXP .....           | 0                                                         |
| Coins .....         | 0                                                         |
| Item(s) .....       | None                                                      |
| Strength .....      | Fire, Thunder, Ice, Fear, Poison,<br>..... Sleep, Silence |
| Weakness .....      | None                                                      |

Jinx (second form) ~

=====

|                     |                                                           |
|---------------------|-----------------------------------------------------------|
| World .....         | 5                                                         |
| HP .....            | 800                                                       |
| Attack .....        | 160                                                       |
| Defense .....       | 120                                                       |
| Magic Attack .....  | 0                                                         |
| Magic Defense ..... | 90                                                        |
| EXP .....           | 0                                                         |
| Coins .....         | 0                                                         |
| Item(s) .....       | None                                                      |
| Strength .....      | Fire, Thunder, Ice, Fear, Poison,<br>..... Sleep, Silence |
| Weakness .....      | None                                                      |

Jinx (third form) ~

=====

|                     |                                                           |
|---------------------|-----------------------------------------------------------|
| World .....         | 5                                                         |
| HP .....            | 1000                                                      |
| Attack .....        | 180                                                       |
| Defense .....       | 140                                                       |
| Magic Attack .....  | 0                                                         |
| Magic Defense ..... | 100                                                       |
| EXP .....           | 0                                                         |
| Coins .....         | 0                                                         |
| Item(s) .....       | Jinx Belt                                                 |
| Strength .....      | Fire, Thunder, Ice, Fear, Poison,<br>..... Sleep, Silence |
| Weakness .....      | None                                                      |

Jonathan Jones ~

=====

|                     |       |
|---------------------|-------|
| World .....         | 4     |
| HP .....            | 820   |
| Attack .....        | 85    |
| Defense .....       | 80    |
| Magic Attack .....  | 25    |
| Magic Defense ..... | 60    |
| EXP .....           | 90    |
| Coins .....         | 50    |
| Item(s) .....       | None  |
| Strength .....      | Sleep |
| Weakness .....      | None  |

==

|                     |      |
|---------------------|------|
| World .....         | 1    |
| HP .....            | 30   |
| Attack .....        | 13   |
| Defense .....       | 13   |
| Magic Attack .....  | 1    |
| Magic Defense ..... | 10   |
| EXP .....           | 2    |
| Coins .....         | 0    |
| Item(s) .....       | None |
| Strength .....      | None |
| Weakness .....      | None |

King Bomb ~

=====

|                     |                              |
|---------------------|------------------------------|
| World .....         | 3                            |
| HP .....            | 500                          |
| Attack .....        | 0                            |
| Defense .....       | 130                          |
| Magic Attack .....  | 80                           |
| Magic Defense ..... | 0                            |
| EXP .....           | 0                            |
| Coins .....         | 0                            |
| Item(s) .....       | None                         |
| Strength .....      | Fear, Poison, Sleep, Silence |
| Weakness .....      | Jump, Fire                   |

King Calamari ~

=====

|                     |                              |
|---------------------|------------------------------|
| World .....         | 4                            |
| HP .....            | 800                          |
| Attack .....        | 100                          |
| Defense .....       | 80                           |
| Magic Attack .....  | 30                           |
| Magic Defense ..... | 40                           |
| EXP .....           | 100                          |
| Coins .....         | 100                          |
| Item(s) .....       | None                         |
| Strength .....      | Fear, Poison, Sleep, Silence |
| Weakness .....      | Fire                         |

Kinklink ~

=====

|                     |      |
|---------------------|------|
| World .....         | 7    |
| HP .....            | N/A  |
| Attack .....        | 0    |
| Defense .....       | 0    |
| Magic Attack .....  | 0    |
| Magic Defense ..... | 0    |
| EXP .....           | 0    |
| Coins .....         | 0    |
| Item(s) .....       | None |
| Strength .....      | None |
| Weakness .....      | None |

Knife Guy ~

=====

|              |     |
|--------------|-----|
| World .....  | 3   |
| HP .....     | 700 |
| Attack ..... | 70  |

Defense ..... 55  
 Magic Attack ..... 20  
 Magic Defense ..... 10  
 EXP ..... 50  
 Coins ..... 10  
 Item(s) ..... Flower Jar  
 Strength ..... Thunder, Sleep  
 Weakness ..... Fire

Kriffid ~

=====

World ..... 5  
 HP ..... 320  
 Attack ..... 95  
 Defense ..... 100  
 Magic Attack ..... 50  
 Magic Defense ..... 40  
 EXP ..... 35  
 Coins ..... 6  
 Item(s) ..... None  
 Strength ..... Fire, Poison  
 Weakness ..... Ice

Lakitu ~

=====

World ..... 3  
 HP ..... 124  
 Attack ..... 450  
 Defense ..... 43  
 Magic Attack ..... 35  
 Magic Defense ..... 40  
 EXP ..... 10  
 Coins ..... 3  
 Item(s) ..... None  
 Strength ..... None  
 Weakness ..... Fire, Thunder

Left Eye ~

=====

World ..... 7  
 HP ..... 300  
 Attack ..... 153  
 Defense ..... 130  
 Magic Attack ..... 47  
 Magic Defense ..... 80  
 EXP ..... 30  
 Coins ..... 0  
 Item(s) ..... None  
 Strength ..... Thunder, Sleep  
 Weakness ..... Jump, Fire

Leuko ~

=====

World ..... 4  
 HP ..... 150  
 Attack ..... 80  
 Defense ..... 60  
 Magic Attack ..... 20  
 Magic Defense ..... 30  
 EXP ..... 20

Coins ..... 0  
Item(s) ..... Mid Mushroom, Maple Syrup  
Strength ..... Thunder  
Weakness ..... None

Li'l Boo ~

=====

World ..... 7  
HP ..... 66  
Attack ..... 120  
Defense ..... 20  
Magic Attack ..... 74  
Magic Defense ..... 120  
EXP ..... 28  
Coins ..... 0  
Item(s) ..... Mid Mushroom, Honey Syrup  
Strength ..... Jump  
Weakness ..... Fire

Machine Made Axem Black ~

=====

World ..... 7  
HP ..... 120  
Attack ..... 120  
Defense ..... 110  
Magic Attack ..... 4  
Magic Defense ..... 40  
EXP ..... 20  
Coins ..... 0  
Item(s) ..... Max Mushroom  
Strength ..... Fear, Sleep  
Weakness ..... Thunder

Machine Made Axem Green ~

=====

World ..... 7  
HP ..... 80  
Attack ..... 105  
Defense ..... 80  
Magic Attack ..... 80  
Magic Defense ..... 120  
EXP ..... 10  
Coins ..... 0  
Item(s) ..... Royal Syrup  
Strength ..... Sleep, Silence  
Weakness ..... Ice

Machine Made Axem Pink ~

=====

World ..... 7  
HP ..... 100  
Attack ..... 98  
Defense ..... 90  
Magic Attack ..... 40  
Magic Defense ..... 100  
EXP ..... 30  
Coins ..... 0  
Item(s) ..... Maple Syrup  
Strength ..... Sleep, Silence  
Weakness ..... Fire, Ice

Machine Made Axem Red ~

=====

|                     |                   |
|---------------------|-------------------|
| World .....         | 7                 |
| HP .....            | 180               |
| Attack .....        | 135               |
| Defense .....       | 95                |
| Magic Attack .....  | 24                |
| Magic Defense ..... | 80                |
| EXP .....           | 50                |
| Coins .....         | 0                 |
| Item(s) .....       | Royal Syrup       |
| Strength .....      | Fire, Fear, Sleep |
| Weakness .....      | Ice               |

Machine Made Axem Yellow ~

=====

|                     |                        |
|---------------------|------------------------|
| World .....         | 7                      |
| HP .....            | 200                    |
| Attack .....        | 140                    |
| Defense .....       | 130                    |
| Magic Attack .....  | 16                     |
| Magic Defense ..... | 20                     |
| EXP .....           | 25                     |
| Coins .....         | 0                      |
| Item(s) .....       | Max Mushroom           |
| Strength .....      | Thunder, Poison, Sleep |
| Weakness .....      | Jump                   |

Machine Made Bowyer ~

=====

|                     |                              |
|---------------------|------------------------------|
| World .....         | 7                            |
| HP .....            | 1000                         |
| Attack .....        | 150                          |
| Defense .....       | 120                          |
| Magic Attack .....  | 90                           |
| Magic Defense ..... | 80                           |
| EXP .....           | 150                          |
| Coins .....         | 40                           |
| Item(s) .....       | Ice Bomb                     |
| Strength .....      | Fear, Poison, Sleep, Silence |
| Weakness .....      | None                         |

Machine Made Drill Bit ~

=====

|                     |      |
|---------------------|------|
| World .....         | 7    |
| HP .....            | 180  |
| Attack .....        | 130  |
| Defense .....       | 82   |
| Magic Attack .....  | 31   |
| Magic Defense ..... | 69   |
| EXP .....           | 0    |
| Coins .....         | 0    |
| Item(s) .....       | None |
| Strength .....      | None |
| Weakness .....      | None |

Machine Made Mack ~

=====

|             |   |
|-------------|---|
| World ..... | 7 |
|-------------|---|

HP ..... 300  
Attack ..... 160  
Defense ..... 120  
Magic Attack ..... 95  
Magic Defense ..... 40  
EXP ..... 120  
Coins ..... 30  
Item(s) ..... Fire Bomb  
Strength ..... Fear, Poison, Sleep, Silence  
Weakness ..... Thunder

Machine Made Shyster ~

=====

World ..... 7  
HP ..... 100  
Attack ..... 135  
Defense ..... 95  
Magic Attack ..... 90  
Magic Defense ..... 65  
EXP ..... 0  
Coins ..... 0  
Item(s) ..... None  
Strength ..... None  
Weakness ..... None

Machine Made Yaridovich ~

=====

World ..... 7  
HP ..... 800  
Attack ..... 180  
Defense ..... 130  
Magic Attack ..... 90  
Magic Defense ..... 50  
EXP ..... 180  
Coins ..... 50  
Item(s) ..... None  
Strength ..... Fear, Poison, Sleep, Silence  
Weakness ..... None

Mack ~

===

World ..... 1  
HP ..... 480  
Attack ..... 22  
Defense ..... 25  
Magic Attack ..... 15  
Magic Defense ..... 20  
EXP ..... 24  
Coins ..... 20  
Item(s) ..... First Star  
Strength ..... Fear, Poison, Sleep, Silence  
Weakness ..... Thunder

Mad Adder ~

=====

World ..... 7  
HP ..... 1500  
Attack ..... 150  
Defense ..... 70  
Magic Attack ..... 90

Magic Defense ..... 180  
EXP ..... 200  
Coins ..... 0  
Item(s) ..... None  
Strength ..... Fear, Poison, Sleep, Silence  
Weakness ..... Thunder

Magikoopa ~

=====

World ..... 7  
HP ..... 1600  
Attack ..... 100  
Defense ..... 60  
Magic Attack ..... 120  
Magic Defense ..... 100  
EXP ..... 0  
Coins ..... 0  
Item(s) ..... None  
Strength ..... Poison, Sleep, Silence  
Weakness ..... None

Magmite ~

=====

World ..... 3  
HP ..... 26  
Attack ..... 45  
Defense ..... 70  
Magic Attack ..... 3  
Magic Defense ..... 1  
EXP ..... 5  
Coins ..... 1  
Item(s) ..... None  
Strength ..... Jump  
Weakness ..... Ice

Magmus ~

=====

World ..... 6  
HP ..... 50  
Attack ..... 110  
Defense ..... 140  
Magic Attack ..... 3  
Magic Defense ..... 25  
EXP ..... 18  
Coins ..... 3  
Item(s) ..... Bracer  
Strength ..... Jump, Fire, Fear, Poison, Sleep, Silence  
Weakness ..... Ice

Malakoopa ~

=====

World ..... 7  
HP ..... 95  
Attack ..... 130  
Defense ..... 120  
Magic Attack ..... 47  
Magic Defense ..... 98  
EXP ..... 23  
Coins ..... 3  
Item(s) ..... Honey Syrup

Strength ..... None  
Weakness ..... Thunder

Mallow Clone ~

=====

World ..... 5  
HP ..... 150  
Attack ..... 80  
Defense ..... 65  
Magic Attack ..... 70  
Magic Defense ..... 80  
EXP ..... 0  
Coins ..... 0  
Item(s) ..... None  
Strength .... Thunder, Ice, Fear, Poison, Sleep, Silence  
Weakness ..... None

Manager ~

=====

World ..... 7  
HP ..... 800  
Attack ..... 170  
Defense ..... 110  
Magic Attack ..... 60  
Magic Defense ..... 70  
EXP ..... 0  
Coins ..... 0  
Item(s) ..... None  
Strength ..... None  
Weakness ..... None

Mario Clone ~

=====

World ..... 5  
HP ..... 200  
Attack ..... 100  
Defense ..... 90  
Magic Attack ..... 33  
Magic Defense ..... 55  
EXP ..... 0  
Coins ..... 0  
Item(s) ..... None  
Strength ..... Jump, Fire, Fear, Poison, Sleep, Silence  
Weakness ..... None

Mastadoom ~

=====

World ..... 4  
HP ..... 180  
Attack ..... 90  
Defense ..... 65  
Magic Attack ..... 30  
Magic Defense ..... 50  
EXP ..... 20  
Coins ..... 0  
Item(s) ..... Mid Mushroom  
Strength ..... Thunder  
Weakness ..... Fire

Megasmilax ~



=====

World ..... 5  
HP ..... 1000  
Attack ..... 140  
Defense ..... 80  
Magic Attack ..... 70  
Magic Defense ..... 80  
EXP ..... 120  
Coins ..... 0  
Item(s) ..... Seed  
Strength ..... Fear, Poison, Sleep, Silence  
Weakness ..... Ice

Mezzo Bomb ~

=====

World ..... 3  
HP ..... 150  
Attack ..... 70  
Defense ..... 40  
Magic Attack ..... 0  
Magic Defense ..... 10  
EXP ..... 0  
Coins ..... 0  
Item(s) ..... None  
Strength ..... Sleep  
Weakness ..... Jump, Fire

Micro Bomb ~

=====

World ..... 3  
HP ..... 30  
Attack ..... 42  
Defense ..... 30  
Magic Attack ..... 6  
Magic Defense ..... 10  
EXP ..... 0  
Coins ..... 0  
Item(s) ..... None  
Strength ..... Sleep  
Weakness ..... Jump, Fire

Mokura ~

=====

World ..... 5  
HP ..... 620  
Attack ..... 0  
Defense ..... 0  
Magic Attack ..... 50  
Magic Defense ..... 60  
EXP ..... 30  
Coins ..... 0  
Item(s) ..... None  
Strength ..... Jump, Thunder, Fear, Sleep, Silence  
Weakness ..... None

Mr. Kipper ~

=====

World ..... 4  
HP ..... 133  
Attack ..... 75

Defense ..... 45  
Magic Attack ..... 14  
Magic Defense ..... 10  
EXP ..... 8  
Coins ..... 2  
Item(s) ..... Able Juice  
Strength ..... Ice, Fear, Poison, Sleep, Silence  
Weakness ..... Fire

Muckle ~

=====

World ..... 6  
HP ..... 320  
Attack ..... 90  
Defense ..... 44  
Magic Attack ..... 90  
Magic Defense ..... 44  
EXP ..... 6  
Coins ..... 3  
Item(s) ..... Ice Bomb  
Strength ..... None  
Weakness ..... Fire, Thunder

Mukumuku ~

=====

World ..... 4  
HP ..... 108  
Attack ..... 60  
Defense ..... 47  
Magic Attack ..... 22  
Magic Defense ..... 30  
EXP ..... 8  
Coins ..... 1  
Item(s) ..... Maple Syrup  
Strength ..... Thunder  
Weakness ..... Fire

Neosquid ~

=====

World ..... 7  
HP ..... 800  
Attack ..... 180  
Defense ..... 80  
Magic Attack ..... 86  
Magic Defense ..... 50  
EXP ..... 40  
Coins ..... 0  
Item(s) ..... None  
Strength ..... Sleep  
Weakness ..... None

Ninja ~

=====

World ..... 7  
HP ..... 235  
Attack ..... 130  
Defense ..... 76  
Magic Attack ..... 51  
Magic Defense ..... 67  
EXP ..... 32

Coins ..... 6  
Item(s) ..... Maple Syrup  
Strength ..... Fire, Thunder, Ice, Fear, Poison,  
..... Sleep, Silence  
Weakness ..... None

Octolot ~

=====

World ..... 2  
HP ..... 99  
Attack ..... 38  
Defense ..... 27  
Magic Attack ..... 25  
Magic Defense ..... 30  
EXP ..... 6  
Coins ..... 4  
Item(s) ..... Honey Syrup  
Strength ..... None  
Weakness ..... Fire, Thunder

Octovader ~

=====

World ..... 5  
HP ..... 250  
Attack ..... 90  
Defense ..... 50  
Magic Attack ..... 36  
Magic Defense ..... 50  
EXP ..... 30  
Coins ..... 8  
Item(s) ..... None  
Strength ..... Thunder  
Weakness ..... Fire

Oerlikon ~

=====

World ..... 6  
HP ..... 85  
Attack ..... 120  
Defense ..... 125  
Magic Attack ..... 17  
Magic Defense ..... 50  
EXP ..... 22  
Coins ..... 0  
Item(s) ..... Energizer  
Strength ..... Jump, Fire, Fear, Poison, Sleep, Silence  
Weakness ..... Ice

Orb User ~

=====

World ..... 3  
HP ..... 8  
Attack ..... 42  
Defense ..... 80  
Magic Attack ..... 28  
Magic Defense ..... 40  
EXP ..... 5  
Coins ..... 2  
Item(s) ..... Honey Syrup  
Strength ..... Fire, Thunder, Ice

Weakness ..... Jump

Orbison ~

=====

World ..... 6  
HP ..... 30  
Attack ..... 113  
Defense ..... 140  
Magic Attack ..... 63  
Magic Defense ..... 65  
EXP ..... 18  
Coins ..... 0  
Item(s) ..... Pure Water  
Strength ..... Fire, Thunder, Ice  
Weakness ..... Jump

Pandorite ~

=====

World ..... 2  
HP ..... 300  
Attack ..... 30  
Defense ..... 20  
Magic Attack ..... 20  
Magic Defense ..... 20  
EXP ..... 20  
Coins ..... 30  
Item(s) ..... Flower Jar  
Strength ..... Fire, Thunder, Ice, Fear, Poison,  
..... Sleep, Silence  
Weakness ..... Jump

Pinwheel ~

=====

World ..... 6  
HP ..... 99  
Attack ..... 120  
Defense ..... 90  
Magic Attack ..... 70  
Magic Defense ..... 66  
EXP ..... 23  
Coins ..... 0  
Item(s) ..... Pick Me Up  
Strength ..... Thunder, Fear, Poison, Sleep, Silence  
Weakness ..... None

Piranha Plant ~

=====

World ..... 2  
HP ..... 168  
Attack ..... 45  
Defense ..... 14  
Magic Attack ..... 20  
Magic Defense ..... 22  
EXP ..... 5  
Coins ..... 5  
Item(s) ..... Sleepy Bomb  
Strength ..... Jump  
Weakness ..... None

Pounder ~

=====

|                     |         |
|---------------------|---------|
| World .....         | 7       |
| HP .....            | 180     |
| Attack .....        | 130     |
| Defense .....       | 70      |
| Magic Attack .....  | 45      |
| Magic Defense ..... | 60      |
| EXP .....           | 24      |
| Coins .....         | 2       |
| Item(s) .....       | None    |
| Strength .....      | None    |
| Weakness .....      | Thunder |

Poundette ~

=====

|                     |         |
|---------------------|---------|
| World .....         | 7       |
| HP .....            | 150     |
| Attack .....        | 140     |
| Defense .....       | 60      |
| Magic Attack .....  | 66      |
| Magic Defense ..... | 45      |
| EXP .....           | 28      |
| Coins .....         | 3       |
| Item(s) .....       | None    |
| Strength .....      | None    |
| Weakness .....      | Thunder |

Pulsar ~

=====

|                     |            |
|---------------------|------------|
| World .....         | 4          |
| HP .....            | 69         |
| Attack .....        | 75         |
| Defense .....       | 90         |
| Magic Attack .....  | 33         |
| Magic Defense ..... | 35         |
| EXP .....           | 15         |
| Coins .....         | 12         |
| Item(s) .....       | Pick Me Up |
| Strength .....      | Jump       |
| Weakness .....      | Fire       |

Punchinello ~

=====

|                     |                                    |
|---------------------|------------------------------------|
| World .....         | 3                                  |
| HP .....            | 1200                               |
| Attack .....        | 60                                 |
| Defense .....       | 42                                 |
| Magic Attack .....  | 22                                 |
| Magic Defense ..... | 40                                 |
| EXP .....           | 0                                  |
| Coins .....         | 0                                  |
| Item(s) .....       | Third Star                         |
| Strength .....      | Jump, Fear, Poison, Sleep, Silence |
| Weakness .....      | None                               |

Puppo ~

=====

|              |     |
|--------------|-----|
| World .....  | 7   |
| HP .....     | 300 |
| Attack ..... | 145 |

Defense ..... 110  
 Magic Attack ..... 20  
 Magic Defense ..... 32  
 EXP ..... 30  
 Coins ..... 10  
 Item(s) ..... None  
 Strength ..... Thunder  
 Weakness ..... Fire

Pyrosphere ~

=====

World ..... 6  
 HP ..... 167  
 Attack ..... 105  
 Defense ..... 66  
 Magic Attack ..... 100  
 Magic Defense ..... 48  
 EXP ..... 17  
 Coins ..... 2  
 Item(s) ..... None  
 Strength ..... Fire, Poison  
 Weakness ..... Ice

Raspberry ~

=====

World ..... 3  
 HP ..... 600  
 Attack ..... 70  
 Defense ..... 20  
 Magic Attack ..... 30  
 Magic Defense ..... 30  
 EXP ..... 0  
 Coins ..... 0  
 Item(s) ..... None  
 Strength ..... Fire Thunder, Ice, Fear, Poison, Sleep  
 Weakness ..... Jump

Rat Funk ~

=====

World ..... 2  
 HP ..... 32  
 Attack ..... 20  
 Defense ..... 14  
 Magic Attack ..... 0  
 Magic Defense ..... 6  
 EXP ..... 2  
 Coins ..... 6  
 Item(s) ..... Able Juice  
 Strength ..... None  
 Weakness ..... Fire

Reacher ~

=====

World ..... 4  
 HP ..... 18  
 Attack ..... 4  
 Defense ..... 95  
 Magic Attack ..... 75  
 Magic Defense ..... 80  
 EXP ..... 30

Coins ..... 8  
Item(s) ..... None  
Strength ..... None  
Weakness ..... Thunder

Remo Con ~

=====

World ..... 3  
HP ..... 88  
Attack ..... 56  
Defense ..... 52  
Magic Attack ..... 25  
Magic Defense ..... 10  
EXP ..... 8  
Coins ..... 7  
Item(s) ..... Honey Syrup  
Strength ..... Thunder, Ice  
Weakness ..... Fire

Ribbite ~

=====

World ..... 5  
HP ..... 250  
Attack ..... 115  
Defense ..... 20  
Magic Attack ..... 61  
Magic Defense ..... 29  
EXP ..... 22  
Coins ..... 8  
Item(s) ..... None  
Strength ..... Fire, Poison  
Weakness ..... Fire

Right Eye ~

=====

World ..... 7  
HP ..... 500  
Attack ..... 128  
Defense ..... 100  
Magic Attack ..... 82  
Magic Defense ..... 36  
EXP ..... 30  
Coins ..... 0  
Item(s) ..... None  
Strength ..... Thunder, Sleep  
Weakness ..... Jump, Fire

Rob-Omb ~

=====

World ..... 3  
HP ..... 42  
Attack ..... 54  
Defense ..... 63  
Magic Attack ..... 1  
Magic Defense ..... 20  
EXP ..... 6  
Coins ..... 1  
Item(s) ..... Pick Me Up  
Strength ..... None  
Weakness ..... Jump, Fire

Sackit ~

=====

|                     |                           |
|---------------------|---------------------------|
| World .....         | 4                         |
| HP .....            | 152                       |
| Attack .....        | 70                        |
| Defense .....       | 53                        |
| Magic Attack .....  | 13                        |
| Magic Defense ..... | 20                        |
| EXP .....           | 20                        |
| Coins .....         | 30                        |
| Item(s) .....       | Max Mushroom, Royal Syrup |
| Strength .....      | None                      |
| Weakness .....      | None                      |

Shadow ~

=====

|                     |            |
|---------------------|------------|
| World .....         | 2          |
| HP .....            | 85         |
| Attack .....        | 24         |
| Defense .....       | 5          |
| Magic Attack .....  | 20         |
| Magic Defense ..... | 20         |
| EXP .....           | 3          |
| Coins .....         | 2          |
| Item(s) .....       | Pick Me Up |
| Strength .....      | Jump       |
| Weakness .....      | None       |

Shaman ~

=====

|                     |                          |
|---------------------|--------------------------|
| World .....         | 6                        |
| HP .....            | 150                      |
| Attack .....        | 92                       |
| Defense .....       | 50                       |
| Magic Attack .....  | 80                       |
| Magic Defense ..... | 90                       |
| EXP .....           | 17                       |
| Coins .....         | 4                        |
| Item(s) .....       | Maple Syrup, Honey Syrup |
| Strength .....      | None                     |
| Weakness .....      | None                     |

Shelly ~

=====

|                     |                              |
|---------------------|------------------------------|
| World .....         | 6                            |
| HP .....            | 500                          |
| Attack .....        | 0                            |
| Defense .....       | 80                           |
| Magic Attack .....  | 0                            |
| Magic Defense ..... | 0                            |
| EXP .....           | 0                            |
| Coins .....         | 0                            |
| Item(s) .....       | None                         |
| Strength .....      | Fear, Poison, Sleep, Silence |
| Weakness .....      | None                         |

Shogun ~

=====

|             |   |
|-------------|---|
| World ..... | 5 |
|-------------|---|



HP ..... 150  
 Attack ..... 100  
 Defense ..... 80  
 Magic Attack ..... 1  
 Magic Defense ..... 32  
 EXP ..... 24  
 Coins ..... 10  
 Item(s) ..... Pick Me Up  
 Strength ..... Fear, Sleep  
 Weakness ..... Ice, Fire

Shy Away ~

=====

World ..... 5  
 HP ..... 140  
 Attack ..... 90  
 Defense ..... 50  
 Magic Attack ..... 39  
 Magic Defense ..... 73  
 EXP ..... 1  
 Coins ..... 30  
 Item(s) ..... Honey Syrup  
 Strength ..... None  
 Weakness ..... Ice

Shy Guy ~

=====

World ..... 2  
 HP ..... 78  
 Attack ..... 29  
 Defense ..... 30  
 Magic Attack ..... 20  
 Magic Defense ..... 6  
 EXP ..... 2  
 Coins ..... 1  
 Item(s) ..... None  
 Strength ..... None  
 Weakness ..... None

Shy Ranger ~

=====

World ..... 3  
 HP ..... 300  
 Attack ..... 100  
 Defense ..... 80  
 Magic Attack ..... 4  
 Magic Defense ..... 10  
 EXP ..... 60  
 Coins ..... 1  
 Item(s) ..... None  
 Strength ..... Jump, Fire, Thunder, Ice  
 Weakness ..... None

Shyper ~

=====

World ..... 7  
 HP ..... 400  
 Attack ..... 140  
 Defense ..... 80  
 Magic Attack ..... 70

Magic Defense ..... 50  
 EXP ..... 0  
 Coins ..... 0  
 Item(s) ..... None  
 Strength ..... Fear, Poison, Sleep, Silence  
 Weakness ..... None

Shyster ~

=====

World ..... 1  
 HP ..... 30  
 Attack ..... 20  
 Defense ..... 26  
 Magic Attack ..... 18  
 Magic Defense ..... 10  
 EXP ..... 3  
 Coins ..... 2  
 Item(s) ..... Honey Syrup  
 Strength ..... None  
 Weakness ..... Thunder

Skytroopa ~

=====

World ..... 1  
 HP ..... 10  
 Attack ..... 4  
 Defense ..... 16  
 Magic Attack ..... 6  
 Magic Defense ..... 4  
 EXP ..... 1  
 Coins ..... 1  
 Item(s) ..... Mushroom  
 Strength ..... None  
 Weakness ..... Jump

Sling Shy ~

=====

World ..... 6  
 HP ..... 120  
 Attack ..... 108  
 Defense ..... 80  
 Magic Attack ..... 42  
 Magic Defense ..... 21  
 EXP ..... 3  
 Coins ..... 20  
 Item(s) ..... Honey Syrup  
 Strength ..... None  
 Weakness ..... None

Smelter ~

=====

World ..... 7  
 HP ..... 1500  
 Attack ..... 0  
 Defense ..... 120  
 Magic Attack ..... 0  
 Magic Defense ..... 100  
 EXP ..... 0  
 Coins ..... 0  
 Item(s) ..... None

Strength ..... Fire, Fear, Poison, Sleep, Silence  
Weakness ..... Thunder

Smilax ~

=====

World ..... 5  
HP ..... 200  
Attack ..... 100  
Defense ..... 80  
Magic Attack ..... 70  
Magic Defense ..... 50  
EXP ..... 0  
Coins ..... 0  
Item(s) ..... None  
Strength ..... Fear, Poison, Sleep, Silence  
Weakness ..... Ice

Smithy - Santa ~

=====

World ..... 7  
HP ..... 2000  
Attack ..... 230  
Defense ..... 130  
Magic Attack ..... 100  
Magic Defense ..... 100  
EXP ..... 0  
Coins ..... 0  
Item(s) ..... None  
Strength ..... Fear, Poison, Sleep, Silence  
Weakness ..... None

Smithy - Body ~

=====

World ..... 7  
HP ..... 1000  
Attack ..... 180  
Defense ..... 80  
Magic Attack ..... 20  
Magic Defense ..... 60  
EXP ..... 0  
Coins ..... 0  
Item(s) ..... Seventh Star  
Strength ..... Fear, Poison, Sleep, Silence  
Weakness ..... None

Smithy - Head ~

=====

World ..... 7  
HP ..... 8000  
Attack ..... 180  
Defense ..... 80  
Magic Attack ..... 60  
Magic Defense ..... 50  
EXP ..... 0  
Coins ..... 0  
Item(s) ..... Seventh Star  
Strength ..... Fear, Poison, Sleep, Silence  
Weakness ..... None

Smithy - Wizard ~

=====

World ..... 7  
HP ..... 8000  
Attack ..... 135  
Defense ..... 50  
Magic Attack ..... 130  
Magic Defense ..... 150  
EXP ..... 0  
Coins ..... 0  
Item(s) ..... Seventh Star  
Strength ..... Fire, Thunder, Ice, Fear, Poison,  
..... Sleep, Silence  
Weakness ..... None

Smithy - Big Shield Thingy Head ~

=====

World ..... 7  
HP ..... 8000  
Attack ..... 40  
Defense ..... 150  
Magic Attack ..... 70  
Magic Defense ..... 100  
EXP ..... 0  
Coins ..... 0  
Item(s) ..... Seventh Star  
Strength ..... Fire, Thunder, Ice, Fear, Poison,  
..... Sleep, Silence  
Weakness ..... Ice

Smithy - Tank ~

=====

World ..... 7  
HP ..... 8000  
Attack ..... 250  
Defense ..... 130  
Magic Attack ..... 10  
Magic Defense ..... 50  
EXP ..... 0  
Coins ..... 0  
Item(s) ..... Seventh Star  
Strength ..... Fear, Poison, Sleep, Silence  
Weakness ..... Thunder

Smithy - Treasure Chest ~

=====

World ..... 7  
HP ..... 8000  
Attack ..... 150  
Defense ..... 120  
Magic Attack ..... 78  
Magic Defense ..... 80  
EXP ..... 0  
Coins ..... 0  
Item(s) ..... Seventh Star  
Strength ..... Thunder, Fear, Poison, Sleep, Silence  
Weakness ..... Fire

Snapdragon ~

=====

World ..... 2

HP ..... 90  
Attack ..... 28  
Defense ..... 25  
Magic Attack ..... 31  
Magic Defense ..... 25  
EXP ..... 4  
Coins ..... 3  
Item(s) ..... Mushroom  
Strength ..... None  
Weakness ..... Fire

Snifit ~

=====

World ..... 3  
HP ..... 200  
Attack ..... 60  
Defense ..... 60  
Magic Attack ..... 20  
Magic Defense ..... 20  
EXP ..... 2  
Coins ..... 15  
Item(s) ..... Mushroom  
Strength ..... None  
Weakness ..... Ice

Sparky ~

=====

World ..... 2  
HP ..... 120  
Attack ..... 40  
Defense ..... 1  
Magic Attack ..... 38  
Magic Defense ..... 50  
EXP ..... 4  
Coins ..... 1  
Item(s) ..... None  
Strength ..... Fire  
Weakness ..... Ice

Spikester ~

=====

World ..... 3  
HP ..... 50  
Attack ..... 48  
Defense ..... 60  
Magic Attack ..... 12  
Magic Defense ..... 4  
EXP ..... 6  
Coins ..... 2  
Item(s) ..... None  
Strength ..... Jump  
Weakness ..... Ice

Spikey ~

=====

World ..... 1  
HP ..... 20  
Attack ..... 6  
Defense ..... 11  
Magic Attack ..... 4

Magic Defense ..... 2  
EXP ..... 1  
Coins ..... 2  
Item(s) ..... Honey Syrup  
Strength ..... Jump  
Weakness ..... None

Spinthra ~

=====

World ..... 5  
HP ..... 230  
Attack ..... 110  
Defense ..... 70  
Magic Attack ..... 4  
Magic Defense ..... 32  
EXP ..... 30  
Coins ..... 4  
Item(s) ..... Bracer  
Strength ..... Poison  
Weakness ..... Ice

Spookum ~

=====

World ..... 3  
HP ..... 98  
Attack ..... 50  
Defense ..... 45  
Magic Attack ..... 32  
Magic Defense ..... 5  
EXP ..... 8  
Coins ..... 4  
Item(s) ..... Mid Mushroom  
Strength ..... None  
Weakness ..... Ice

Springer ~

=====

World ..... 7  
HP ..... 122  
Attack ..... 155  
Defense ..... 110  
Magic Attack ..... 100  
Magic Defense ..... 79  
EXP ..... 29  
Coins ..... 2  
Item(s) ..... Energizer  
Strength ..... None  
Weakness ..... None

Starcruster ~

=====

World ..... 7  
HP ..... 72  
Attack ..... 135  
Defense ..... 145  
Magic Attack ..... 16  
Magic Defense ..... 53  
EXP ..... 36  
Coins ..... 60  
Item(s) ..... None

Strength ..... Jump  
Weakness ..... Ice

Starslap ~

=====

World ..... 2  
HP ..... 62  
Attack ..... 25  
Defense ..... 24  
Magic Attack ..... 4  
Magic Defense ..... 10  
EXP ..... 2  
Coins ..... 2  
Item(s) ..... None  
Strength ..... None  
Weakness ..... Fire, Thunder

Stinger ~

=====

World ..... 4  
HP ..... 65  
Attack ..... 78  
Defense ..... 80  
Magic Attack ..... 23  
Magic Defense ..... 10  
EXP ..... 13  
Coins ..... 1  
Item(s) ..... Able Juice  
Strength ..... None  
Weakness ..... None

Strawhead ~

=====

World ..... 4  
HP ..... 131  
Attack ..... 80  
Defense ..... 63  
Magic Attack ..... 18  
Magic Defense ..... 12  
EXP ..... 17  
Coins ..... 12  
Item(s) ..... Pure Water  
Strength ..... None  
Weakness ..... Thunder

Stumpet ~

=====

World ..... 9  
HP ..... 500  
Attack ..... 200  
Defense ..... 120  
Magic Attack ..... 6  
Magic Defense ..... 60  
EXP ..... 70  
Coins ..... 15  
Item(s) ..... Fear Bomb, Fire Bomb  
Strength ..... Fire, Fear, Poison, Sleep, Silence  
Weakness ..... Ice

Tentacle (Left) ~

=====

World ..... 4  
HP ..... 260  
Attack ..... 82  
Defense ..... 50  
Magic Attack ..... 35  
Magic Defense ..... 40  
EXP ..... 0  
Coins ..... 0  
Item(s) ..... None  
Strength ..... Sleep, Silence  
Weakness ..... Fire

Tentacle (Right) ~

=====

World ..... 4  
HP ..... 200  
Attack ..... 87  
Defense ..... 70  
Magic Attack ..... 35  
Magic Defense ..... 23  
EXP ..... 0  
Coins ..... 0  
Item(s) ..... None  
Strength ..... Sleep, Silence  
Weakness ..... Fire

Terra Cotta ~

=====

World ..... 7  
HP ..... 180  
Attack ..... 120  
Defense ..... 85  
Magic Attack ..... 36  
Magic Defense ..... 35  
EXP ..... 35  
Coins ..... 0  
Item(s) ..... Mushroom  
Strength ..... Fire  
Weakness ..... None

Terrapin ~

=====

World ..... 7  
HP ..... 10  
Attack ..... 1  
Defense ..... 8  
Magic Attack ..... 0  
Magic Defense ..... 1  
EXP ..... 0  
Coins ..... 0  
Item(s) ..... None  
Strength ..... None  
Weakness ..... None

The Big Boo ~

=====

World ..... 2  
HP ..... 43  
Attack ..... 18



Defense ..... 0  
 Magic Attack ..... 18  
 Magic Defense ..... 24  
 EXP ..... 2  
 Coins ..... 0  
 Item(s) ..... Pure Water, Honey Syrup  
 Strength ..... Jump, Fear  
 Weakness ..... None

Toadstool 2 ~

=====

World ..... 5  
 HP ..... 120  
 Attack ..... 90  
 Defense ..... 60  
 Magic Attack ..... 62  
 Magic Defense ..... 70  
 EXP ..... 0  
 Coins ..... 0  
 Item(s) ..... None  
 Strength ..... Fear, Poison, Sleep, Silence  
 Weakness ..... None

Torte ~

=====

World ..... 3  
 HP ..... 100  
 Attack ..... 60  
 Defense ..... 50  
 Magic Attack ..... 8  
 Magic Defense ..... 27  
 EXP ..... 0  
 Coins ..... 0  
 Item(s) ..... None  
 Strength ..... Fear, Poison, Sleep, Silence  
 Weakness ..... None

Valentina ~

=====

World ..... 6  
 HP ..... 2000  
 Attack ..... 120  
 Defense ..... 80  
 Magic Attack ..... 80  
 Magic Defense ..... 60  
 EXP ..... 120  
 Coins ..... 200  
 Item(s) ..... Palace Key  
 Strength ..... Ice, Fear, Poison, Sleep, Silence  
 Weakness ..... None

Vomer ~

=====

(Vomer, although bearing 0 HP, can only be defeated  
 through the use of a certain attack or Pure Water.)  
 World ..... 6  
 HP ..... 0  
 Attack ..... 110  
 Defense ..... 0  
 Magic Attack ..... 9

Magic Defense ..... 0  
EXP ..... 19  
Coins ..... 0  
Item(s) ..... Pure Water  
Strength ..... Fear, Poison, Sleep, Silence  
Weakness ..... Thunder

Water Crystal ~

=====

World ..... 5  
HP ..... 1800  
Attack ..... 0  
Defense ..... 130  
Magic Attack ..... 120  
Magic Defense ..... 50  
EXP ..... 0  
Coins ..... 0  
Item(s) ..... None  
Strength ..... Ice, Fear, Poison, Sleep, Silence  
Weakness ..... Fire

Wiggler ~

=====

World ..... 2  
HP ..... 120  
Attack ..... 40  
Defense ..... 25  
Magic Attack ..... 18  
Magic Defense ..... 20  
EXP ..... 6  
Coins ..... 10  
Item(s) ..... Honey Syrup  
Strength ..... None  
Weakness ..... Thunder

Wind Crystal ~

=====

World ..... 5  
HP ..... 800  
Attack ..... 0  
Defense ..... 200  
Magic Attack ..... 60  
Magic Defense ..... 88  
EXP ..... 0  
Coins ..... 0  
Item(s) ..... None  
Strength ..... Thunder, Fear, Poison, Sleep, Silence  
Weakness ..... Jump

Yaridovich - Real ~

=====

World ..... 4  
HP ..... 1500  
Attack ..... 125  
Defense ..... 85  
Magic Attack ..... 70  
Magic Defense ..... 75  
EXP ..... 120  
Coins ..... 50  
Item(s) ..... Shed Key

Strength ..... Fear, Poison, Sleep, Silence  
Weakness ..... Thunder

Yaridovich - Fake ~

=====

World ..... 4  
HP ..... 500  
Attack ..... 100  
Defense ..... 40  
Magic Attack ..... 60  
Magic Defense ..... 10  
EXP ..... 0  
Coins ..... 0  
Item(s) ..... None  
Strength ..... Fear, Poison, Sleep, Silence  
Weakness ..... Thunder

Zeostar ~

=====

World ..... 4  
HP ..... 90  
Attack ..... 75  
Defense ..... 60  
Magic Attack ..... 28  
Magic Defense ..... 20  
EXP ..... 10  
Coins ..... 3  
Item(s) ..... Mushroom  
Strength ..... None  
Weakness ..... Fire

Zombone ~

=====

World ..... 6  
HP ..... 1800  
Attack ..... 790  
Defense ..... 60  
Magic Attack ..... 80  
Magic Defense ..... 100  
EXP ..... 50  
Coins ..... 0  
Item(s) ..... None  
Strength ..... Fire, Ice, Fear, Poison, Sleep  
Weakness ..... Jump, Thunder, Geno Beam

~~~~~  
6.2. Bosses [6200]  
~~~~~

Below is a list of all the bosses or half-bosses you will be fighting throughout Super Mario RPG. Currently, they are listed in the order which you will engage with them.

[-----]

Bowser ~

=====

HP: 300  
Attacks: Lunge (2-3 HP damage)

Support: Kinklink (60 HP)

Support Attacks: None

Description: ...Okay, I just misused the term boss battle, because this is, in fact, not a boss battle. Anyway, first of all: never attack Bowser himself. Instead, aim your fists at the Kinklink right behind him. Bowser's attacks aren't a real threat, they make Mario lose 3HP at max. Just keep focusing your attacks on the Kinklink and you'll be just fine. Also note how Peach will occasionally remind you that you have to hit the chain. Pfish, as if you couldn't figure that out yourself. After you beat the hell out of the Kinklink, the chandelier will fall down, taking Bowser with it.

Hammer Bros. \* 2 ~

=====

HP: 50/50

Attacks: Smash (2-3 HP)

Hammer Time (5-6 HP)

Support: None

Support Attacks: None

Description: If you're level three (or two, even) these guys are easy peasy. First of all, their attacks: they either hit you with their hammer, or use this attack called 'Hammer Time', which means they'll throw a hell of a lot of hammers at you (for about 5/6 HP of damage). So keep your mushrooms ready! Also, when one of the Bro's dies (i.e. you beat him), the other will cast "Valor Up" which ups his defense. The best thing to do is focus your attacks on one Bro at a time. You'll kill the first one with one jump and a regular attack (make sure at least one of them is timed), and the second one with two Jumps and an additional attack (again, timed hits are your friends).

Croco ~

=====

HP: 320

Attacks: Lunge, Bag Bomb, Weird Mushroom (Heals 60 HP)

Support: None

Support Attacks: None

Description: This battle is easy if you know what you're doing. First of all, Croco's defense is higher than his magic defense so Mallow's magical spells should work well here. Also, by now, Mario should have learned a new ability called Fire Orb. If you hit the Y Button repeatedly, you will hurt Croco a bunch. Not only that, but upon using Fire Orb, Croco spends a turn dousing his blazing tail. When you are out of FP, begin to use the regular Attack mode (Timed Hits work wonders). Croco will constantly reach into his bag for a secret. Sometimes, it's a bomb which does incredible damage and sometimes, it's a Weird Mushroom which heals about 60 HP. If you need healing yourself, Mallow's new ability, HP Rain can heal a bunch of HP in a single sitting. Mushrooms also work well. Do not let either Mario or Mallow get KOed. You should eventually win.

Mack ~

====

HP: 480

Attacks: Jump, Flame, Flame Wall

Support: Shyster \* 4 (They are constantly called back)

Support Attacks: Jump, Drain

Description: Along with Mack, you will also have to deal with about four other annoying Shysters. When Mario's turn starts off, aim at Mack. You want Mario to focus on Mack this battle. Use Thunderbolt to take out the four other Shyster so they won't annoy you. Mack will constantly call his Shysters back so use Thunderbolt to take them out. Mack himself is pretty strong, but all he has are some weak Fire attacks which won't hurt you too much (that is, if you have reasonable magic defense), and he will also jump away and disappear until his Shysters are defeated. Keep an eye on the Shysters and constantly heal yourself to win this battle, which in my opinion, is way easier than Croco. Win it.

Belome ~

=====

HP: 500

Attacks: Lick, S'Crow Funk, Sleep Sauce, Mallow Swallow

Support: None

Support Attacks: None

Description: First of all; THAT THINGS IS \*INCREDIBLY\* \*OUTRAGEOUSLY\* UGLY! Ahem. With that out of the way, let's take a look at its four attacks; 1) It licks you (eww): this doesn't hurt too much; 2) It'll turn you into a scarecrow, which means you're only able to defend or to use special attacks (you know, the ones that use up Flower Points) -- if Mario wears the Trueform Pin this can be prevented. If you didn't equip it... I feel for you, man. Listen to me next time, ya?; 3) Belome will throw 'Sleep Sauce' at you: this puts you to sleep; 4) Belome will swallow Mallow (that rhymes!) whole (I bet Mallow contains a \*lot\* of calories ;)): this means you won't be able to use Mallow for a turn or three. So. Mallow is relatively weak against your special attacks (preferably Jump and Electroshock). Keep using these, and have Mallow use a Honey Syrup when you run out of FP. Belome is pretty damn easy, actually (IF you know what you're doing, that is).

Bowyer ~

=====

HP: 720

Attacks: Arrow, Bolt, Static E, G'Night

Support: Button Symbols

Support Attacks: Disable (Bowyer will shoot an arrow and disable the use of one button.)

Description: Alright, listen up; first turn, have Geno cast Geno Beam, and Mario + Mallow use regular attacks. Then, Bowyer will start locking buttons; this means he shoots an arrow at a button (Y, X or A) and that button can't be used (so if he shoots the A button, you can't perform regular attacks. Nyaaaaah!). Other attacks of his include an attack which puts a character to sleep

(use Able Juice to cure this) , a fancy attack which hurts the whole party and shooting a regular arrow at a character (which does around 15HP damage). If your A button is locked, have Geno and Mario perform their special attacks (Geno Beam, Super Jump) and Mallow use Honey Syrup. If your Y button is locked, have Mario, Geno and Mallow use regular attacks and items if needed. If your X button is locked, you can use whatever (special) attacks you wish, as long as you don't use up all your FP -- otherwise, you won't be able to heal (using Mallow's HP Rain). Bowyer will go down soon enough. Nya. Nya. Nya!

#### Croco Version II ~

=====

HP: 750

Attacks: Bomb, Chomp, Lunge, Steal

Support: None

Support Attacks: None

Description: Well, we are all here again. Croco still holds his bomb attacks but he has gotten stronger as well. Also, his new attack is annoying. He will constantly throw random enemies at you with his "Chomp" attack. He is also capable of stealing your items which is very inconvenient! Continually attack and heal when necessary. Mario's Super Jump Attack and Geno's normal Attack move are both effective in this battle. Keep up your attacks and you should beat the thief!

#### Punchinello ~

=====

HP: 1200

Attacks: Sand Storm, Throw Micro Bombs, Throw Bob-Ombs, Throw Mezzo Bomb

Support: Micro Bombs, Bob-Ombs, Mezzo Bomb

Support Attacks: Explode

Description: Punchinello is a strange looking creature with incredible strength. He also seems to care a lot about his ego. Anyhow, he explains to you that they made fun of him and by defeating the great Mario, he is only to get fame. He is pretty easy, if you know what you are doing. There's no trick to this battle. Just pound away while healing HP when needed. Punchinello himself, has many attacks including throwing bombs and even throwing Bob-Ombs! His final attack, Sandstorm, is just a knock off the Wiggler's ability. Constantly heal (It's good to have the Fearless Pin here) and constantly cut away at his health. Use Mallow's Psychopath to check on his health often and you should be fine.

#### Booster ~

=====

HP: 800

Attacks: Strike, Spritz Bomb, Loco Express

Support: Snifits

Support Attacks: Strike

Description: First of all, you're going to get rid of the Snifits. I take it you know how to do this as you've done it many times before (right)? When only Booster remains,

make sure you have Mario use Super Jump on him -- when done successfully, this does over 200HP damage!!  
Booster has two attacks, and both of them hurt (especially the Loco Express, which can deal over 100 damage), so you'll want to deal with Bowser as soon as you can. So, have Geno use either his beam or heal/use items, have Bowser use his regular Chomp attack and have Mario always use Super Jump; you can have him down in three turns.

#### Knife Guy + Grate Guy ~

=====

HP: 700/900

Attacks: [Knife Guy]; Knife Strike [Grate Guy]; Bubble, Echofinder  
[Knife Guy/Grate Guy Fused]; Power Blow

Support: None

Support Attacks: None

Description: These guys are... pretty darn easy. That is, if you know what to do, and if you are at the right level. Their attacks aren't particularly painful, except when they're fused (these attacks usually insta-kill Geno, for example). So, you'll want to keep them from fusing. How to do this? Simple; kill Knife Guy first (he has the least HP). Give him all you've got (Geno's and Bowser's regular attack, and either Mario's Super Jump or his regular attack (if you have the Masher) -- well-timed hits are good!). When Knife Guy is finished, focus all your attack on Grate Guy (whose attacks are less painful anyway). They'll go down in no time!

#### Bundt + Raspberry ~

=====

HP: 900/600

Attacks: Lunge, Blizzard, Diamond Saw, Sandstorm, Mega Drain,  
Lullaby

Support: Chef Torte + Apprentice

Support Attacks: Strike

Description: This battle consists of three stages. **FIRST PART:** Focus all your attacks on Bundt -- sooner or later the two 'Torte's' will run off. **SECOND PART:** Your objective is to blow out all the candles and then hit the cake. Usually, a regular hit blows out a candle, so seven regular hits would be enough, were it not that sometimes a candle starts burning again. So, keep using regular attacks, heal when you need to (Bundt's attacks hurt). When Bundt is down, only Raspberry will remain. As you can see, he has only 600HP, and as one of Mario's Super Jumps does about 300HP, this shouldn't be too hard. Oh, also take note that both Bundt and Raspberry can perform three attacks a turn. Yeouch!

#### King Calamari ~

=====

HP: 800

Attacks: Drain Beam, Venom Drool, Ink Blast

Support: Tentacles

Support Attacks: Slap, Steal Ally

Description: Just when you have though you had seen it all, you meet

King Calamari. Anyhow, the battle starts with three Tentacles. (Guess who they belong to!) Start off the fight by immediately attacking these as fast as possible. If you have Toadstool in your party, be sure to have her heal. Keep everyone in tip-top shape and when the tentacles start pulling out your members, start putting all your strength into it. Once you defeat the first three Tentacles, your party moves forward only to be confronted by (gasp) more Tentacles! Repeat the process of cutting away at these next three. Once they are gone as well, the party moves forward to face the nightmare himself, King Calamari! In this last phase of battle, immediately take out the two Tentacles before attacking King Calamari. Once they are gone, the battle becomes that much easier. Use a few abilities (Mario's Super Flame attack works wonders), and cut away at his health to defeat this disgusting squid. Go back to seafood you squid scum!

Bandana Red \* 4/5 ~

=====

HP: 120/120/120/120 (/120)

Attacks: Stab, Skewer

Support: None

Support Attacks: None

Description: This initial mini-boss fight consists of four of those vile, shark-like creatures. They are fairly easy to defeat because of their low health. Their two attacks; Skewer and Stab, are really pretty pathetic. There is a chance that when you defeat three of them, the last will run away. Again, this is a stupid mini-boss, and really gives no trouble whatsoever.

Jonathan Jones ~

=====

HP: 820

Attacks: Stab, Skewer, Toughen Up, Diamond Saw

Support: Bandana Blue

Support Attacks: Stab, Pierce

Description: Here we are, and here's Johnny! Jonathan Jones has four Bandana Blues near him. These elite guards are a more powerful and of course, a lot more smarter version of their Bandana Red counterparts. Start off the battle by immediately taking out the Bandana Blues. Use abilities that affect all enemies. Once the Bandana Blues are outta the way, you are up against Jonathan Jones. At a midpoint in the battle, Jonathan Jones will use his Toughen Up ability, which raises his Defense and Attack. If you fail to defeat Jonathan within five turns after the Blues disappear, you will have to go one on one which is a bunch of fun. Just have Mario heal himself when it is necessary, and you should be fine. This is not a very difficult boss fight.

Yaridovich ~

=====

HP: 1500

Attacks: Mirage Attack, Flame Stone, Static E, Water Blast, Willy Wisp, Pierce, Bolt, Stab, Headpiece Stab, Meteor Blast



Support: None

Support Attacks: None

Description: This boss is indeed one strange looking one. What the heck is that thing sticking out his back?! A flower or what? Anyhow, Yaridovich is a rather intimidating looking boss, with a really big spear. His attacks consist of various elemental damage. These abilities are incredibly powerful, so Toadstool would be a good choice as she has healing and reviving powers. Basically, you need a constant array of attacks toward Yaridovich. The faster you take out his health, the better. His techniques are powerful, so be sure that you heal when required. One unique characteristic about Yaridovich here is his ability to use Mirage Attack; which actually splits him into two beings! You are going to need to watch your HP constantly, and take both of them out. A good supply of Mushrooms and Pick Me Ups (As stated earlier, Toadstool is a really, really, really, really, valuable asset) will keep you alive. Eventually, you will lower all of this spear-taming boss' HP of 1500.

Belome Version II ~

=====

HP: 1200

Attacks: Lick, Aurora Flash, Light Beam, Lulla-Bye, Clone

Support: Mario Clone, Mallow Clone, Geno Clone, Bowser Clone,  
Toadstool 2

Support Attacks: [Cloned Moves]

Description: Oh boy, our friend Belome still hasn't learned that ugly monster with outrageous eating habits = no chance. Belome's most noticeable improvement is his uncanny ability to clone one of your characters to fight for his side. Although ugly, Belome can still put up quite a fight, but he mainly relies on his clones. Constantly use high-damage attacks and Belome will fall once more... Don't let his clones gang up on you however. Defeat the clones as necessary.

Smilax + Megasmilax ~

=====

HP: 200/1000

Attacks: Chomp, Pollen Nap, Drain, Flame, Flame Wall, Petal Dance,  
S'Crow Dust

Support: None

Support Attacks: None

Description: Whether or not you might consider this a difficult boss fight, one thing is for sure; it's going to take you a LONG TIME! At first, it's just a single Smilax bobbing its head to the music (What?). Smilax really isn't too big of a threat at first. Watch out for Pollen Nap which puts units to sleep or Drain which damages HP. If you've fought some of the previous monsters, these moves should be nothing new to you. Watch out for Flame especially as that move deals heavy damage. After defeating Smilax, the Shy Away will come humming watering the flower again to reveal two Smilaxes! It's really nothing too special here. Defeat both of these to make the Shy Away come again (Thank you, come again)! This time, there are three

Smilaxes! Take them out quickly to make the Shy Away come once more. Two more Smilaxes challenge you along with Megasmilax, a gigantic lookalike. Apart from a few extra moves and of course, more HP, Megasmilax will fall quickly once the Smilaxes are down. Use Mallow's Snowy attack for quick ownage. Petal Blast will turn your party into mushrooms so avoid that as well.

Shelly + Birdo ~

=====

HP: 500/777

Attacks: Egg Spit, Egg Launch

Support: Eggbert

Support Attacks: Deal 80 HP damage to Birdo upon strike

Description: Who would've though a little bit of playing would be so rough? The fight first begins with Shelly's egg self. Begin knocking at Shelly and the shell will slowly begin to crack. Once the egg cracks, Birdo will make her appearance. Now it's time to play! Birdo will start off by spitting a few eggs at you. Eventually, larger eggs will come flying at you for heavy damage. If you have your characters defend, you can ricochet Birdo's eggs back at her. The eggs will hop by her. Hit the Eggberts to cause it to explode resulting in 80 HP damage toward Birdo. Defeat Birdo through any way you find effective.

Dodo + Valentina ~

=====

HP: 800/2000

Attacks: Peck, Flutter Hush, Multistrike, Smack, Crystal, Diamond Saw, Blizzard, Drain Beam, Light Beam, Solidify

Support: None

Support Attacks: None

Description: The battle starts off with Valentina who is at the moment, attempting to call her birdish right-hand man. Dodo (who would have been expected to be bigger than Valentina is friggishly small in comparison) appears to help save his mistress. Dodo starts off by stealing a member of your party to another location where you'll dish it out there. Here, it's basically a 1v1 against Dodo. Apart from his numerous pecks, you'll want to watch out for Flutter Hush that silences magic casting and Multistrike which damages. Hopefully, you have a stronger character like Bowser in your second slot or good luck on surviving. Eventually, Dodo will run off and the battle reverts to Mario and Valentina. Now the hard part of the battle comes. Apart from Valentina's default strike, she can unleash Crystal, Diamond Saw, Blizzard, and Drain Beam. Eventually, Dodo will join the party along with the second unit that was carried off before. With whatever FP you have left, bash the both of them with Ultra Jump, Bowser Crush, Geno Beam, etc. Heal constantly or you might be forced to suffer the consequences.

Czar Dragon + Zombone ~

=====

HP: 1400/1800

Attacks: Bite, Flame Wall, Water Blast, Iron Maiden, Boulder, Blast, Storm

Support: Helios

Support Attacks: Crash

Description: Uh oh! The Czar Dragon itself doesn't look too intimidating, but you should still be scared. Very scared. If you have Mallow in your party, cast Snowy as that's one of the Czar Dragon's extreme weaknesses. This boss can bite you a few times, but beware of a few of his special attacks. Most noticeably, take careful note of the Helios he summons. If you don't destroy those quickly enough, they'll damage you. Be sure not to use any of Mario's fireball attacks. Watch out for Water Blast, Flame Wall, etc. The Czar Dragon deals a lot of damage so make sure to heal often. Eventually, Czar Dragon will fall, but he re-appears as Zombone of the undead! Mallow should cast Shocker while Mario uses Ultra Jump. Heal constantly and watch out for Blast and Storm. Defeat Zombone, and the battle is over.

Axem Pink/Black/Red/Yellow/Green ~

=====

HP: 400/550/800/600/450

Attacks: (Pink; Recover, Mega Recover)

(Black; Strike, Teleport Strike, Bomb, Spritz Bomb)

(Red; Strike, Cloud, Vigor Up)

(Yellow; Strike, Bubble, Body Slam)

(Green; Strike, Solidify, Static E, Meteor Blast)

Support: None

Support Attacks: None

Description: Talk about cheesy introductions. The five of them will say their annoying lines and the fight begins. Anyhow, you're horribly outnumbered at this point. Each Axem is capable of using his or her own moves. The first two I would suggest you take out would be Axem Pink and Axem Green. The latter can cast spells which deal damage to your entire team while Axem Pink can use Recover to heal her team. The remaining three are physical attackers. Use Mallow's special spells to deal damage to them the best you can. If you are underleveled, their attacks will deal very heavy damage to your team. Don't be surprised if the Axems make two moves in one turn. This fight is very difficult, but soon enough, you should survive lowering all of their HP. However, the fight isn't over.

Breaker Beam ~

=====

HP: 999

Attacks: Breaker Beam

Support: None

Support Attacks: None

Description: Immediately, the thingy will shoot a Breaker Beam at you for enormous damage. Our objective is to destroy that cannon labeled Axem Rangers. After the beam fires, heal up quickly before it fires again. The beam has to recharge for a few turns before it can fire again. Take special advantage of this time to

heal up your team and pound at the beam. Follow the drill of attacking. After the Breaker Beam fires again, heal up immediately. Your team might be able to withstand one or two blasts, but if you don't heal in-between shots, you'll suffer the consequences. Destroy the beam to end them.

Magikoopa ~

=====

HP: 1600

Attacks: Willy Wisp, Water Blast, Flame Wall

Support: Jinx Clone, Bahamutt, King Bomb

Support Attacks: Jinxed, Quicksilver, Drain, Bite, Big Bang

Description: Whoa! He's bigger than I thought he would be.

Basically, deal as much damage to Magikoopa before he begins to summon his monsters. The drill goes much like this; Magikoopa does his attack, next turn, he summons monster, after that monster is defeated, Magikoopa does another one of his own attacks and then summons another monster. It follows this drill so defeat his HP before he summons another monster. Magikoopa is capable of bringing in a Jinx Clone which can deal heavy damage with its attacks, Bahamutt is also damaging. Lastly, King Bomb lives to blow up. You will want to kill off King Bomb quickly so he doesn't blow up your team. Keep attacking Magikoopa and he'll be defeated soon enough.

Boomer ~

=====

HP: 2000

Attacks: Slash, Storm, Blizzard, Shaker

Support: None

Support Attacks: None

Description: Boomer is a somewhat difficult boss. However, some of the difficulty can be lifted if you watch his colors. At the start of the battle, Boomer is red. Fight away with physical attacks and any special attacks you see fit. Heal constantly and revive any fallen allies. Beware of Boomer's Storm and Blizzard attacks. Both do heavy damage to your team. Eventually, Boomer will change color and turn blue. This raises his magic defense, but his attack defense goes down. Smash Boomer with physical attacks. At the same time, beware of his Shaker technique which instantly KOs one of your members. Keep the damage rolling along with keeping your team alive. Relieve Boomer of all 2000 HP and he'll be gone.

Exor ~

====

HP: 1800

Attacks: None

Support: Left Eye, Right Eye, Neosquid

Support Attacks: Gunk Ball, Flame Stone, Bolt, Carni-kiss,  
Lulla-bye, Blast, Corona, Solidify, Aurora Flash,  
Static E, Diamond Saw, Mega Drain, S'Crow Bell,  
Venom Drool

Description: Finally coming to the fight with the blade, immediately begin attacking the Right Eye or Left Eye. The top of

the blade is Exor and it can only be hurt once one eye is taken down. Neosquid is the mouth and it can also damage you as well. First, focus all efforts on either eye. Try to damage Neosquid a bit too. Ultra Flame is a good attack to use as it affects all targets. Once one eye is down, begin focusing all efforts on Exor. Stop to heal only when it is absolutely necessary. The key here is to deal as much damage to Exor before the eye you took down regenerates. Once the eye regenerates, destroy it once more and focus power on Exor again. Hopefully, you have a nice supply of Pick Me Ups or at least Toadstool in your party to keep fallen allies back up again. Keep up this fairly simple drill until Exor is defeated finally.

Count Down + Ding-A-Lings \*2 ~

=====

HP: 2400/1200

Attacks: Spore Chimes, Sound Blast, Ice Rock, Dark Star, Recover, S'crow Bell, Aurora Flash, Mega Recover, Water Blast, Petal Blast, Doom Reverb, Fear Roulette, Corona

Support: None

Support Attacks: None

Description: Before I get into anything, I would like to say I might happen to use the phrase Ding-A-Ling more than it is needed (DING-A-LING) as so. Anyhow, into the battle. There are many possibilities to this fight. You really would not think that Count Down would not be based off a clock for nothing. At the first turn, 1:00, Count Down will use Ice Rock. As time passes, (DING-A-LING) Count Down will use different techniques including Recover at 3:00, Aurora (DING-A-LING) Flash at 5:00, Mega Recover at 6:00, Water Blast at 7:00, Petal Blast at 10:00, and Corona (MEGA DING-A-LING!) at 12:00. While Count Down is difficult in itself, you'll want to watch out for the Ding-A-Ling's (DING-A-LING) attacks too. Dark Star deals heavy damage. However, their most dangerous attack is Fear Roulette which automatically KO's one of your allies. Toadstool's healing charm would be a good bet here. I find it best to beat down Count Down quickly before it uses Corona. (DING-A-LING)

Domino + Cloaker + Earth Link + Mad Adder ~

=====

HP: 900/1200/2500/1500

Attacks: Rock Throw, Endobubble, Blizzard, Flame Stone, Diamond Saw, Lightning Orb, Bolt, Ice Rock, Carni-kiss, Poison, Bite, Sand Storm, Storm, Boulder

Support: None

Support Attacks: None

Description: This is like one of those "domino-effect" battles (ironic that one of the bosses is named Domino) in which if you defeat a certain boss first, you get a whole different second part. If you defeat Cloaker first, then Domino will appear with an Earth Link. If you defeat Domino first, then Cloaker will appear with a Mad Adder. Cloaker has a bunch of magic techniques while Domino just stands there looking cool by

throwing rocks at you. I'd suggest killing Domino first as the Earth Link has A LOT of HP while the Mad Adder has 1000 HP less. Even so, it's your choice. This is a pretty easy battle overall so don't sweat it.

#### Factory Chief + Gunyolk ~

=====

HP: 1000/1500

Attacks: Strike, Shuriken, Thornet, Breaker Beam, Mega Drain

Support: None

Support Attacks: None

Description: This fight brings back the Breaker Beam that has caused us so many problems before. The Gunyolk will be the main source of problems for your team. Capable of unleashing Breaker Beam on your party, it is imperative you defeat it as quickly as possible. Consider the Factory Chief to be the idiot that just stands there. Focus on the Gunyolk healing everytime it uses Breaker Beam on you. Despite being less of a threat, the Factory Chief might still be able to deal some damage. It might be in your best interest to heal when your HP value grows low. Then again, that should be common instinct by now.

#### Smithy + Smelter ~

=====

HP: 2000/1500

Attacks: Create Shyper, Hammer Strike, Sledge, Mega Drain, Meteor d  
Swarm

Support: Shyper

Support Attacks: Jump, Sword Rain

Description: It might not be obvious at first, but there are actually two enemies on-screen right now. The bronze tube on the left is Smelter and it is capable of creating Shypers. Disregard the first few it makes, but when the Shypers begin to gang up on you, then it's time to double your efforts. It would be a good idea to defeat the Smelter first to stunt the Shypers. Smithy can be a bit dangerous with his special moves. Watch out for Meteor Swarm especially which deals quite some damage to everyone on your team. The Shypers themselves can be particularly annoying as well. Sword Rain deals damage to all of your members. Luckily, the Shypers are easy to kill off with only 400 HP. They only become a problem in large numbers. Clear out the 2000 HP to make Smithy angry for now.

#### Smithy ~

=====

HP: 9000

Attacks: Hammer Strike, Head Change, Bullet, Finger Shot, Spear  
Rain, Arrow Rain, Sword Rain, Shredder, Recover, Random  
Monster

Support: None

Support Attacks: None

Description: Smithy has quite a few tricks up his sleeves. With his mighty morphin' head, he can change his weaknesses and attacks on a whim. Luckily, you can use that against him by realizing the following. Smithy's first

head is his default head (you can call it Smithy Head if you'd like). That head has no weaknesses, but it doesn't have any particular strengths either. Pound away at it for awhile and it will eventually change. The second head, the Tank Head, is devilishly weak against lightning. Have Mallow pound him with Shocker until his head changes again. The next form is his Wizard Head. This time, Smithy has high magic defense (resistant against almost everything), but low defense. Now would be a great time to pound him with physical attacks. However, his magic is really strong in that form. The next form is a his Vault Head morph. While defense is considerably high, the weakness here is ice. Mallow's Snowy would do amazingly here. From this point on, Smithy's head will morph into anything of the previously mentioned. Hang tight pounding on his position with attacks. Heal up whenever needed. Eventually, his head turns into a treasure chest. This head is incredibly weak to fire. Ultra Flame really saves the day here. Soon enough, Smithy will scream out in anguish. Finally...

-----  
 6.3. Equipment [6300]  
 -----

Below is a list of all the equipment you can receive and carry throughout Super Mario RPG. Remember that (FC) stands for Frog Coin.

[-----]

~~ WEAPONS ~~

-- MARIO -----

Hammer ~  
 =====  
 Price (buy) ..... N/A  
 Price (sell) ..... 35  
 Stats ..... Attack Power +10

Hammer (2) ~  
 =====  
 Price (buy) ..... 123  
 Price (sell) ..... 61  
 Stats ..... Attack Power +0

Lazy Shell ~  
 =====  
 Price (buy) ..... N/A  
 Price (sell) ..... 100  
 Stats ..... Attack Power +90

Masher ~  
 =====  
 Price (buy) ..... N/A  
 Price (sell) ..... 80  
 Stats ..... Attack Power +50

Mega Glove ~

=====

Price (buy) ..... 102  
Price (sell) ..... 51  
Stats ..... Attack Power +60

Nok Nok Shell ~

=====

Price (buy) ..... 20  
Price (sell) ..... 10  
Stats ..... Attack Power +20

Punch Glove ~

=====

Price (buy) ..... 36  
Price (sell) ..... 18  
Stats ..... Attack Power +30

Super Hammer ~

=====

Price (buy) ..... 70  
Price (sell) ..... 35  
Stats ..... Attack Power +40

Troopa Shell ~

=====

Price (buy) ..... 90  
Price (sell) ..... 45  
Stats ..... Attack Power +50

Ultra Hammer ~

=====

Price (buy) ..... N/A  
Price (sell) ..... 58  
Stats ..... Attack Power +70

-- MALLOW -----

Cymbals ~

=====

Price (buy) ..... 42  
Price (sell) ..... 21  
Stats ..... Attack Power +30

Froggie Stick ~

=====

Price (buy) ..... N/A  
Price (sell) ..... 90  
Stats ..... Attack Power +20

Ribbit Stick ~

=====

Price (buy) ..... 86  
Price (sell) ..... 43  
Stats ..... Attack Power +50

Sonic Cymbals ~

=====

Price (buy) ..... N/A



Price (sell) ..... 54  
Stats ..... Attack Power +70

Sticky Glove ~

=====

Price (buy) ..... 98  
Price (sell) ..... 49  
Stats ..... Attack Power +60

Whomp Glove ~

=====

Price (buy) ..... 72  
Price (sell) ..... 36  
Stats ..... Attack Power +40

-- GENO -----

Double Punch ~

=====

Price (buy) ..... 88  
Price (sell) ..... 44  
Stats ..... Attack Power +35

Finger Shot ~

=====

Price (buy) ..... 50  
Price (sell) ..... 25  
Stats ..... Attack Power +12

Hand Cannon ~

=====

Price (buy) ..... 105  
Price (sell) ..... 52  
Stats ..... Attack Power +45

Hand Gun ~

=====

Price (buy) ..... 75  
Price (sell) ..... 37  
Stats ..... Attack Power +24

Star Gun ~

=====

Price (buy) ..... N/A  
Price (sell) ..... 60  
Stats ..... Attack Power +57

-- BOWSER -----

Chomp ~

=====

Price (buy) ..... N/A  
Price (sell) ..... 0  
Stats ..... Attack Power +10

Chomp Shell ~

=====

Price (buy) ..... 60  
Price (sell) ..... 30  
Stats ..... Attack Power +9

Drill Claw ~

=====

Price (buy) ..... N/A  
Price (sell) ..... 59  
Stats ..... Attack Power +40

Hurly Gloves ~

=====

Price (buy) ..... 92  
Price (sell) ..... 46  
Stats ..... Attack Power +20

Spiked Line ~

=====

Price (buy) ..... 94  
Price (sell) ..... 47  
Stats ..... Attack Power +30

-- TOADSTOOL -----

Frying Pan ~

=====

Price (buy) ..... 300  
Price (sell) ..... 150  
Stats ..... Attack Power +90

Parasol ~

=====

Price (buy) ..... 84  
Price (sell) ..... 42  
Stats ..... Attack Power +50

Slap Glove ~

=====

Price (buy) ..... N/A  
Price (sell) ..... 50  
Stats ..... Attack Power +40

Super Slap ~

=====

Price (buy) ..... 110  
Price (sell) ..... 55  
Stats ..... Attack Power +70

War Fan ~

=====

Price (buy) ..... 100  
Price (sell) ..... 50  
Stats ..... Attack Power +60

-- MARIO -----

Fire Shirt ~

=====

Price (buy) ..... 90  
Price (sell) ..... 45  
Stats ..... Magic Defense +21, Defense +42

Fuzzy Shirt ~

=====

Price (buy) ..... 70  
Price (sell) ..... 35  
Stats ..... Magic Defense +18, Defense +36

Happy Shirt ~

=====

Price (buy) ..... 38  
Price (sell) ..... 19  
Stats ..... Magic Defense +12, Defense +24

Hero Shirts ~

=====

Price (buy) ..... 100  
Price (sell) ..... 50  
Stats ..... Magic Defense +24, Defense +48

Mega Shirt ~

=====

Price (buy) ..... 22  
Price (sell) ..... 11  
Stats ..... Magic Defense +10, Defense +18

Sailor Shirt ~

=====

Price (buy) ..... 50  
Price (sell) ..... 25  
Stats ..... Magic Defense +15, Defense +30

Shirt ~

=====

Price (buy) ..... 7  
Price (sell) ..... 3  
Stats ..... Magic Defense +6, Defense +6

Thick Shirt ~

=====

Price (buy) ..... 14  
Price (sell) ..... 7  
Stats ..... Magic Defense +8, Defense +12

-- MALLOW -----

Fire Pants ~

=====

Price (buy) ..... 90  
Price (sell) ..... 45  
Stats ..... Magic Defense +21, Defense +42

Fuzzy Pants ~

=====

Price (buy) ..... 70  
Price (sell) ..... 35  
Stats ..... Magic Defense +18, Defense +36

Happy Pants ~

=====

Price (buy) ..... 38  
Price (sell) ..... 19  
Stats ..... Magic Defense +12, Defense +24

Mega Pants ~

=====

Price (buy) ..... 22  
Price (sell) ..... 11  
Stats ..... Magic Defense +9, Defense +18

Pants ~

=====

Price (buy) ..... 7  
Price (sell) ..... 3  
Stats ..... Magic Defense +3, Defense +6

Prince Pants ~

=====

Price (buy) ..... 100  
Price (sell) ..... 50  
Stats ..... Magic Defense +24, Defense +48

Sailor Pants ~

=====

Price (buy) ..... 50  
Price (sell) ..... 25  
Stats ..... Magic Defense +15, Defense +30

Thick Pants ~

=====

Price (buy) ..... 14  
Price (sell) ..... 7  
Stats ..... Magic Defense +6, Defense +12

-- GENO -----

Fire Cape ~

=====

Price (buy) ..... 90  
Price (sell) ..... 45  
Stats ..... Magic Defense +15, Defense +30

Fuzzy Cape ~

=====

Price (buy) ..... 70  
Price (sell) ..... 35  
Stats ..... Magic Defense +12, Defense +24

Happy Cape ~

=====

Price (buy) ..... 38  
Price (sell) ..... 19  
Stats ..... Magic Defense +12, Defense +24

Mega Cape ~

=====

Price (buy) ..... 22  
Price (sell) ..... 11  
Stats ..... Magic Defense +10, Defense +18

Sailor Cape ~

=====

Price (buy) ..... 50  
Price (sell) ..... 25  
Stats ..... Magic Defense +9, Defense +18

Star Cape ~

=====

Price (buy) ..... 100  
Price (sell) ..... 50  
Stats ..... Magic Defense +18, Defense +36

-- BOWSER -----

Courage Shell ~

=====

Price (buy) ..... 60  
Price (sell) ..... 30  
Stats ..... Magic Defense +6, Defense +12

Fire Shell ~

=====

Price (buy) ..... 90  
Price (sell) ..... 45  
Stats ..... Magic Defense +9, Defense +18

Happy Shell ~

=====

Price (buy) ..... 38  
Price (sell) ..... 19  
Stats ..... Magic Defense +3, Defense +6

Heal Shell ~

=====

Price (buy) ..... 100  
Price (sell) ..... 50  
Stats ..... Magic Defense +12, Defense +24

-- TOADSTOOL -----

Fire Dress ~

=====

Price (buy) ..... 90  
Price (sell) ..... 45  
Stats ..... Magic Defense +21, Defense +42

Fuzzy Dress ~

=====

Price (buy) ..... 70

Price (sell) ..... 35  
Stats ..... Magic Defense +18, Defense +36

Nautica Dress ~

=====

Price (buy) ..... 50  
Price (sell) ..... 25  
Stats ..... Magic Defense +30, Defense +15

Polka Dress ~

=====

Price (buy) ..... N/A  
Price (sell) ..... 80  
Stats ..... Magic Defense +12, Defense +24

Royal Dress ~

=====

Price (buy) ..... 100  
Price (sell) ..... 50  
Stats ..... Magic Defense +24, Defense +48

-- THE WHOLE GANG -----

Lazy Shell ~

=====

Price (buy) ..... N/A  
Price (sell) ..... 111  
Stats ..... -50 Magic Attack, -50 Attack, +127 Magic  
..... Defense, +127 Defense, -50 Speed

Super Jacket ~

=====

Price (buy) ..... N/A  
Price (sell) ..... 350  
Stats ..... +50 Magic Attack, +50 Attack, +50 Magic  
..... Defense, +50 Defense, +30 Speed

Work Pants ~

=====

Price (buy) ..... 22  
Price (sell) ..... 11  
Stats ..... +10 Magic Attack, +10 Attack, +5 Magic  
..... Defense, +15 Defense, +5 Speed

~~ ACCESSORY ~~

-- MARIO -----

Attack Scarf ~

=====

Price (buy) ..... N/A  
Price (sell) ..... 100  
Stats ..... +30 Magic Attack, +30 Attack, +30 Magic  
..... Defense, +30 Defense, +30 Speed  
Effect ..... N/A

Jump Shoes ~

=====

Price (buy) ..... 30

Price (sell) ..... 15  
Stats ..... +5 Magic Attack, +1 Magic Defense  
..... +1 Defense, +2 Speed  
Effect ..... Mario can jump on anything in-battle

Zoom Shoes ~

=====

Price (buy) ..... 100  
Price (sell) ..... 50  
Stats ..... +5 Magic Defense, +5 Defense, +10 Speed  
Effect ..... N/A

-- MALLOW -----

[N/A]

-- GENO -----

[N/A]

-- BOWSER -----

[N/A]

-- TOADSTOOL -----

B'Tub Ring ~

=====

Price (buy) ..... 145  
Price (sell) ..... 72  
Stats ..... N/A  
Effect ..... Get a special prize with Mystery Egg

-- THE WHOLE GANG -----

Amulet ~

=====

Price (buy) ..... N/A  
Price (sell) ..... 100  
Stats ..... +7 Magic Attack, +7 Attack, +7 Magic  
..... Defense, +7 Defense, -5 Speed  
Effect ..... N/A

Antidote Pin ~

=====

Price (buy) ..... 28  
Price (sell) ..... 14  
Stats ..... +2 Magic Defense, +2 Defense  
Effect ..... Prevents Poison

Coin Trick ~

=====

Price (buy) ..... 36 (FC)  
Price (sell) ..... 11  
Stats ..... N/A  
Effect ..... Double coin earning from battles

Exp. Booster ~

=====

Price (buy) ..... 22 (FC)

Price (sell) ..... 11  
Stats ..... N/A  
Effect ..... Double exp. earning from battles

Fearless Pin ~

=====

Price (buy) ..... 130  
Price (sell) ..... 65  
Stats ..... +5 Magic Defense, +5 Defense  
Effect ..... Prevents Fear

Ghost Medal ~

=====

Price (buy) ..... N/A  
Price (sell) ..... 800  
Stats ..... \*2 Magic Attack, \*2 Defense  
Effect ..... N/A

Rare Scarf ~

=====

Price (buy) ..... N/A  
Price (sell) ..... 75  
Stats .. +15 Magic Attack, +15 Attack, +15 Magic Defense  
Effect ..... N/A

Safety Badge ~

=====

Price (buy) ..... N/A  
Price (sell) ..... 250  
Stats ..... +5 Magic Defense, +5 Defense  
Effect ..... Prevents Silence and Poison

Safety Ring ~

=====

Price (buy) ..... N/A  
Price (sell) ..... 400  
Stats ..... +5 Magic Defense, +5 Defense, +5 Speed  
Effect ..... Prevents instant KOs

Scrooge Ring ~

=====

Price (buy) ..... 50 (FC)  
Price (sell) ..... 15  
Stats ..... N/A  
Effect ..... Cuts special moves' FP cost in half

Signal Ring ~

=====

Price (buy) ..... N/A  
Price (sell) ..... 300  
Stats ..... +10 Speed  
Effect .. Noise will indicate a Surprise Box in the room

Troopa Pin ~

=====

Price (buy) ..... N/A  
Price (sell) ..... 500  
Stats ..... \*1.5 Magic Attack, \*1.5 Attack, +15 Speed  
Effect ..... N/A



Trueform Pin ~

=====

Price (buy) ..... 60  
Price (sell) ..... 30  
Stats ..... +3 Magic Defense, +3 Defense  
Effect ..... Prevents S'crow and Mushroom

Wake Up Pin ~

=====

Price (buy) ..... 42  
Price (sell) ..... 21  
Stats ..... +3 Magic Defense, +3 Defense  
Effect ..... Prevents Sleep

-----  
6.4. Items [6400]  
-----

Below is a list of all the items you can receive and carry throughout Super Mario RPG. Remember that (FC) stands for Frog Coin. Likewise, (AC), (TC), and (SC) stand for their respective card at the Tadpole Pond.

Numbers in parenthesis are other possible "discounted" prices you might come across sometime in the game.

[-----]

Able Juice ~

=====

Price (buy) ..... 4 (2)  
Price (sell) ..... 2  
Effect ..... Cures any ally's status ailment

Alto Card ~

=====

Price (buy) ..... N/A  
Price (sell) ..... N/A  
Effect ..... Lets you buy certain items at Tadpole Pond

Bad Mushroom ~

=====

Price (buy) ..... 30  
Price (sell) ..... 15  
Effect ..... Some enemies can be damaged by this

Bambino Bomb ~

=====

Price (buy) ..... N/A  
Price (sell) ..... N/A  
Effect ..... Pa Mole will blow a hole in the Coal Mine

Beetle Box ~

=====

Price (buy) ..... 100 + 50 per use  
Price (sell) ..... N/A  
Effect ..... Allows you to catch beetles on Booster Hill

Big Boo Flag ~

=====

Price (buy) ..... N/A

Price (sell) ..... N/A  
Effect ..... One of the "3 Musty Fears" flags

Bracer ~

=====

Price (buy) ..... 2 (FC)  
Price (sell) ..... 1  
Effect ..... Raises ally's defense during a battle

Bright Card ~

=====

Price (buy) ..... N/A  
Price (sell) ..... 777  
Effect ..... Required to enter Grate Guy's Casino

Carbo Cookie ~

=====

Price (buy) ..... N/A  
Price (sell) ..... 1  
Effect ..... Causes the girl in Moleville to move

Castle Key 1 ~

=====

Price (buy) ..... N/A  
Price (sell) ..... N/A  
Effect ..... Opens one door in the Nimbus Land palace

Castle Key 2 ~

=====

Price (buy) ..... N/A  
Price (sell) ..... N/A  
Effect ..... Opens anothe door in the Nimbus Land palace

Cricket Pie ~

=====

Price (buy) ..... Rare Frog Coin  
Price (sell) ..... N/A  
Effect ..... Give to Frogfucius for Froggy Stick

Crystalline ~

=====

Price (buy) ..... 5 (FC)  
Price (sell) ..... 2  
Effect ..... Raises party's defense during a battle

Dry Bones Flag ~

=====

Price (buy) ..... N/A  
Price (sell) ..... N/A  
Effect ..... One of the "3 Musty Fears" flags

Earlier Times ~

=====

Price (buy) ..... 15 (FC)  
Price (sell) ..... 7  
Effect ..... Starts a battle over

Elixir ~

=====

Price (buy) ..... 48 (AC) / 36 (TC) / 24 (SC)

```

Price (sell) ..... 24
Effect ..... Heals party by 80 HP

Energizer ~
=====
Price (buy) ..... 2 (FC)
Price (sell) ..... 1
Effect ..... Raises ally's attack during a battle

Fertilizer ~
=====
Price (buy) ..... N/A
Price (sell) ..... 100
Effect ..... The Rose Town gardener will need this

Fire Bomb ~
=====
Price (buy) ..... 200
Price (sell) ..... 100
Effect ..... Deals heavy fire damage to all enemies

Fireworks ~
=====
Price (buy) ..... 250
Price (sell) ..... 500
Effect ..... Trade this in Moleville for Shiny Stone

Flower Box ~
=====
Price (buy) ..... N/A
Price (sell) ..... 500
Effect ..... Raises maximum FP by 5

Flower Jar ~
=====
Price (buy) ..... N/A
Price (sell) ..... 300
Effect ..... Raises maximum FP by 3

Flower Tab ~
=====
Price (buy) ..... N/A
Price (sell) ..... 100
Effect ..... Raises maximum FP by 1

Freshen Up ~
=====
Price (buy) ..... 50 (25)
Price (sell) ..... 25
Effect ..... Cures all party status ailments

Fright Bomb ~
=====
Price (buy) ..... 100
Price (sell) ..... 50
Effect ..... Scares enemies

FroggieDrink ~
=====
Price (buy) ..... 16/14 (AC) /12 (TC) /8 (SC)

```

Price (sell) ..... 24  
Effect ..... Heals party by 30 HP

Greaper Flag ~

=====

Price (buy) ..... N/A  
Price (sell) ..... N/A  
Effect ..... One of the "3 Musty Fears" flags

Honey Syrup ~

=====

Price (buy) ..... 10  
Price (sell) ..... 5  
Effect ..... Restores 10 FP to party

Ice Bomb ~

=====

Price (buy) ..... 250  
Price (sell) ..... 125  
Effect ..... Deals heavy ice damage to all enemies

KeroKeroCola ~

=====

Price (buy) ..... 150  
Price (sell) ..... 200  
Effect ..... Heals party completely

Maple Syrup ~

=====

Price (buy) ..... 30 (15)  
Price (sell) ..... 15  
Effect ..... Restores 40 FP to party

Max Mushroom ~

=====

Price (buy) ..... 39 (From Toad)  
Price (sell) ..... 39  
Effect ..... Heals one ally completely

Megalixir ~

=====

Price (buy) ..... 90(TC)/60(SC)  
Price (sell) ..... 60  
Effect ..... Heals party by 150 HP

Mid Mushroom ~

=====

Price (buy) ..... 20 (10)  
Price (sell) ..... 10  
Effect ..... Heals one ally by 80 HP

Muku Cookie ~

=====

Price (buy) ..... 69  
Price (sell) ..... 34  
Effect ..... Heals party by 69 HP

Mushroom ~

=====

Price (buy) ..... 4

Price (sell) ..... 2  
Effect ..... Heals one ally by 30 HP

Pick Me Up ~  
=====

Price (buy) ..... 5 (3)  
Price (sell) ..... 2  
Effect ..... Revives one ally with some HP

Power Blast ~  
=====

Price (buy) ..... 5 (FC)  
Price (sell) ..... 2  
Effect ..... Raises party's attack during a battle

Pure Water ~  
=====

Price (buy) ..... N/A  
Price (sell) ..... 75  
Effect ..... Defeats ghosts immediately

Rare Frog Coin ~  
=====

Price (buy) ..... N/A  
Price (sell) ..... N/A  
Effect ..... Trade it in for Cricket Pie

Red Essence ~  
=====

Price (buy) ..... N/A  
Price (sell) ..... 200  
Effect ..... Makes invincible for 3 turns

Rock Candy ~  
=====

Price (buy) ..... N/A  
Price (sell) ..... 200  
Effect ..... Deals 200 HP damage to all enemies

Royal Syrup ~  
=====

Price (buy) ..... N/A  
Price (sell) ..... 50  
Effect ..... Restores all FP to party

Seed ~  
=====

Price (buy) ..... N/A  
Price (sell) ..... 150  
Effect ..... The Rose Town gardener will need this

See Ya! ~  
=====

Price (buy) ..... 10 (FC)  
Price (sell) ..... 5  
Effect ... Allows you to run from any battle (no bosses)

Shed Key ~  
=====

Price (buy) ..... N/A

Price (sell) ..... N/A  
Effect ..... Opens Seaside Town's shed

Shiny Stone ~

=====

Price (buy) ..... N/A  
Price (sell) ..... 2  
Effect ..... Opens the door to Culex in Monstro Town

Sleepy Bomb ~

=====

Price (buy) ..... 1 (FC)  
Price (sell) ..... 1  
Effect ..... Puts all enemies to sleep

Soprano Card ~

=====

Price (buy) ..... N/A  
Price (sell) ..... N/A  
Effect ..... Lets you buy certain items at Tadpole Pond

Star Egg ~

=====

Price (buy) ..... N/A  
Price (sell) ..... 1  
Effect ..... Deals 100 HP damage to enemies

Temple Key ~

=====

Price (buy) ..... N/A  
Price (sell) ..... N/A  
Effect ... Opens the treasure room door in Belome Temple

Tenor Card ~

=====

Price (buy) ..... N/A  
Price (sell) ..... N/A  
Effect ..... Lets you buy certain items at Tadpole Pond

Yoshi Candy ~

=====

Price (buy) ..... N/A  
Price (sell) ..... 70  
Effect ..... Heals one ally by 100 HP

Yoshi Cookie ~

=====

Price (buy) ..... N/A  
Price (sell) ..... 1  
Effect ..... Call Yoshi into battle and eat a foe

-----  
6.5. Shop List [6500]  
-----

Throughout the world of Super Mario RPG, you will encounter many shops in which you can buy items from.

[-----]

-- M U S H R O O M    K I N G D O M --

|              |  |     |  |                   |
|--------------|--|-----|--|-------------------|
| Mushroom     |  | 4G  |  | Item              |
| Honey Syrup  |  | 10G |  | Item              |
| Pick Me Up   |  | 5G  |  | Item              |
| Able Juice   |  | 4G  |  | Item              |
| Shirt        |  | 7G  |  | Armor             |
| Pants        |  | 7G  |  | Armor (Mario)     |
| Jump Shoes   |  | 30G |  | Accessory (Mario) |
| Antidote Pin |  | 27G |  | Accessory (Mario) |

-- R O S E    T O W N --

|              |  |      |  |                           |
|--------------|--|------|--|---------------------------|
| Mushroom     |  | 4G   |  | Item                      |
| Honey Syrup  |  | 10G  |  | Item                      |
| Pick Me Up   |  | 5G   |  | Item                      |
| Able Juice   |  | 4G   |  | Item                      |
| Thick Shirt  |  | 14G  |  | Armor (Mario)             |
| Thick Pants  |  | 14G  |  | Armor (Mallow)            |
| Jump Shoes   |  | 30G  |  | Accessory (Mario)         |
| Antidote Pin |  | 27G  |  | Accessory (Mario, Mallow) |
| Wake Up Pin  |  | 42G  |  | Accessory (Mario, Mallow) |
| Trueform Pin |  | 60G  |  | Accessory (Mario, Mallow) |
| Fearless Pin |  | 130G |  | Accessory (Mario, Mallow) |

-- M O L E V I L L E --

|              |  |     |  |                             |
|--------------|--|-----|--|-----------------------------|
| Punch Gloves |  | 36G |  | Weapon (Mario)              |
| Finger Shot  |  | 50G |  | Weapon (Geno)               |
| Cymbals      |  | 42G |  | Weapon (Mallow)             |
| Mega Shirt   |  | 22G |  | Armor (Mario)               |
| Mega Cape    |  | 22G |  | Armor (Geno)                |
| Mega Pants   |  | 22G |  | Armor (Mallow)              |
| Work Pants   |  | 22G |  | Armor (Mario, Mallow, Geno) |
| Mid Mushroom |  | 20G |  | Item                        |
| Maple Syrup  |  | 30G |  | Item                        |

-- M A R R Y M O R E --

|              |  |      |  |                 |
|--------------|--|------|--|-----------------|
| Super Hammer |  | 70G  |  | Weapon (Mario)  |
| Hand Gun     |  | 75G  |  | Weapon (Geno)   |
| Whomp Glove  |  | 72G  |  | Weapon (Mallow) |
| Chomp Shell  |  | 60G  |  | Weapon (Bowser) |
| Happy Shirt  |  | 38G  |  | Armor (Mario)   |
| Happy Cape   |  | 38G  |  | Armor (Geno)    |
| Happy Pants  |  | 38G  |  | Armor (Mallow)  |
| Happy Shell  |  | 38G  |  | Armor (Bowser)  |
| B'tub Ring   |  | 145G |  | Accessory       |
| Mid Mushroom |  | 20G  |  | Item            |
| Maple Syrup  |  | 30G  |  | Item            |

-- S E A --

|              |  |     |  |                 |
|--------------|--|-----|--|-----------------|
| Hurly Gloves |  | 92G |  | Weapon (Bowser) |
| Super Hammer |  | 70G |  | Weapon (Mario)  |
| Hand Gun     |  | 75G |  | Weapon (Geno)   |

|              |  |     |  |                   |
|--------------|--|-----|--|-------------------|
| Whomp Glove  |  | 72G |  | Weapon (Mallow)   |
| Sailor Shirt |  | 50G |  | Armor (Mario)     |
| Sailor Pants |  | 50G |  | Armor (Mallow)    |
| Sailor Cape  |  | 50G |  | Armor (Geno)      |
| NauticaDress |  | 50G |  | Armor (Toadstool) |
| Mid Mushroom |  | 20G |  | Item              |
| Maple Syrup  |  | 30G |  | Item              |
| Pick Me Up   |  | 5G  |  | Item              |
| Able Juice   |  | 4G  |  | Item              |
| Freshen Up   |  | 50G |  | Item              |

-- S U N K E N    S H I P --

|              |  |     |  |                   |
|--------------|--|-----|--|-------------------|
| Hurly Gloves |  | 92G |  | Weapon (Bowser)   |
| Super Hammer |  | 70G |  | Weapon (Mario)    |
| Hand Gun     |  | 75G |  | Weapon (Geno)     |
| Whomp Glove  |  | 72G |  | Weapon (Mallow)   |
| Sailor Shirt |  | 50G |  | Armor (Mario)     |
| Sailor Pants |  | 50G |  | Armor (Mallow)    |
| Sailor Cape  |  | 50G |  | Armor (Geno)      |
| NauticaDress |  | 50G |  | Armor (Toadstool) |
| Mid Mushroom |  | 20G |  | Item              |
| Maple Syrup  |  | 30G |  | Item              |
| Pick Me Up   |  | 5G  |  | Item              |
| Able Juice   |  | 4G  |  | Item              |
| Freshen Up   |  | 50G |  | Item              |

-- S E A S I D E    T O W N --

|              |  |      |  |                    |
|--------------|--|------|--|--------------------|
| Troopa Shell |  | 90G  |  | Weapon (Mario)     |
| Parasol      |  | 84G  |  | Weapon (Toadstool) |
| Hurly Gloves |  | 92G  |  | Weapon (Bowser)    |
| Double Punch |  | 88G  |  | Weapon (Geno)      |
| Rabbit Stick |  | 86G  |  | Weapon (Mallow)    |
| NokNok Shell |  | 20G  |  | Weapon (Mario)     |
| Punch Gloves |  | 36G  |  | Weapon (Mario)     |
| Finger Shot  |  | 50G  |  | Weapon (Geno)      |
| Cymbals      |  | 42G  |  | Weapon (Mallow)    |
| Chomp Shell  |  | 60G  |  | Weapon (Bowser)    |
| Super Hammer |  | 70G  |  | Weapon (Mario)     |
| Hand Gun     |  | 75G  |  | Weapon (Geno)      |
| Whomp Glove  |  | 72G  |  | Weapon (Mallow)    |
| Slap Glove   |  | 100G |  | Weapon (Toadstool) |
| Hammer       |  | 123G |  | Weapon (Mario)     |
|              |  |      |  |                    |
| Sailor Shirt |  | 50G  |  | Armor (Mario)      |
| Sailor Pants |  | 50G  |  | Armor (Mallow)     |
| Sailor Cape  |  | 50G  |  | Armor (Geno)       |
| NauticaDress |  | 50G  |  | Armor (Toadstool)  |
| Shirt        |  | 7G   |  | Armor (Mario)      |
| Pants        |  | 7G   |  | Armor (Mallow)     |
| Thick Shirt  |  | 14G  |  | Armor (Mario)      |
| Thick Pants  |  | 14G  |  | Armor (Mallow)     |
| Mega Shirt   |  | 22G  |  | Armor (Mario)      |
| Mega Pants   |  | 22G  |  | Armor (Mallow)     |
| Mega Cape    |  | 22G  |  | Armor (Geno)       |
| Happy Shirt  |  | 38G  |  | Armor (Mario)      |
| Happy Pants  |  | 38G  |  | Armor (Mallow)     |



|             |  |     |  |                |
|-------------|--|-----|--|----------------|
| Happy Cape  |  | 38G |  | Armor (Geno)   |
| Happy Shell |  | 38G |  | Armor (Bowser) |

|              |  |     |  |      |
|--------------|--|-----|--|------|
| Mushroom     |  | 4G  |  | Item |
| Mid Mushroom |  | 20G |  | Item |
| Honey Syrup  |  | 10G |  | Item |
| Maple Syrup  |  | 30G |  | Item |
| Pick Me Up   |  | 5G  |  | Item |
| Able Juice   |  | 4G  |  | Item |
| Freshen Up   |  | 50G |  | Item |

|              |  |      |  |                                                       |
|--------------|--|------|--|-------------------------------------------------------|
| Jump Shoes   |  | 30G  |  | Accessory (Mario)                                     |
| Antidote Pin |  | 28G  |  | Accessory (Mario, Mallow, Geno,<br>Bowser, Toadstool) |
| Wake Up Pin  |  | 42G  |  | Accessory (Mario, Mallow, Geno,<br>Bowser, Toadstool) |
| Fearless Pin |  | 130G |  | Accessory (Mario, Mallow, Geno,<br>Bowser, Toadstool) |
| Trueform Pin |  | 60G  |  | Accessory (Mario, Mallow, Geno,<br>Bowser, Toadstool) |
| Zoom Shoes   |  | 100G |  | Accessory (Mario, Mallow, Geno,<br>Bowser, Toadstool) |

-- M O N S T R O T O W N --

|              |  |     |  |                 |
|--------------|--|-----|--|-----------------|
| Spiked Link  |  | 94G |  | Weapon (Bowser) |
| CourageShell |  | 60G |  | Armor (Bowser)  |
| Mid Mushroom |  | 20G |  | Item            |
| Maple Syrup  |  | 30G |  | Item            |
| Pick Me Up   |  | 5G  |  | Item            |
| Able Juice   |  | 4G  |  | Item            |
| Freshen Up   |  | 50G |  | Item            |

-- N I M B U S L A N D --

|              |  |      |  |                    |
|--------------|--|------|--|--------------------|
| Mid Mushroom |  | 20G  |  | Item               |
| Maple Syrup  |  | 30G  |  | Item               |
| Pick Me Up   |  | 5G   |  | Item               |
| Able Juice   |  | 4G   |  | Item               |
| Freshen Up   |  | 50G  |  | Item               |
| Mega Glove   |  | 102G |  | Weapon (Mario)     |
| War Fan      |  | 100G |  | Weapon (Toadstool) |
| Hand Cannon  |  | 105G |  | Weapon (Geno)      |
| Sticky Glove |  | 98G  |  | Weapon (Mallow)    |
| Fuzzy Shirt  |  | 70G  |  | Armor (Mario)      |
| Fuzzy Pants  |  | 70G  |  | Armor (Mallow)     |
| Fuzzy Cape   |  | 70G  |  | Armor (Geno)       |
| Fuzzy Dress  |  | 70G  |  | Armor (Toadstool)  |

-- B A R R E L V O L C A N O --

|              |  |     |  |               |
|--------------|--|-----|--|---------------|
| Mid Mushroom |  | 20G |  | Item          |
| Maple Syrup  |  | 30G |  | Item          |
| Pick Me Up   |  | 5G  |  | Item          |
| Able Juice   |  | 4G  |  | Item          |
| Freshen Up   |  | 50G |  | Item          |
|              |  |     |  |               |
| Fire Shirt   |  | 90G |  | Armor (Mario) |

|            |  |     |  |                   |
|------------|--|-----|--|-------------------|
| Fire Pants |  | 90G |  | Armor (Mallow)    |
| Fire Cape  |  | 90G |  | Armor (Geno)      |
| Fire Shell |  | 90G |  | Armor (Bowser)    |
| Fire Dress |  | 90G |  | Armor (Toadstool) |

-- B O W S E R ' S    K E E P --

|              |  |      |  |                   |
|--------------|--|------|--|-------------------|
| Mid Mushroom |  | 20G  |  | Item              |
| Maple Syrup  |  | 30G  |  | Item              |
| Pick Me Up   |  | 5G   |  | Item              |
| Freshen Up   |  | 50G  |  | Item              |
| Fire Shirt   |  | 90G  |  | Armor (Mario)     |
| Fire Pants   |  | 90G  |  | Armor (Mallow)    |
| Fire Cape    |  | 90G  |  | Armor (Geno)      |
| Fire Shell   |  | 90G  |  | Armor (Bowser)    |
| Fire Dress   |  | 90G  |  | Armor (Toadstool) |
|              |  |      |  |                   |
| Mid Mushroom |  | 20G  |  | Item              |
| Maple Syrup  |  | 30G  |  | Item              |
| Pick Me Up   |  | 5G   |  | Item              |
| Freshen Up   |  | 50G  |  | Item              |
| Hero Shirt   |  | 100G |  | Armor (Mario)     |
| Prince Pants |  | 100G |  | Armor (Mallow)    |
| Star Cape    |  | 100G |  | Armor (Geno)      |
| Heal Shell   |  | 100G |  | Armor (Bowser)    |
| Royal Dress  |  | 100G |  | Armor (Toadstool) |

-- S M I T H Y ' S    F A C T O R Y --

|              |  |     |  |      |
|--------------|--|-----|--|------|
| Mid Mushroom |  | 10G |  | Item |
| Max Mushroom |  | 20G |  | Item |
| Maple Syrup  |  | 15G |  | Item |
| Pick Me Up   |  | 3G  |  | Item |
| Able Juice   |  | 2G  |  | Item |
| Freshen Up   |  | 25G |  | Item |
| FroggieDrink |  | 8G  |  | Item |

-----  
6.6. Mini-Games [6600]  
-----

There are many side quests and mini-games available throughout Super Mario RPG. You can return to them anytime you'd like.

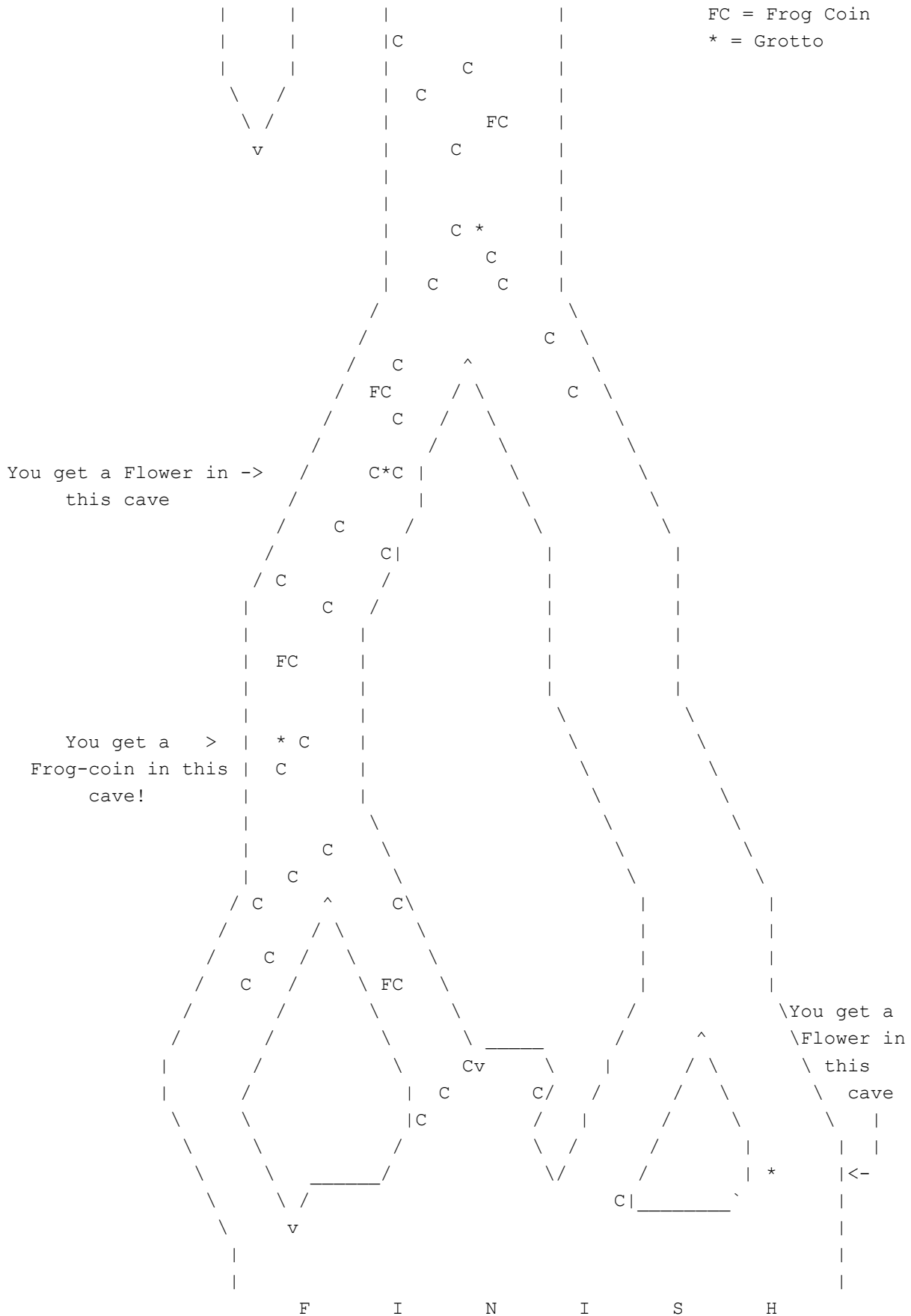
[-----]

+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+  
6.01. Midas River [6001]  
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+

Ah, Midas River! One of the most fun (funnest?) mini-games. EVAR. It basically goes like this; you fall down, desperately trying to grab coins as you go (at least, that's what you should be doing). Especially keep an eye out for those green coins -- frog coins; they'll come in very handy. Being the considerate person that I am, I have drawn an ASCII diagram (overlook the fact that even Bill Gates looks better)... here you go:

|            |  |            |  |          |
|------------|--|------------|--|----------|
| Alt. Start |  | S T A R T! |  | LEGEND:  |
|            |  |            |  | C = Coin |

FC = Frog Coin  
\* = Grotto



```

+-----+
6.02. Barrel Jumping [6002]
+-----+

```

After finishing the Midas River falling, you'll partake in the Barrel Jumping Event.

There are two paths you can choose, you change paths by bumping into a barrel... occasionally Cheep-Cheeps will jump at you -- don't let them get you (jump over them), or else it's bye-bye coins. Just collect as much

coins as you can and giggle like a schoolgirl!

```
+-----+
6.03. Mushroom Derby      [6003]
+-----+
```

You can play the Mushroom Derby on Yo'ster Isle. Racing is a bit difficult to say the least. You need to alternate between the A and B Buttons to move. However, you can't press them too fast or you won't go anywhere. Instead, press them to the beat you hear in the background music. If you want to, eat a Yoshi Cookie to give Yoshi a quick boost.

```
+-----+
6.04. Moleville Mines     [6004]
+-----+
```

Well, I'm sure you will enjoy the Mine Cart Mini-Game. Here's how it goes. There are two different styles. One is the 3D third person perspective. You ride along a track and pick up mushrooms to accelerate with. Be sure to brake on the curves or you will go swinging off the track! The second style has a Donkey Kong-esque to it. It's a side-scroller mine cart ride in which you hop tracks to get coins or extra mushrooms. It will alternate between the two two times until you break off...

```
+-----+
6.05. Booster Hill       [6005]
+-----+
```

Your objective is to chase Booster -- getting hit by a Snifit or a barrel slows you down, but jumping on a barrel or a Snifit gives you a speed boost. Each time you touch Peach, you get a Flower. Well, Toad will give you all the instructions you need, and it isn't possible to actually fail at this game, so... uh... have fun! At the top, you'll hear your score (how many flowers you got) and both Mario and Booster hurry off to Marrymore.

After you get the Beetle Box, Booster Hill becomes much more fun.

Once again, Toad will walk in and ask you if you want a tutorial. You should be smart enough to figure this out for yourself. Jump on a barrel or a Snifit to boost yourself forward. You have to jump for the Beetles you see. This is basically the same thing as the original Booster Hill so you should have no trouble adjusting.

```
+-----+
6.06. Skybridge          [6006]
+-----+
```

The Skybridge is a cool mini-game. Talk to the hooded figure and he'll give you an explanation. Your objective is to cross this blocky bridge in one of three ways at the cost of 5 coins:

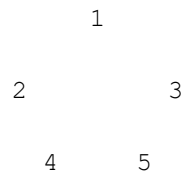
- NORMAL MODE: Your objective here is to cross the bridge and jump from block to block while avoiding the bullets. This is the easiest, and your reward for beating it is 5 coins.
- SPECIAL MODE: A step up from the previous level. Now, you have to jump the bridge with each jump much harder. If you stick on the same block for too long, it will fall. If you aren't fast enough, you will drop to your doom. Reward is 8 coins.
- EXPERT MODE: Here, the jumps are much harder and the bullets fly

faster. If you can beat this difficulty, the reward is a Frog Coin. Also, you can officially laugh in my face as I myself am way too unskillful to make it across more than just one time.

Good luck with that. Play around with it as much as you'd like, or until you run out of coins. Jumping down will only bring you to an exit that basically doubles around itself. Instead, cross the Skybridge (whether you actually play or not) and find the path leading out. If you have trouble crossing it even without the bullets throwing themselves at you, take my word for it; you lead a sad existence.

```
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
6.07. Grate Guy's Casino [6007]
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
```

This mini-game is very out of the way of the game and one can easily miss it. I strongly suggest you go over here for some fun and a very special item. You can find this special casino in Bean Valley. First, find the five pipes that made a pentagon shaped figure.



Jump into pipe #1 and defeat the enemies inside. You should notice the Chomp Chomp. Defeat him and jump in his original location three times to reveal a platform. Use it and find yourself before a house. Enter it and find yourself in Grate Guy's Casino. You have three different games you may play.

- SLOT MACHINES: These slot machines are very easy to use. If you get three matching symbols, you collect a Frog Coin.
- BLACKJACK: This is a standard game of Blackjack. You begin by wagering one Frog Coin. Winning will gain you two Frog Coins.
- LOOK THE OTHER WAY: Grate Guy will tell you to look the other way. Press either left or right and if you get it, you get a prize. If you win this game 100 times, Grate Guy rewards you with the Star Egg; a very useful item.

```
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
6.08. Bowser's Keep Courses [6008]
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
```

In Bowser's Keep at one point, you have to transcend through six doors in which you must complete four. Four of them give you special weapons while two of them give you Rock Candy.

There are two different possible action courses Mario can go into. Depending on which one you chose, use the description for the correct one.

- Well, let's begin with it, shall we? This action course starts off with a few Terrapins. They will walk off on a seemingly invisible bridge. Luckily, the bridge itself flashes a bit although it will eventually disappear. If you're fast, you can follow the Terrapins quickly as they jump across the platform. If not, you'll be stuck. Here's a general outline of what you're trying for. If you feel you can pick up some of the items around, go right ahead.

```

      ,-----[C]----.[C].--[I]-----
S   | ,-----. , ' | ,-----. ,--.[RC]
T   | |           | | |           | | |_
A --' `-----[F]' | | `--[C],-' |
R --. ,-----. | | .-' | ,-'      F [RC]- Rock Candy
T   | |           | | |           | |      I
      | `-----' `-----'[R] | '----- N
      `-[C]-----' `----- I
                                   S
                                   H

```

With that finished, Mario should find himself in the second room of this action course. This one is way easier than the first room as you simply have to jump from each white platform to the other. Watch out for some of the items hanging around if you want them. When you reach the door, go through the find a gray area. The final room is kind of hard. Begin by moving left toward the ledge. Hop up and wait for the barrels. Stay along the ledge making sure you DO NOT stand by the crack in the wall. Get through the barrage of barrels and hit the monkey at the top throwing them at you. You have completed Action Course #1. Your reward is Toadstool's Super Slap. This is by far the hardest one of them all. No kidding.

- The second action course is much, much easier. Like the first, this one also begins in a room full of lava. First of all, jump on the white platform. From there, wait for that platform to move to the next. Hop across these doing the best you can. When the black slab above you ends, another platform ahead will go up and then quickly back down. Jump on it and wait for it to carry you the full length up. Jump south onto the black ledge. At the end, you'll find a KeroKeroCola. Now head back and go through the door. This room has a cannonball you have to jump on. Use the Control Pad and press the opposite direction you want to go. For example, if you want to go left, you have to press right. If you want to go right, you have to press left. Ride the cannonball around and pick up the treasures if you want to. Watch out for the Bob-Ombs though. The exit is pretty easy to reach. The last room basically requires you to jump on a block. The other block will revolve around the block you are on currently. There are items around, but I didn't bother collecting them. Reach the end and pick up Mallow's Sonic Cymbals.

The two action courses are pretty difficult and very time-consuming.

The two battle courses basically pits you up against certain enemies which you have to fight. Some of them can be pretty difficult, although very simple.

- The first battle course has a Shamen summoning enemies toward you. Below are the enemies you'll be fighting against. Suggest putting Bowser in one of the slots to scare away certain enemies. Walk forward every time you finish a battle to initiate the next.

- 1) Terra Cotta x4
- 2) Oerlikon x2, Star Cruster x1
- 3) Sackit x1, Big Bertha x2
- 4) Chow x2, Forkies x1

With those four battles completed, you'll reach a door. Go through and then fight the next of the battles. Very tedious, huh?

- 5) Alley Rat x1, Armored Ant x2
- 6) Bloober x3, Star Cruster x1
- 7) Stinger x4
- 8) Geckit x2, Chained Kong

With another four down, another door appears. Until we reach the end, we'll be fighting a bit more.

- 9) Rob-Omb x1, Big Bertha x2
- 10) Vomer x4
- 11) Magmus x2, Pulsar x2
- 12) Chester x1 (Bahamutt can be summoned)

The final door will lead you to a treasure chest at last. Inside it, you'll find Bowser's Drill Claw. Hotness.

- The other battle course has a total set of 12 enemy battles. The course is very straightforward as all you need to do is walk through the hallway. Some of the fights can be tough, but hey, live with it. You'll encounter the below enemies.

- 1) Gu Goomba x5
- 2) Magikoopa x2, Tub-O-Koopa x1
- 3) The Big Boo x2, Orbison x2
- 4) Sling Shy x5

That concludes the first hall. Go through the door and forward again to meet some more enemies. Joy!

- 5) Chewy x2, Shy Away x2
- 6) Mr Kipper, Muckle x2
- 7) Amanita x2, Orbison
- 8) Greaper x2, Glum Reaper

The second door will lead into the third and final hallway of enemies. Have fun.

- 9) Pyrosphere x3
- 10) Lakitu x3
- 11) Zeostar x2, Shaman x2
- 12) Shaman x6

Defeat the last of them will bring you to the final room with the treasure chest. Inside is Geno's special Star Gun. Pick it up and leave.

That pretty much wraps it up for the battle courses. Now it's time to cover the puzzle courses.

The puzzle courses are exactly what they are called. Instead of brawn, you'll need brain here in order to pass. Prepare for quizzes and some brain teasers.

- The first puzzle course is a quiz game. Jump on the yellow block and meet Dr. Topper, the Quiz Master. Listen to instructions if you must. It doesn't matter as the answers are right in front of you... ahem, below this block of text. It's all random so just find the question you need. Some of them are friggishly easy while others are somewhat difficult. I doubt I have included every possible question however. It's your job to contact us if you see any more ;]].

- 1) How many underlings does Croco have? -3-
- 2) What color are the curtains in Mario's house? -Blue-
- 3) Yaridovich is what? -A boss-
- 4) Which monster does not appear in Booster Tower? -Terrapin-
- 5) In the Moleville blues, it's said the moles are covered in what? -Soil-
- 6) Where was the 1st Star Piece found? -Mushroom Kingdom-
- 7) How long have the couple inside the chapel been waiting for their wedding? -30 minutes-
- 8) The boy getting his picture taken at Marrymore can't wait 'til which season? -Skiing-
- 9) What is Hinopio in charge of at the middle counter? -The inn-
- 10) What color is the end of Dodo's beak? -Red-
- 11) What is the chef's name at Marrymore? -Torte-

- 12) What does Birdo come out of? -An eggshell-
- 13) The man getting his picture taken at Marrymore hates what?  
-Getting his picture taken-
- 14) What is Raini's husband's name? -Raz-
- 15) What was Toadstool doing when she was kidnapped by Bowser?  
-She was looking at flowers-
- 16) Mite is Dyna's WHAT? -Little brother-
- 17) What's the first monster you see in the Pipe Vault? -Sparky-
- 18) Who is the famous sculptor in Nimbus Land? -Garro-
- 19) Booster is what generation? -7th-
- 20) What's the full name of the boss at the Sunken Ship? -Jonathan Jones-
- 21) The boy at the inn in Mushroom Kingdom was playing with...  
what? -Game Boy-
- 22) What's the password in the Sunken Ship? -Pearls-
- 23) What did Carroboscis turn into? -A carrot-
- 24) What does the red essence do? -Gives you strength-
- 25) How many legs does Wiggler have? -6-
- 26) Johnny loves WHICH beverage...? -Currant Juice-
- 27) Who helped you up the cliff at Land's End? -Sky Troopas-
- 28) Where was the 3rd star piece found? -Moleville-
- 29) What technique does Bowser learn at Level 15? -Crusher-
- 30) What's the name of Jagger's "sensei"? -Jinx-

Once you pass the preliminary quizzing session, you will be led into the next room. Here, you'll be involved with counting barrels. What fun! Anyhow, you'll be given 10 seconds to count the number of barrels. Before doing anything, note the pile of barrels to the left. If you count it up before Dr. Topper actually quizzes you, you should get 12. Now the room will blacken a bit and some new barrels will be placed in. If you can count well, this should be easy. If not, just count the lighter colored barrels as they are the new ones. Add that value to 12 and get your answer. The second round has a lot more barrels and you don't get any time to count the preliminary pile. Once more, count the lighter barrels. This time, add that value to 43. Get your answer. The final room is a riddle room. You listen to the story of the four monsters. Afterwards, put them in order. Talk to the monsters that say the phrase listed in the order given here.

- 1) "I outrode [monster] on my bike, and [monster] was never able to pass me."
- 2) "I fell into 4th place during the bike race, but finally ended up in the same place as I did in the swimming event."
- 3) "I placed the same in the swimming and cycling events, but 2 others beat me in the marathon."
- 4) "I came in 3rd for swimming..."

And there you go with the completion. As Dr. Topper says, there's nothing to it. Your reward in the next room is a Rock Candy. Another one down.

- The second puzzle course starts off with you and Dr. Topper. You can instructions from him. Basically, you and Dr. Topper have to hit the coin box. Whoever gets the last coin loses. This can be fairly open-ended and easy. If you're good at math, this should be a cakewalk. If you are like me being not very smart, just avoid letting Dr. Topper get you stuck. Do not let Dr. Topper take the 20th coin and you should be fine. Instead, try to get him stuck on coin #20. That was easy. The next room has a bunch of buttons that you have to step on. There is a special order. Look below.

- (A)
- (B) (C)
- (D) (E) (F)



(G) (H) (I) (J)  
(K) (L) (M)  
(N) (O)  
(P)

Once again, there are multiple ways to tackle this. If you can't figure it out for yourself, just use my path. I first jumped on (C), then (M), then (D), and (N). After you clear it, go through the red door to the final room. It's time for Ball Solitaire. You have to have a ball jump over another ball into an empty space to make that ball disappear. I'm sure you probably played around with something similar to this. I'll highlight the moves for you.

(A)  
(B) (C)  
(D) (E)  
(G) (H) (I) (J)  
(K) (L) (M)  
(N) (O)  
(P)

This is the starting position.

(B)  
(D) (E) (A)  
(G) (H) (I) (J)  
(K) (L) (M)  
(N) (O)  
(P)

Have (A) jump southeast over (C).

(D)  
(E) (A)  
(G) (H) (I) (J)  
(K) (L) (M)  
(N) (O)  
(P)

Have (D) jump northeast over (B).

(D)  
(H)  
(A)  
(G) (I) (J)  
(K) (L) (M)  
(N) (O)  
(P)

Have (H) jump northeast over (E).

(D)  
(H)  
(A)  
(G) (O) (I) (J)  
(K) (M)  
(N)  
(P)

Have (O) jump northwest over (L).

(D)  
(H)  
(K) (A)  
(G) ( I) (J)  
(M)  
(N)  
(P)

Have (K) jump northeast over (O).

(D)  
(H)  
(K) (A)  
(G) ( I) (J)  
(P) (M)

Have (P) jump northwest over (N).

(D)  
(H)  
(K) (A)  
( I) (J)  
(M)  
(G)

Have (G) jump southeast over (P).

(D)  
(H)  
(K)  
(J)  
(A) (M)  
(G)

Have (A) jump southwest over (I).

(D)  
(H)  
(K)  
(G) (J)  
(M)

Have (G) jump northeast over (A).

(K) (D)  
(G) (J)  
(M)

Have (D) jump southeast over (H).

(K) (D)  
(G)  
(J)

Have (J) jump southwest over (M).

(D)  
(K)  
(J)

Have (K) jump southeast over (G).

(D)  
(J)

Have (J) jump northeast over (K).

If you don't know what to do for the last step, may God help you. That's pretty much it for the Puzzle Course. The next room has a treasure chest with Rock Candy inside it.

That's the two puzzle courses which both reward you with a Rock Candy.

```
+++++
6.09. Melody Bay      [6009]
+++++
```

Melody Bay is a special place in Tadpole Pond where you can play around with the tadpoles there. If you make a special tune, you can get cards which can be used at the local shop.

~ A L T O C A R D ~

```
-----
MI           O
RE -----O-----O-----O---
DO           O       O
TI -----
LA           O
SO ---O-----
FA -----
-----
```

~ T E N O R C A R D ~

```
-----
MI          O
RE -----O-----
DO          O       O           O
TI -----O-----
LA           O
SO -----O-----
FA -----
-----
```

~ S O P R A N O C A R D ~

```
-----
MI                                 O
RE -----O-----O-----
DO          O           O
TI ---O-----
LA          O
SO -----O-----
FA -----
-----
```

--- 7. Version History ---

[7000]

Version 0.1 - Guide skeleton has been completed. However, no further content other than a portion of the walkthrough has been completed.

26 KB

Version 0.2 - Yeeha! The walkthrough is completed near the fifth star, and everything is looking good. Additions are being made throughout the Bestiary. 212 KB

Version 0.3 - The walkthrough is completed up to the sixth star which is just being started now. Most of the sections still haven't been started yet. 267 KB

Version 0.4 - Now in the sixth star realm, the guide is shaping up with a few changes here and there. Some more information has been added to the Bestiary. 290 KB

Version 0.5 - Belome has just been defeated for the second time. The Bestiary is getting bigger (at the courtesy of Trace Jackson). 339 KB

Version 0.6 - Bestiary recording complete. Some more sections are being worked on. 367 KB

Version 0.7 - Walkthrough completed up to Nimbus Land and the infamous Queen Valentina. 403 KB

Version 0.8 - Walkthrough completed through the Barrel Volcano to the point of the Axem Rangers. 437 KB

Version 0.9 - Walkthrough completed past Bowser's Keep. Smithy's Factory is just ahead. 520 KB

Version 1.0 - The entire guide is complete. 574 KB

Version 1.1 - Added extended character bios and basically touched up on most items in the guide -- most noticeably the Character List. 581 KB.

Version 1.2 - Added some questions to the FAQ. Apparently, we really needed to renovate that section... A LOT! 582 KB

Version 1.3 - Updated Legal Information.

=====  
--- 8. Legal Information --- [8000]

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--- 9. Credits and Closing --- [9000]

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We hope you have enjoyed this guide. As you probably don't already know, Dark Vortex has always been a good friend with Gobicamel. We both found it a pleasure writing the guide and I hope you, the reader of whom we have to give the most thanks to, found it very helpful.

"Pull the trigger and the nightmare stops."

~ Coheed & Cambria

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GameFAQs - The largest FAQ archive on the net. Thanks to CJayC for accepting this piece of work. He hasn't failed us yet.

Nintendo - We love you Nintendo!

Gbness - We personally think that Richard Beast deserves a bigger mention than how we normally fit him. Being one of the biggest motivational helps, Gbness is a nice person who knows exactly what to say in almost any situations. I know this might sound kind of queer, but thank you Richard for always being there for us.

Astro Blade & Merca - We would also like to thank Matt Tenker for the same above reason. He's pretty new around here, but he is a great dude that's cool like DAT. Merca has amazing music taste and we'd all like to thank him for his great expertise.

Phoenix 1911 - Gobicamel knows who he got the walkthrough format from. Apparently, he's some sort of idol in Jacco's eyes. =DDD Nevertheless, Phoenix 1911 still is one of the better writers of GameFAQs. This is mainly a thanks to his splendid format of which Jacco fitted for the walkthrough.

Gobicamel - The freaky deaky guy that speaks Dutch-ish definitely deserves a big thanks for being a great sport. Jacco has taught Quan a big lesson in FAQ writing: BE FUNNY! The more obnoxious, the better. Although a small writer, let's hope Gobicamel moves on to bigger and better things. Hopefully, this guide has helped him achieve a gigantic milestone. <3 <3 <3

Dark Vortex - Do you have any idea how long it took for Quan here to adapt to Gobicamel's outrageous "two spaces after periods?!" Well, I'll tell you that it did TAKE a long time and lot of going back and changing stuff around. You will never see him using two spaces after periods ever again... although it is proper English. ;))

Meowthnum1 - Also known as Trace Jackson, we both have many reasons to thank this wonderful person. Being the provider of the Bestiary, he sure saved our asses. He also offered to allow us to use his other lists but we decided that that wouldn't be too good for us. :)

Y.T.W.S.R. - Only a few selected people might know what we're talking about here. Since we're not one to give it away, I would still like to thank this group for their support and motivation throughout the lifespan of this entire FAQ.

The FCSB - They didn't help too much but what can I say, where would I be without a few of them? Major props to these great board members who are also prized FAQ writers. Some examples being; Crazyreyn, Psycho Penguin, Gbness, Karpah, SinirothX, Meowthnum1, Guitarfreak86, Joni Philips, War Doc, and last but definitely not least, Merca. You all rock!

- All outside sources which have contributed to the making of this guide in some form have been cited in this section. Any sources that have provided any information at all are listed in the credits. I am not taking credit for others hard work and I hope they do the same. Not giving proper credit is plagiarism and it's against the law.

-----[ F I N ]-----

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