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Super mario rpg walkthrough gamefaqs

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(Golden Book Guides 6) (English edition) Super Mario World Golden Guide for Super Nintendo and SNES Classic: includes maps for all levels, videolinks, walkthrough, cheats, tips, strategy and link... (Golden Book Guides 3) (English edition) Legend Zelda - A link to the Past Golden Guide to Super Nintendo and SNES Classic: includes all maps, videos, walkthrough, cheats, tips and link ... (Golden Book Guides 8) (English edition) Final Fantasy III / Final Fantasy VI Golden Guide SNES Classic: including complete walkthrough, all maps, anger, espers, enemies, items, weapons, cheats, tips, ... (Golden Book Guides 9) (English edition) Mega Man X Golden Guide for Super Nintendo and SNES Classic: includes maps for all levels, videolinks, walkthrough, cheats, tips, strategy and link to ... (Golden Book Guides 6) (English Edition) ***** Super Mario RPG: Legend of the Seven Stars FAQ/Walkthrough For the Super Nintendo Version 1.15 (Last Updated 8/21/2007) By Devin Morgan This file is Copyright (c)1999-2007 Devin Morgan. All rights reserved. Table of Contents 1. What is New 2. Introduction 3. Controls4. Battle Command Overview 5. Characters 6. Presentation Guide 7. Enemies 8. Bosses 9. Weapons 10. Armor 11. Accessories 12. Points 13. Stores 14. Hidden treasure chests 15. Melody Bay Songs 16. Mini-Games 17. Credits 18. Copyright notice 19. Contact information ***** What is new -= =====Version 1.15 (8/21/07): After a long absence, we cleaned this FAQ and set a number of errors in the walkthrough. If it's the more I need to fix it, let me know! Version 1.1 (7/15/01): Recently reformed version of this FAQ. Version 1.0 (8/3/99): First complete record of this file. -=-= 2. Introduction -= -=-= Super Mario RPG: Legend of the Seven Stars is one of the newest games for Super Nintendo. It has a bunch of characters from past Mario games, as well as a few new faces here and there. The game was also made by Square alongside Nintendo, so it's a pretty decent RPG-type game. If you are in the Mario series or if you are only interested in trying this game, we recommend you play it as soon as possible! -=-======3. Controls -= -=-=A: (Battle from outside) Talk to someone, make selections on the menu screen (In Battle) Use the attack command, perform Timed Hits B: (Fight outside) Jump, cancel a selection/ command on the menu screen (In Battle) Use Etc. X command: (Battle from outside) Go to the menu screen (In Battle) Use the Y item command: (outer battle) Run (hold Y while using the Control Pad; hold while jumping to make wider jumps) (In battle) Use the special command, perform certain special moves L: Switch between stereo and mono sound in the screen of the file R: Just like L Start: Start the game Select: Same as L and R *****-=4. Battle command overview -= -=A: Regular attack command. You're going to use this mainly against enemies. When you attack, you can make a timed shot by pressing A to the right, because the first shot connects with the enemy. That way, you get an extra hit and take some more damage as well! B: Your defensive command. You can choose to either defend yourself against an attack, or even try to flee from a fight. Usually you'll be able to run, but sometimes you won't be able to for many reasons. One reason is that the enemy's agility could be faster than your party's. Another more important one is that you can't run from a fight against a boss! X: The command you use to retrieve an item. You can select an item to use in the fight against the enemy (enemies) or to heal yourself or someone else in your group. Y: Your special attack command. You can use a special attack with this command, provided you have enough FP (Flower Points) to execute this move! You can also perform timed attacks with special offers; their exact timing may vary depending on each movement. -=-=5. Characters -= -== in Super Mario RPG! He's a great fighter with regular attacks, plus he's great with his infamous jumping and special fireball! Special Moves ----- Jump FP: 3 Level Learned: N/A Description: Mario jumps on the enemy! Press Y while making contact with the enemy to make a timed hit. Fire Blind FP: 5 Level Learned: 3 Description: Mario shoots a bunch of small fireballs at a single enemy. Press Y as fast as you can to get a lot of fireballs shot! Super Jump FP: 7 Level Learned: 6 Description: Just like regular jump, obviously: Mario stomps on the enemy! Press Y even as he makes contact and he will jump again. Keep doing this to cause major damage! Super Flame FP: 9 Level Learned: 10 Description: Mario shoots even bigger fireballs to the enemy! Press Y repeatedly to shoot a bunch of them at them! Ultra Jump FP: 11 Level Learned: 14 Description: He jumps on the enemy once again! Press Y to make contact and he will jump again, just like Super Jump. The only difference is that you cause more damage with this special and there are slightly longer increments between timed jumps. Ultra Flame FP: 14 Level Learned: 18 Description: You shoot fireballs the same size as you did with Super Flame, but this time, they can hit more enemies! They may or may not hit all enemies on the screen, but they will definitely hit more than one of them at least! =====Mallow=====This pudgy, white tadpole joins Mario at the Mushroom Kingdom in the hope that he might be able to help him get Frog's coin back from Croco. He's not the best attacker, but he's got some great special attacks! Special Moves ----- Thunderbolt FP: 2 Level Learned: N/A Description: Mallow hits all enemies on the screen with lightning! As the storm is about to end, press Y to make a timed hit for some extra damage! HP Rain FP: 2 Level Learned: 3 Description: Mallow produces a small cloud that rains on the selected ally, recovering their HP. Unfortunately, you can only do this on one ally at a time. Other than that, it's an OK healing spell in the first half of the game! Psychopath FP: 1 Level Learned: 6 Description: A couple spotlights appear and then shine on the selected enemy. It'll show you how much HP is left. If you hit Y right as the spots come together, you can see what that enemy is thinking, too! Shocker FP: 8 Level Learned: 10 Description: Mallow makes a huge flash and hits a single enemy with it! Press Y the same way make contact to cause more damage. Snowy FP: 12 Level Learned: 14 Description: Mallow makes snow on the screen, then a giant snowman appears on top of the enemies! It's very useful against fiery enemies and hits all the enemies on the screen as well! Star Rain FP: 14 Learned: 18 Description: Mallow makes a star appear and fall on enemies! Press Y just before making contact with the ground to Hit again, then keep doing that for more hits! =====Geno=====This stranger from Star Road descends to earth and comes to life inside the doll called Geno. He has some very good special attacks, including one that could take 9999 HP damage from almost any enemy! Special movements ----- Geno Beam FP: 3 Level Learned: N /A Description: Geno shoots a beam of rays at an enemy. For this attack to work, you must hold Y down until 3 stars appear, then release for an attack! Geno Boost FP: 4 Level Learned: 8 Description: Geno raises a single attacking ally (both regular and special) statistics in battle. If you press Y before the arrows pointing up disappear, and that ally's defense statistics go up as well (only in this battle though!) Geno Whirl FP: 8 Level Learned: 11 Description: Geno throws a slicer at the enemy. If you press the Y button because it leaves the screen, you can cause 9999 HP damage to an enemy, instantly killing them! He was reported to have worked for the bosses, however. Geno Blast FP: 12 Level Learned: 14 Description: Geno puts on a light show that hurts all enemies on the screen. You have to keep Y from loading this move too! Geno Flash FP: 16 Level Learned: 17 Description: After you hold Y and release it when 3 stars appear, Geno turns into a cannon and shoots an orangish towards enemies! It gets very big and deals damage to every enemy on the screen. =====Bowser=====King Koopas comes and kidnaps the princess again! After the giant sword collapsed in Bowser's Keep, it was sent to another part of the world. You find him at the Booster Tower, and he helps you get in, then he lets you join Koopa. He's a great striker, but he doesn't have very good specialties. Special moves ----- terrorize FP: 6 Level Learned: N/A Description: Bowser summon a Big Boo to come and scare all enemies on the screen. You need to rotate the control pad clockwise to make this movement work. Poison gas FP: 10 level learned: 12 Description: Bowser makes a poisonous cloud appear and spread poisonous gas above enemies. If it is effective against an enemy, their HP slowly gets taken until they die! You need to rotate the control pad again to make this move. Crusher FP: 12 Level Learned: 15 Description: Bowser makes a giant, rock serrated get out of the ground and hit the selected enemy below! Press Y before the enemy hits to cause some more damage! Bowser Crush FP: 16 level learned: 18 Description: A giant Mecha-Koopa stomps over the screen, hitting all the enemies on the screen. Press Y repeatedly to attack. =====Princess Toadstool=====The Princess joins Mario after saving her in Marrymore, then leaves Mushroom Castle when escorting her She's not very good at attacking at all, but the good thing about having her is that she's Heal the whole party! Special Movements ----- FP Therapy: 2 Level Learned: N/A Description: It recovers HP an ally and heals them from any irregular statistics (scared, mushrooms, scarecrows, etc.). Hug Group FP: 4 Level Learned: N/A Description: This particular is the same thing as therapy, but you heal the whole part! Press Y the same ends to recover a little more HP! Sleepy Time FP: 4 Level Learned: 11 Description: This particular attack puts the targeted enemy to sleep where effective. You must rotate the control pad clockwise to execute this attack. Come Back FP: 2 Level Learned: 13 Description: This works special as Pick Me Up item does; Revive a fallen ally and recover half of their total hpl! Press Y just as the spell is about to end to recover that entire ally hpl! FP Moves: 3 Level Learned: 15 Description: This particular prevents the enemy you were aiming to hit from using their special moves if it is effective! You need to rotate the control pad again to make this move. Psych Bomb FP: 15 level learned: 18 Description: Princess throws a lot of small bombs at all enemies on the screen! Press Y quickly repeatedly to drop the bombs a little faster. -=-=6. Walkthrough -= -=-=Introduction ----- The game opens by showing the Princess sitting in the garden outside Mario's house picking flowers. It's a pretty nice day out and nothing is wrong. Suddenly, the background turns black, and Bowser swoops in with the Flying Clown Cup and kidnaps the Princess! Mario then flees the house and heads to Bowser's Keep. The next scene opens showing Bowser flying at the hold, then Mario passes over the bridge outside keep at the entrance. The door opens and Mario runs in, thus, starting the game. Bowser's Keep ----- Start playing in Bowser's Keep to save the princess again from Bowser. In the first room of storage, you have nothing to worry about, so go through the door of the next room. In this room, there are a bunch of Terrapins patrolling the room, so watch out for them and try not to get into a fight with them if you don't have to; you get nothing to beat them! At the other end of the room, two Terrapins standing by the door will see you and approach you, putting you in a fight against four Terrapins. They are very easy to defeat and their attacks only take 1 HP damage from you, so just use a regular attack on each to defeat them. Then go out the door. In this room, simply run over bridges to the other side. When you get to the edge next to the door, the bridge will collapse, so all you can do is walk through the door. Walk towards the end of the room and you will see a pair of Hanging from the ceiling, and the princess hanging from a high rope above you! You! The camera will move up and Mario will automatically jump up the chandelier next to Bowser and a fight will begin. To win this battle, just use a timed Jump attack on Kinklink. Bowser's attacks won't hurt you too badly, so ignore him and his attacks. No jump attack timed once again and you'll hear a crackling sound and Kinklink will start to lose grip. Bowser will freak out and the chandelier will fall with him on him. Then he will throw a hammer at Kinklink holding Mario's chandelier up and that chain will lose grip as well. Bowser will throw another hammer up and Mario's chandelier will also drop until you're level with Bowser in the air. After Bowser finishes talking, he will jump towards you to attack and Mario will counter jumping on Bowser, thus springing it up to where the princess is hanging. Bowser will drop with the chandelier and Mario will reach the chains above. Then he'll get to the Princess and just like he's about to save her, a loud bang takes place. You'll see a scene of a big star above Bowser's Keep, then you'll see that it breaks and a sword will spiral down through the clouds before it falls into preservation. The impact of the sword causes Mario to be sent from storage and to the sky, and the locations of the princess and Bowser are unknown. Mario's Pad ----- Scene from Mario's Pad opens the Frog show outside Pipe House walking back and forth. When he stops moving, the camera moves up a little bit looking towards the sky to show Mario flying in the sky before the crash landing inside Pipe House. The frog then runs inside and talks for a moment, and then goes out again. When you can control Mario, jump down the wall and get out of the house. Go talk to the Frog, then use the nearby Save Point and exit the pad and head to Bowser's Keep. Bowser's Keep ----- As Mario crosses the rocky bridge to the castle door, he looks up and panics as he sees the huge sword staring at him! The sword (also known as the Exor) declares that it has taken over the preserve, then it will destroy the bridge at the preservation, causing Mario to flee to nearby Vista Hill. Mario looks back at the keeping and sword while standing on the hill, then he leaves. Now it's time to go back to Mario's Pad to alert Toad to the situation. Mario's Pad ----- go inside Pipe House and talk to Toad, who is standing by the window; Mario will re-enact the scene at Bowser's Keep with Exor, then Toad will tell you that he will go and inform the Chancellor about the princess, then leave the house. Now, get out of the house, too, and head down the path like you leave Mario's Pad, then Toad will run back and accidentally hit you. Will speak a then he'll give you a fungus. When you ask if you know how to use items, say yes, so he doesn't have to prove to you (unless, of course, you've got them played this before and you want to experience the tutorial). Listen to Toad talk more, then there'll be a Goomba. When Toad asks you about Timed Hits, say yes, so you don't have to see that presentation either (or choose no if you want some practice). Goomba will leave after this part. The frog will talk for a while, then give you three more mushrooms and leave. Now save the game if you want, then leave the pad and head to Mushroom Way. Mushrooms Way ----- This is the first area where you can fight enemies and earn experience points and coins by beating them. It's also quite easy, so it shouldn't be too difficult to get through this area! You should also fight a lot of enemies you run in to get a level or two before you get to the Hammer Brothers at the end of the stage. From the beginning, just head up the path and hit your chest there until it clears to get 5 coins. Continue and you'll see toad being caught by a seemingly lonely Goomba. Engage in battle with which Goomba and defeat 2 Goombas to save Toad. He's going to give you a honey syrup for help and he's going to run. Hit your chest repeatedly to get 8 coins, then take the path to the second section. In this section, head to the red flower and defeat 3 Goombas in battle, then sit on the flower yourself. Wait until you are facing the right edge and jump towards it from the flower to find the Frog being held captive by a Sky Troopa. Defeat the 2 Sky Troopers in battle to save Toad once again. The frog will give you a flower tab, then run away. Then drop off the platform and continue through the area from the path leading to the last area of The Way Mushrooms and hit the right chest before getting a recovery fungus. Take your way to the final zone and fight a bunch of Spikes until you reach level 2, because then you should be strong enough to beat your enemies first. After you've finished gaining experience, continue towards the right end of the area and you'll find Toad being held captive again, but this time by a Brother Hammer! Approach Hammer Bro once, and then approach him a second time to start the battle. It's pretty easy to defeat the 2 Hammer Bros in battle. The easiest way to fight them is to focus on one of them at a time. You shouldn't worry about their attacks either, because they don't pose a real threat to you because they just take a couple HP away from you. Defeat the first Bro using a timed jump attack, then a regular timed attack. The remaining brother will then use the Valley Up to make his defense stronger. Do the same as for the other brother to defeat it as well, but it would have to use another attack timed regularly or two if necessary. After they are defeated, Toad will pick up and bring you a hammer that Hammer Bros. has left behind, then speak for a moment and head for the Kingdom of Mushrooms. Now, equip the Hammer as your new and then take the path of the Path of Mushrooms and head to the Kingdom of Mushrooms. The Mushroom Kingdom ----- When you enter the kingdom, just head straight into the castle. If you want to get your chest hidden in the castle, because this is the only part of the game, when you could get it, you should go to the Han and save the game before entering the castle. When you enter the castle, Toad will stop and tell you to follow him down the hall, and then he will go forward. Follow him down the hallways to the chancellor. The Chancellor will talk to you, then Mario will re-enact the fight with Bowser and the sword meeting to show him what happened. After he finishes talking, Mario will return and the Chancellor will call him again. Then he'll give Mario a map of the world. Then Mario will start to head down the stairs and the Chancellor will call upon him again, making him fall down the stairs! The Chancellor will then tell you to go to the basement and talk to the Safe Guard. Now that you can control Mario again, head back to the first room in the castle and take the right way to another room. Talk to the security guard of the safe who's sitting by the stairs and he'll take you to the basement. In the vault, hit 3 chests to get 10 coins, a flower, and a recovery fungus. Then go back up and to the first room of the castle again. Now, take the left path and climb the stairs. Continue in the princess's room and walk to the blue seat behind the room. Press A and she will say that you have found the princess's ???., but the old lady nearby will scold you and give you a fungus. Now, go back down and get out of the castle. Outside, you'll see a marshmallow with legs chasing a crocodile. After a short scene, the guy with the marshmallows will give up the chase and start crying, which causes a storm! Go and talk

to him and he'll stop crying and present himself as Mallow. After he tells you he stole the crocodile's coin, he'll ask you to help him. Accept, and he will join your party (Level 2, 18 Exp. to the next level). Now, go to the Tool Shop and talk to the merchant. He's going to give you a pick me up for free. Then talk to him again and buy shirt and jump shoes for Mario and pants for Mallow. You should also buy a couple of honey syrups and Pick Me Ups (you shouldn't need any mushrooms if you still have those from earlier in the game), then leave the store. Walk down the path and you'll see a mushroom baby hopping up and down in a panic. Walk past him and he'll stop you and tell you about the crocodile that caused trouble in the kingdom. After you've finished talking, head to the Han and save the game if you want, then go back down the path of that kid and take the path of the Mushroom Kingdom. From there, go to the Bandit Way. Bandits ----- When you enter this area, you will find sitting there at the beginning. He'll see you and run away, so now it's time to go after him! From the beginning, head down and to the right until you see a rescue point in the lower left side of the area. Save at that point, and then take the path to the next area. In this area, jump on the red flower and use it to jump on the larger edge. Then go right and jump from platform to platform in the air, because every time you step on one, the other rotates in front of you so you can jump on it. Collect coins in the air, then continue right and take the path to the next area. In the next area, you must follow the Croco up and through this area. Continue until you reach the last intersection, then take the right path and defeat the K-9 under your chest, then hit your chest to get a recovery fungus. Now go back down, to the left, and up to the next area. After Croco runs again, jump on the yellow platform to the right, then jump at an angle to hit his chest in the air to get the Super Star. Then drop down and hit every K-9 that you see until the star's power ends to get a lot of experience (you should earn a level, at least to do so). Then continue to the final area. You'll see Croco in the last area. He'll tease you before he runs away again. Enter the area and search for Croco. When you find him, simply sneak up on him 3 times, then he'll stop running and fight you! Check out the Bosses section of this guide to learn to beat Croco. Once you've got it, you'll get Mallow's coin back, and you'll find a wallet. Now a trampoline will appear nearby, so jump on it to be transported back to the first area of the Bandit's Way. Just head up and get out of the level and head back to the Mushroom Kingdom. The Kingdom of Mushrooms ----- When you return to the Kingdom of Mushrooms, you will discover that it is infested with Shysters scaring people. The first thing you should do is defeat Shyster by watching the mushroom guard nearby. He'll give you 10 coins for saving him. Then beat Shyster following the mushroom guy with a blue hat, and talk to him. Give him his wallet back and he'll give you a flower tab. Now, what you should do is fight all the Shysters in town, including the one who hits the house and the three in the big house. After you have beaten 3 Shysters inside the house, the father will give you a flower tab for your help! Now head inside the castle to find more Shysters and Frog being chased by one. Defeat Shyster by watching him and he'll run off to another room. Follow him, and then defeat 2 Shysters there to make that room safe. Go to the next room and the Shysters will fight you while you towards the door. Defeat them and enter the room with Toad. He'll be so happy that you helped him that he'd give you another Flower Tab, which belonged to the princess. While you're in this room, talk to the old mushrooms that. That, before, when you come here, and it will completely restore HP and FP, then save the game to Save Point. Since fighting all these Shysters more than likely brought Mario and Mallow up to level 4 or 5, it's time to head to the throne room. Go back to the main hall and go the right way. Fight 2 Shysters scare the mushroom guy then enter the upstairs room and talk to the scared valet guard. He's going to give you a wake-up pin, which you should equip Mallow. Now, go to the main hall again and go up while trying to avoid the endless supply of Shysters coming through the door. Go through the following couple rooms, fight Shysters along the way until you reach the throne room. Shysters will see you and Mack will come forward. Then Mack and 4 Shysters will surround you and you will enter into a battle against Mack and his servants for the star. After you defeat Mack, you can claim the first star! Then go and talk to the Chancellor and Mallow will talk about asking his grandfather for help, so he should go to Tadvale Pond. Once you get control of Mario again, get out of the castle. Go to the Tool Shop and talk to the merchant and he'll give Mallow Cricket Pie in exchange for the Mallow toad coin he got from Croco. Now head to the Han and save the game, then leave Mushroom Kingdom for Kero Sewer! Kero Sewerage ----- When you enter the area, go down the pipe to enter the sewer. Once next to it, save your game at nearby Save Point, then jump into the water and swim to the right. Keep swimming right until you get to the shallow water section and jump at that point and go down the pipe that's there. In the next room, he descends on the ledge on the right and descends on that valve. When you appear in the next room, drop down to the ground to the right, then go on the steps and hit your chest to fight Panperitor!, monster chest. Defeat him by making a few timed jump or Super Jump (if he has already learned) attacks while Mallow defends or heals. After beating Pandesire, you get a jar of flowers and a Trueform Pin, which you should equip on Mario. Then sit on the top step or second step at the top step, then jump on the higher edge. Go all the way to the left, then hit the chest to get a flower, then go on the steps and head to the right. Go right and up the stairs, then left and up these steps. Then go right and down the pipe. Hit your chest next to the pipe to get the Super Star, then go down to the platform with 4 Rat Funks and defeat them. Climb the steps and defeat Boo who's there. Now, go left and down the pipe to the next room. Go left along the path where there is Rat Funks walking back and forth, or try and jump over them (I'd rather you fight them, they're not that hard). Go down the pipe, then into the next room, jump on the right ledge where a Funk Rat is standing there. There, it, then drop down to the bottom edge and go down that pipe. Then go down the steps and go right, and push green! switch to drain water from previous rooms. Go back to the pipe and lower it. Lower the sill down to the floor and down until you reach a pipe you couldn't access before. Go down that valve and hit the nearby chest to get the mushroom recovering inside, then save the game to Save Point. Then go right and down the pipe to get to the room with Belome. Go to him and you will enter into a fight against him (visit the Bosses section if you need help in this fight). After you've beaten Belome, the switch he was standing on will rise and the gate will open, causing tons of water to come gushing, washing you along the Midas River. Midas River ----- Since this area is more like a mini-game than a real level, I won't go into too many details for now. Look in the mini-games section of this guide to find more detailed information on this course. Just go down the first half of the swim against the current trying to nab all the coins and Frog coins you can. In the second half, you have to walk a barrel down the river while jumping to collect coins in the air and avoid that piranha just out of the water and try to steal some coins from you! When you reach the end, the mushroom type will give you Frog Coins, depending on how many coins you have throughout the Midas River. He will also give you Shell Noknok, which should equip Mario as his new weapon. Save your game at Save Point if you want, then exit the area and go to Morboloc Pond. Mordallpond Pond ----- When you enter this area, simply walk straight ahead and stand on the gray stone/switch and a tadpole will swim up to you. Then a bunch of them will come out of the pond and ask you to jump for them. Do your job, and then Frogfucius will float through a Lakitu. It will have the tadpoles form a bridge and then float back to the island where it lives. Now, jump from platform to tadpole on the island and Frogfucius will talk to you for a while. After a bit of conversation, Frogfucius will have Mallow continue on the journey with you. After the whole scene is done and Frogfucius is standing on the edge of the island all upset, go talk to him again. He'll be so happy that you brought him the Cricket Pie from the Mushroom Kingdom that he'll give you the Froggie Stick, with which you should equip Mallow. Now jump back over the tadpole bridge and go right. Take the path to the next area to get to Melody Bay. Stand on the gray stone/switch and play Frogfucius' Suite #18 on the bay. To learn to play it, look in the Melody Bay Songs section of this guide. what you play, Toadofsky will give you an Alto Card, which you could use to buy things from Juice Bar, located at the far left end of Tadvale Pond. Next Next Your game at Save Point, then head back down the path from Melody Bay, then head left and down to exit Tadpole Pond. Now it's time to go down the Rose Way. Rose Way ----- From the beginning of this area, jump on the yellow platform in the air and ride it to the first stop, then get off. Get mushroom recovery on that island if you need it, then jump on the next platform and ride it to the next island. Get out of there and take the flower, then jump on the next platform. Get off at the first stop of this platform, then enter the next area. Here, you'll see two yellow platforms swinging back and forth, each with a Shy Type on top of it. Jump on the first platform when you reach the lowest point, defeat the Shy Guy, then ride the platform until they come close to the other platform. Defeat the Shy Guy that one also then ride the platform to his chest, then jump to his chest and hit it to get a Frog coin. Then jump off the platform and get out of this room. Back to the main area, jump on the yellow platform and ride it to the third stop, then get off and take the path to the next area. Simply follow the path through this room and you will get back to the area full of platform. Go to the platform there and go to the first stop and get off, then climb to the other platform. Go to that platform until the second stop, then get off and enter the next room. In this area, there are 5 chests, each with a shy guy on top of them. Go around the area, hitting the chests until naked and defeat the Shy guys who fall out of your chest to get some experience. By emptying all 5 chests, you will collect 20 coins and a recovery fungus. Now, go down and enter the next area. In this room, you will find Bowser and his troops. After they're all gone, take the top path and the Rose Way and head for Rose Town. Rose Town ----- At the entrance to Rose Town, you will find that the arrows are falling from the sky, striking and completely paralyzing the people they hit so that they can't move. What you should do first in this dangerous city is get to the upper-left corner of the city and talk to the guy who can move. Then jump on his head, then on the higher edge and enter the house. Hit 2 chests to get 2 flowers, then head up where you find a green! Switch. Press the button and go back down and out of the house. There'll be a set of stairs there and the guy will climb on them and thank you, then you'll go where it's safe. Go back in the house and talk to that guy. It will give you directions to a hidden area of the Forest Maze. I will tell you to find this section when we get to the forest maze part of this guide. Now, leave the house and head for from the top right of the city and enter the tool shop. Buy thick shirt and pants for Mario and Mallow and stock up on honey syrups, Pick Me Ups, and mushrooms if you need them, then leave the store. Store back to entering the city and go left and enter the Inn. You'll see a child playing with Mario, Princess and Bowser's dolls. When he notices you're there, he'll catch his mother. When the child asks to prove that you are Mario, make the jump and his mother will ask you to play with her son, Gaz. Agree to play and Gaz will take out Geno's doll and accidentally shoot Mario with The Attack of Geno shooting stars and beat him! Later that night while everyone sleeps, a small star will appear in the Han and float around above the dolls. Then he will descend on the Geno doll and possess it, making it life-size and real. Then he'll come out of the Inn. When Mario wakes up, save to Save Point, and then go down just to hear Gaz and his mom argue about the Geno doll and how he got into the woods. When finished, leave the Inn and the city and head for the Forest Maze. Forest Maze ----- This stage is quite long and can be very annoying, especially when you arrive in the room with the 4 paths! There are also many mushrooms on the ground that you can take. Be warned, though, that some are actually enemies in disguise as mushrooms and will come to life if you get close! As for the ones that don't attack you, they're just regular mushrooms, which you could use to recover 30 hp, just like the items. From the beginning, go straight ahead in the next room, where there is a stump with a Wiggler walking around. Go down the stump into the underground cave. Go through the cave and jump on the trampoline to get back out. Then go up and to the right and take the path to the next room, where you will find 7 stumps. Go to the last stump at the back end of the room and go down, then head left in the cave and you'll see a sleeping Wiggler. Jump on it to make it wake up and a loud noise will occur and you get thrown back out of the stump. You will find that a new path has opened behind the hub, so take that path to the next area. Go to the stump with the sleeping Wiggler, crawling into him and get through the cave to the next trampoline and jump on it. Once you've turned the trampoline and jump on it, head up and right and save to Save Point about half way through the room. Then take the path to the next room. You will find yourself in a room with 4 paths where each path takes you to an identical room (like the Lost Woods scene in Zelda for NES). You'll also see Geno standing by one of the paths. Before you talk about tracking Geno, I'm going to give you directions to the hidden camera that the guy in Rose Town told you about. Directions (assuming you have just entered the room with the 4 paths) are: left, up, right, and these directions are through Mario's point of view, not yours, so remember that. That. You will find the hidden camera, then drop the stump and hit all the coffers to find recovery mushrooms, flowers, and a frog coin! Now, leave this room and take the path that goes up and you'll see Geno. Follow him as he heads through different paths until you find him, then take the path to the right, then up. You'll find Geno back on the left path. Go through this path and you'll get to the next room where Bowser and his minions are! Bowser is obviously the one who was sending arrows into the amazing Rose Town of people. Mario and Mallow will hide behind a stump and a minion will enter with a stellar piece. Geno will appear again and ask bowser to give him the starpiece. While Geno fights Bowser, Mario and Mallow will sit on the sidelines. Then they will jump into battle and it will become a 3-to-1 fight against Bowser. Read the Bosses section of this guide for information on the Bowser fight. After the three of you have defeated Bowser, Geno will introduce himself and explain to you about the Star Road and the star pieces and what they need to repair the Star Road and restore peace. Then Mario will reclaim the star and the camera will zoom in on an arrow minion who listened on to the conversation about Star Road and he will declare that he must inform Smithy about this star, then run off. At this point, Geno will become part of your party (Level 6, 36 Exp. at the next level). Now continue on the trail and get out of the Forest Maze and return to Rose Town! Rose Town ----- Now that Bowser is gone, falling arrows no longer stun people and peace is restored to Rose Town. Enter the Han and talk to Gaz. Mario, Mallow, and Geno will try to explain the Situation to Star Road, then Gaz will give you a Finger Shit. Equip this on Geno to get a good gun, then stay the night. In the morning, save your game, leave the Inn, then leave Rose Town for Pipe The R. Pipe Vault ----- the whole area is optional and you can skip it, but passing by is the only way to access Yo'ster Island. Also, this place is very easy and you can get some extra coins and experience playing through it. From the beginning, go down the pipe to go underground. In the first room, jump from plants edge to edge over the lava as you try to avoid fireballs coming out of the lava, unless you want to fight them. In the next room, go straight up the stairs while trying not to get crushed by Thwomp. Then skip the pipe with the piranha plant, and then go down the second pipe to the next room. In this room, there are 6 pipes with piranha plants living in most of them. Go down the second pipe and run straight to collect a bunch of coins, then push down in Second to slide under the wall and collect Frog Coins, also then jump on the trampoline to get back into the room with pipes. Now go down second to the last pipe and you will see a mole type and 4 pipes. Since it is also a mini-game, I will not go into details here; Look in the Mini-Games section for information about it. Use the trampoline to get up, then go to the last pipe in the next room. Go through this room jumping from platform to platform, skipping the tanned-colored valve, and then go down the green one. In this room, there are 4 colorful bronze pipes with piranha plants coming out of them, as well as a number of little white plant things that steal their bite coins! Fight some piranha plants, jump over the thief of the plant coins, then go down the green pipe to the next room. In this room, jump on the yellow platform when it is at its lowest point, then hit the chest above to get some coins. After that, leave the platforms and continue. Jump over the edges to avoid the white plant things below you, then jump on the next yellow platform. Try and hit your chest above yourself while landing on the platform every time or else the plants below will steal a bunch of coins! Then go right and go down the last green pipe to get out of pipe the Valley and appear in Yo'ster Isle! Yo'ster Isle ----- When you first appear at Yo'ster Isle, save the game to Save Point up and to the left of the pipe, then go down to the main area. Go all the way to the exit of this area and talk to Yoshi, then jump on the saddle to ride him. Go back and talk to Yoshi pink at the entrance to the isle and he will give you some cookies to challenge Boshi with. Then go back down and talk to the blue dinosaur with shades; That's Boshi and challenge him to a race. Since this is a mini-game, I'll tell you more about the race in the Mini-Games section. After you've defeated Boshi, everyone else Yoshi could compete again and Yoshi will give you 3 Yoshi Cookies, then say goodbye and leave. Now, go to the bottom end of the isla and take the path from here. From here, go to Moleville. Moleville ----- When you enter this town, go left to the tool shop and go inside. Buy Mega Shirt and Punch Glove for Mario, Mega Pants and Cymbals for Mallow, and Mega Cape for Geno. Also buy a bunch of mid mushrooms and maple syrups because they are more useful, so you should sell regular mushrooms and honey syrups because they won't be much use in the game now that you are stronger and have a lot of HP and FP. Now, leave the tool shop and go to the inn and enter it. Stay for the night, if you have to, save the game at Save Point, then get out of the Han. Now, head for the mine at the north end of town. When you approach the entrance to the mine, you'll hear noise and the camera will show Bowser and his troops occupying an open area near the mine. After they leave town, they're headed my way. You'll see a few moles inside with Ma Mole, running in panic. After they leave, the other two moles will ask you if you can help by getting into the mine and saving the two children who got trapped inside after the starpiece crashed into it. I agree to help, then jump on their shoulders, then on the higher edge and enter the next area. Head right and in the next room, then drop down to the lower area and head up and into the next room. Jump on the trampoline that is there and you will hit the ceiling, then drop back down and fall unconscious for a while. Then Croco and his minions will appear and rob all of his coins, then flee. Now head up and to the right and in the next room. Go through this room until you get back to Croco and his men and they'll be in a dead end. Then he'll blow a hole in the wall with a bomb, then run. Run through that hole and follow Croco. Keep following Croco through the cameras and touch him to get into a fight against him. You could fight his minions in other rooms, as well as get a bunch of coins and a few flower tabs, but it's more important to beat the Croco. Read the Bosses side of this guide to get information on beating it again. After he runs away, you'll get all your coins back, as well as a bomb he dropped. Now, go back to the trampoline room and take the left path to the next room. Continue through this room to the next one, then go up and go into the next room and take this path to the next room. In that room, go left and into the next room. Here, fight or avoid Bob-omb and the other enemies and keep going to the next room. Here, you'll find Pa Mole standing in a dead end. Talk to him and he'll open the wall so you can continue, then he'll leave the mines. Continue through the hole to the next room, and then go through the bottom path to the bottom path into the next room. Run straight to the other end and then try and go through the next area. However, a shy guy on a mine cart will follow you back into the room before he. He'll crash into the crates and throw a frog coin, then run away. Take the frog coin, then climb the crates and the higher path and enter the next room from there. Fight 2 Bob-ombs before chest to get some experience, then hit the chest to get Super Star. Run down the path, defeat Bob-ombs along the way and go to the next room. Beat Bob-ombs there and head straight to the next room. In the next room, climb up the crates and beat that Bob-omb and head into the next room, then quickly run up the pieces and beat 4 Bob-ombs (it might not be fast enough to beat them before the star's power ends). Hit in the chest to get the mushroom recovery, then save to point Save. Continue up the path and jump on the large stack of crates, then hit the chest in the air to get a flower, then go to the next room. You'll find a bunch of bombs and a enemy called Punkinello. Go behind Punkinello and approach him to engage in combat. Check out the Bosses section to learn to put Punkinello away. After you defeat Pupunello, the giant bomb explosion will cause the starpiece to fall from an edge above you. After Mario claims the star, he enters the next room. You'll find the two kids and a mine cart. Read the instructions, if you want, then you'll go on a ride with the mine cart in me! At the end of the trip, you will fall through the ceiling into the house where the children live. After thanking you, leave the house and you'll see a cockroach fly by, then 3 Snifits running after fly. The beetle will land on Mario's hat and the Snifits will surround you. They'll mention a few things, including the girl who fell from the sky and about Booster and likes cockroaches. After all leaves, save the game from the Inn, then get out of Moleville and head to Booster Pass. Booster Pass ----- Since this is a very short area, this is a good place to just hang around and gain experience. In the first area, there's a Lakitu, throwing The Spikesters at you. Fight them all, and then get to the right corner of the area. Take the flower on the ground, then go back down and gone a little and jump up to the highest edge. Keep going up and to the right and take the path to the next room. In this section, go right and up, then take the other flower from the corner. From there, you could either go directly to the left and step on a hidden switch that seals up the holes on the larger edges, preventing you from fighting Spikesters there or simply ignore the switch and go down. I'd rather you ignore the switch because you should fight them and get up. Go to the higher edge from the lower edges at the beginning of the room and fight 4 Spikesters there. After they are defeated, go down the path and exit the Booster Pass. If you're at least level 8, you're ready to go to Booster Tower; if not, re-enter the pass and train a little more. Booster Tower ----- When you first enter this stage, you will find Bowser inside the tower. He'll sit there, crying, then he'll come back and he'll freak out because you saw him! After saying a few things, the room will move to the top of the tower where the princess is being held. She will try to call Mario, and then the view will be given back by Mario and Bowser. After Bowser leaves, go to the tower door and push A; He'll say the door's locked. Leave as if you leave the tower and Bowser will return, realizing that you are determined to save the princess. He will break down the door, giving you access to the inside of the tower, then he will let you join Koopa Troop, although he is the one who joins your party (Level 8, 68 Exp. to the next level). Learn to change allies if you want, then swap Mallow for Bowser. When When All right, go inside the tower. Inside, go left and climb the stairs. Go to the right and memorize the order of images on the wall; you will need to remember them for another part of this step. Continue right and enter the next room, then jump on the steps where endless deliveries of Spookums come down the stairs. Fight then if you need experience, or just avoid them and continue up and went to the next room. In this room, you'll see a toy train on a path appearing above you and a crazy guy looking for sitting on it. You'll find out that he's Booster and says something about the girl who fell out of the sky, then he'll leave. Follow the train to the right, then up and into the dark area where the pieces go to get a flower tab. Then enter the next room and climb the first set of steps. You'll see Rob-ombs walking along the next set of steps. Make your way up the steps, either fight or avoid them, then take the first path down and to the right. You'll be on a high edge with a chest above you in the air. Sit on the edge of the edge on the bronze square, and then jump off the edge. You should land on the other end of the teeter-totter below. The bomb at the other end will rise, then fall again, sending you into the chest above you. After you hit your chest, you'll fall to the ground, and then the Masher will fall into your head. Equip Mario with them, then leave the room. Head left and up the steps again, then go right and enter the next room. Climb the steps and go left in the next room, then go down to the right. Go to the next room and climb the stairs again, but when you get to the top this time, go to the right and take that path to the next room. In this room, simply step on the green switch! It will make a new area appear in Booster Pass. Go behind the curtain and get out on the other side to turn Mario into the classic 8-bit Mario. Try to get out of the room, then it will return to normal, now go to the right and enter the next room. In this room, go up and to the right, jump on the edges with Spookums, then on the larger edge. Go left and do the same to reach the top level, then head up and right while avoiding his snifit bullets, then enter the next room. In the next room, climb all the steps with rob-obs walking and enter the next room. Save the game at Save Point in this room, then go on to the next room and you'll see a bunch of pictures in no special order. You have to go to them in order from the oldest to the youngest and press A. The order to go up to the pictures is as follows: 4 5 3 6 2 1 If you did it well, you will The Elder key. Use it to open the locked door to the left. He walks into that room and jumps over the edge with his chained Chomp and he wakes up. Bowser will pull her out of the chain and bring her with him as a weapon. Weapon. Chomp on Bowser and leave the room, then head down and right to the next room. In this room, climb the steps and jump on the teeter-totter and Thwomp will send you up to the next room above. Now, jump on the sill in the middle of the room, then on the yellow squared cubes to the right. Then jump on the platform like a cager, then on the left ledge. Now, climb the stairs and enter the next room. In this room, there are coins, frog coins, and a key scattered on the ground. However, the floor in this room is a trap and if you hit a trap, you will, a Fireball enemy will appear and you will have to fight it. Go to the key at the top right of the room, and then unlock the nearby door. Go to that room and hit your chest to get your Zoom shoes. You should equip Geno or Bowser. Now, leave the camera and head down and left to the other door. Go through it to the next room and go down the steps where you'll find chained Chomps sitting there. Go to the top, then enter the next room and the toy train and Booster will appear on a large edge above you. When you start to throw bombs at yourself, go to the next room and Booster will leave and the bombs will explode. In this room, climb a bunch of steps and pass through the top door to enter the next room. Before saving, go down and to the right and jump on the yellow ledge. Now jump from edge to edge to reach the chest to the left. Open the chest to get the recovery mushrooms. Then save the game and enter the next room. Go straight down and left at the other end of the room and you'll be at a locked door. You'll find the princess on the other side of the door. He's going to tell you to hide from Booster because he's coming back, so Mario's going to hide behind the curtains. Then Booster and the 3 Snifits will enter and begin the rehearsal of the weddings. Booster will realize that the Mario doll is missing and will send a Snifit to check behind the curtains. Play hide-and-seek with the first Snifit moving so you don't get caught. Then another Snifit will join and help the first look behind the curtains. Then the third Snifit will come to help the other two. If you can manage to overcome them, Booster will open the final curtain, but look up and find the Mario doll on a high edge, not knowing that the real thing is right in front of him! Jump up under the doll and beat it off the edge and Booster will thank you and give you an awe, which you should equip on Bowser. If you don't get caught by The Nifits in the curtain game 3 times, Booster and Snifits will look up to you. Read the Bosses section to learn how to fight them. After Booster and His Snifits open the door and leave, go back and change Geno for Mallow, save the game to the previous room. Now, go back to the curtain room and go through the door that was once locked and Knife Guy and Grate Grate will appear and start a battle. Look in the Sefi section for information about beating them. Then, after they leave, your three allies will jump off the balcony and leave the tower, heading for Booster Hill. Booster Hill ----- This area is not a real level; It's just another mini-game that you have to do now, but you can come back later and play this course again and again. All you have to do now is chase Booster up on the hill while jumping on barrels and snifits to get closer to the Princess. Every time you touch it, it will give you a flower and Booster will give you back a little. Once you get to the top, you'll be entering Marymore. Marymore ----- When you enter Marymore, head straight into the Inn/Tool Shop. Buy Happy Shirt for Mario, Happy Pants and Whomg Glove for Mallow, Happy Cape and Hand Gun for Geno, and Happy Shell for Bowser. Also buy some mid mushrooms and maple syrups if you need them. Then switch Mallow to Geno, save the game at nearby Save Point, then leave the store and head to the chapel. Talk to the people there and you'll see a Snifit kick a soon-to-be couple, Raz and Raini from the Mushroom Kingdom, from the chapel. Talk to them, then go to the right and to the edge of the chapel. Go left and you'll enter the back entrance! Go through the kitchen, then up the stairs and you'll be in the main area of the chapel. Walk to the middle of the room and a Snifit will catch you and then try and run through the door at the top of the steps. Since it's locked, he'll ask you to help him break it, so run off with it and break down the door. You'll stop in the next room and the Snifits will collapse in the front room. Then they close and lock the door. Now, save the game and go to the door and press the Button A. Snifit will say something, then Bowser will come out and get upset. Then he'll move back and try to knock down the door. Run with him to take him down and you'll be in the main room. Snifits will beat in princess and her various accessories will be scattered through the room. Snifits will take the ones they can find between the banks. Now, go to each of the Snifits and talk to them, making them give you the accessory they have. When you have 3 that The Snifits had, go up to Booster and jump on his head and take the crown. Jump down and talk to Booster and give him the crown. Then the Princess will freak out because Bowser is with you, then an argument will break out about who she likes, Mario, Bowser, or Booster? If you took the princess's objects very quickly, the princess will kiss you! After the other two kids are resolved, Mario, Bowser and Princess begin to leave the chapel, and Chef Torte and his assistants will take the cake wondering why everyone is leaving. He's upset. Start a fight with you. Check out the Bosses section of the guide to learn to beat them. After beating them and their cake, Booster and Snifits will kiss Mario and the group will leave the room. In the waiting room, Raz and Raini and their guests are standing around waiting. Then they all go into the chapel now that Booster's gone. Now, get out of the chapel and take the path down and to the right to get out the marymore. As soon as you go to the overworld screen, you will automatically go back to the Mushroom Kingdom. The Mushroom Kingdom ----- When you return to the Mushroom Kingdom, head straight on to the path and even into the castle. The frog will wait for you again in the hallway. He'll see you and then he'll be surprised when he sees the princess with her. Then he takes you straight to the chancellor. Then the Chancellor gets to meet the whole party and hear their stories, and then the Princess decides to stay at the Mushroom Kingdom. When you can control Mario again, leave the throne room and leave the castle. As you exit, the princess will call you and float from the castle window with her parasol. Talk to her and Mallow will suggest visiting Frogfucius again for help. The Princess will then join your party (Level 9, 100 Exp. to the next level)! Leave the Mushroom Kingdom and head for Mormalo pond, Mordall pond ----- Once you reach Mormaloc Pond, head directly to the gray stone/switch and stand on it. Jump over tadpoles to the island with Frogfucius. Talk to Frogfucius and he'll tell you that a stellar piece has been seen on Star Hill. With this information, skip the tadpoles and leave Madpole Pond and go to Star Hill. Star Hill ----- When you first enter Star Hill, climb up and go, then go up to the flower and press A. It will make the nearby giant star open. Go through the door of the stars and you'll be in the first area of Star Hill. Geno will explain what's going on at Star Hill. When it's finished, go left and up to the first flower. Then go up and to the right to reach the second flower. Then go all the way left and down to the next flower. From there, go to the fourth flower. Then go right to get to the last flower. Now go left and down and through the now open star door to reach the second area. In this much larger room, go left and down a little and activate the first flower. Then go up and left to the next flower. Now, go right a little bit and go straight down and left to the next flower. After that, go to the next flower. Head right and down to the next flower, then go straight up to the last flower. Now, go left and enter the door of the stars to reach the next room. In this final area, go straight down to the first flower. Then go left to get to Flower. Then go up and right to the next flower. Then go up and left to the fourth flower, then go right and down to next flower. Now go up and to the right and you'll find the fourth star track! After Mario pretends, go down and right to the last flower, then go left and through the door of the stars to leave Star Hill. Now go to Seaside Town. Seaside Town ----- When you get here, you'll notice something's not right here. Enter the Inn if you want and talk to the person with the stun mushrooms to get a room for free. When you wake up, go downstairs and save your game at Save Point, then leave the Inn. Now, go to the back of the city and go down the steps of the house on the hill. Talk to the Elder when you enter the house and he will ask you to retrieve a star piece that has fallen into the sea. Then go upstairs and talk to the frog that's sitting there. He's going to talk to you, then he's going to try to sell you some stuff, which you can only buy with Frog Coin. Since prices are high and most things is useless, do not buy anything. Now, go back up the stairs and get out of the house, then get out of town and head for the sea. Sea ----- The first thing to do when you enter this area is jump to the ground and talk to Shaman to get a chance to buy some useful things. Buy Sailor Shirt for Mario, Sailor Pants for Mallow, Sailor Cape for Geno, Hurly Gloves for Bowser, and Nautica Dress for Princess. Also buy some Pick Me Ups, Mid Mushrooms, and maple syrups if you need them. Now, take the path behind the counter to the rescue point, but don't save it yet. Now, make your lineup have Mallow and the Princess in him with Mario. Also remove all armor and accessories from the three in your range, then save the game. Then leave the room where you came and take the other way into the other room. Walk along the crates, then drop down to the lower edge and hit your chest to get the Super Star. Now run through the room and kill every Zeostar there, then go down and enter the next room. Defeat a few Zeostars in this room, if you can also then go into battle with Zeostar(s) didn't have enough time to reach. Let your enemies kill you so you get back to The Save Point with all your experience and Super Star still in the treasure box! Continue taking Super Star, killing Zeostars, then letting you die until your party is at least up to level 14 or 15. When you are finally ready to progress, continue along the path. When you have a choice to go left or right, go straight to that room. Take the flower, the coin frog, and the recovery mushrooms from the chests, and then climb over the crates to the Rescue Point. Save the game, then leave the room and go down and take this path to the room where you have Super Star. Now, leave the ledge and go to the room And in that room, go through it and take the path that goes left in that room. In that room, go down and into the water, then swim in the whirlpool to get to the bottom of the Then go up and into the other room and let the current bring you to the surface. Then jump out and hit the nearby chest to get a Mushroom Map. Now leave the sill and go left and down in the next room. Now you're next to a lake infested with Bloobers swimming around. Jump into the water and go into a whirlpool to get to the bottom, then go left and down until you reach a sunken ship. Jump on the crow's nest on top of it, and then press down on the control pad to enter the sunken ship. Sunken Ship ----- From the beginning of this rather long area, insert the camera on the right and save the game there. Then jump back over the blocks and get out of the room, and go through the other door. In that room, go up and right and go through the door of the next room. There, go down the right ladder behind one of the Alley Rats that go down the stairs as well. That way, you get to the very bottom without having to fight any of them. Then jump on the lower blocks, then on the larger blocks and hit the chest until it clears to get 10 coins. Now, go to the next room and go down and left. There are rooms with Greepers in front of them, but you don't have to enter these rooms unless you're reading this guide because these rooms have puzzles in them. When you solve them, you get a clue about what password is in a further room in the ship. Anyway, go on and into the next room. Descend to the lower area and defeat the dry bones there. Then, while he's all crashed up, run into the little alcove and hit his chest as fast as you can to get all 10 coins from it. Fight and defeat the dry bones again, then talk to Shaman and buy some supplies if you need them. Go through the door and head right and up to the other side of the room. Defeat Greaper guarding the door, then go through it there and enter the next room. In this room, you'll see a bunch of barrels to the right. Jump on top of the barrel pile and you will cause a barrel to fall to the floor. Jump on that fallen barrel while facing the right to run it. Keep it moving until it rolls on the switch, then jump on the other switch. Get the recovery mushroom and read the clue if you want, then save the game and put Geno and the Princess in your party. Then go to the next room. You'll see 6 blocks; When you sit under each one, a bunch of letters appear on the screen. For the first block, choose p, for the second, choose e, for the third, choose a, for the fourth, choose r, for the fifth, choose l, and for the last block, choose s. Then go up to the open end of the tube next to the door and press A. You'll tell the password, which is pearls, and the door will open and a tentacle will signal you to enter. When you enter, you will be put in a battle with King Calamari and his eight tentacles. Read the Heads of guide to learn to beat it. After the battle, you end up in a room with a trampoline. Down there, walk out the door and enter the next room. Here, jump on the blocks, then on the higher edge and go through the door at the top of the next room. In this room, run up and right when no bullets come and you'll be safe. If a bullet hits you, you'll fall to the lower level and you'll have to leave the camera and get to the upper edge, then try again. When you get to the other end of the room, go to the next room. Go down the stairs just behind an Alley Rat, so you don't have to fight them, then enter the next room when you get to the bottom. Go up and left to 2 barrels stacked in the corner. Stand on them and jump on the larger platform and empty 2 chests to get a whopping 200 coins! Now, go up and through the door next to the barrels to the next room. In this room, you will find an exact copy of Mario that does whatever you do. Either walk left and down right past him or go up to his face and try to talk to him to fight his true self: a Greaper and other undead enemies. Then go out the door and into the other half of the room you were in and go left and down into the next room. Here, stand along the wall and go up and defeat the dry bones, then walk behind the blocks to find a hidden camera. Hit your chest there to get a Frog coin, then get out of the room and go down the stairs. Hit your chest at the bottom of the stairs to get a recovery fungus, then save it at Save Point and put Mallow in your party. Now go to the other side of the block wall and hit the other chest to fight Hidon, the chest monster. Defeat him using Mario Super Flame's attack. Once defeated, you will receive the Safety Badge. equip Mario. Now, go through the door of the next room. In that room, go upstairs and through the underwater door to the next room. In that room, come down the stairs and try to jump over the Zeostars or fight them if you want. Once you get to the bottom of the stairs, go to the next room. In this room, you will see a bunch of barrels on the left and right side of the submerged room. Go behind the barrel pile to the left and through the hidden door to a secret room. Hit your chest to get the safety ring, which you should equip on the Princess, then get out of the room. Now go to the pile of barrels on the right and jump to the top of it. Up and to the right and jump up the barrels there and then jump out of the water and through the door to the next room. In this room, a bunch of Bandana Reds will stop and fight you. Have Mallow use a Thunderbolt attack or two to delete them all! When they run up the stairs, hit the chest they left behind to get the mushroom recovery, then run the stairs to the right. Reinforcements will flow down the stairs and you will hide under one of the steps. Then Mario will jump up and run up the stairs, not only to find a couple Bandana Reds at the top. They will throw a barrel down the stairs and Mario will dodge, leaving him hit Bandana Reds below. Now, climb the stairs again and enter the next room. Bandana Reds won't be happy to see you, so they'll fight you. Simply beat them with another of Mallow's Thunderbolt attacks. Then they'll give you access to Jonathan Jones' room. Before entering, change Mallow for Bowser and fill the FP with maple syrup. Now, go into the room and Jonathan Jones will say he won't give you the star, then he'll get up and fight you. Learn to beat it by reading the Bosses section of this guide. After he's defeated, he'll give you the fifth stellar piece! Once you can control Mario again, go right and through the door, then jump on the trampoline to get out of the sunken ship. Now, go back to Seaside Town. Seaside Town ----- When you return to Seaside Town, you'll face the fake Eder and the other bad guys with mushrooms. They're going to ask you to give them the starpiece you just won. Give it to them when they ask, then they'll run. Stop in the Han and save your game, then head to the left end of the city. Switch Bowser for Mallow so your party consists of Mario, Mallow, and Princess before entering the next area. Take the path to the next area and you'll catch the old man. They will try to sink, but Jonathan Jones will block their escape, causing them to give up disguises and turn into Yaridovich. To learn to fight Yaridovich, read the bosses part of this guide. After you get it, take the key that came up and go back to the city. Then go downstairs and open the locked door and enter the shed. All people will thank you and the Elder will give you a Box of Flowers because you do not hesitate to give Yaridovich the star when you were confronted to save the city. Now, go to the upper left corner of the city and enter the Old Man's house. Talk to the Elder and he'll tell you about the End of the Earth. After he finishes talking, he leaves the house and descends the stairs. You will see a long building to the east in the middle area of the city. Insert the middle door into the building to enter the weapons/armor store. Buy Shell Troopa for Mario, Ribbit Stick for Mallow, Double Punch for Geno and Umbrella for Princess. Now leave the store and go downstairs and leave town for Land's End. Land's End ----- From the beginning of this area, save to Save Point, then jump into the cannon. Wait until it points to the edge up and right, then shoot yourself. Shoot yourself, that ledge. Go up and to the right and into the next area. In this section, go up and to the right and you'll see another cannon; jump into it. Pull yourself to the higher edge and you'll land in a ditch and 3 Chows will pop out. Jump out of the hole and fight Chows for experience, then continue up and right to the next area. Here, you have to jump from platform to platform all the way to the other side. There are also Gecktos who are walking around on these platforms. When one falls, another is shot there by cannons to one side. Fight all the Gecktos in your path and when you reach the end, go to the next area. In this part, you will have the choice of either going the upper path or the lower path to the right. Take the bottom path to the right and take it to the next section of this area. Go left and up and you will see a cave in the wall. Jump into it and hold up to get inside. Once inside the cave, follow the path to the left and up. Then go right and down the stairs and take the path to the next room. Go left and up and jump over the block in your path. Continue up to the barrels and jump on the top barrel to make it fall to the lower level. Then drop down to the bottom edge and jump on the trampoline to be sent back to Kero's sewer. Kero Channeling ----- When you get back to Kero Channeling, you'll be on the high edge you couldn't get during your first visit here. Jump to the left edge and hit your chest to get Cricket Jam. Then leave the area and head to Mormaloc Pond. Morboloc Pond ----- When you get here, go straight and sit on the stone/switch to make tadpoles appear. Jump over the pond through the tadpoles and talk to Frogfucius. Give him the Cricket Gem and he'll give you 10 frog coins for the gift. Now, get back across the pond and leave Mormaloc Pond and return to Land's End. Land's End ----- When you return here, you go through the first few areas until you reach the area where you can take the upper or lower routes. This time, use red flowers to go the upper path. Once you get to the top, go to the next area. You'll get to the very beginning of Sky Bridge. For information about the Sky Bridge mini-game, read the Mini-Games section of this guide. For now, cross the bridge and go to the next area. You will end up in a desert located in the middle of nowhere. First, talk to the mouse and he'll give you directions about getting to Monstro City, then he'll leave. Now save the game to Save Point, then go right and jump into the left spin. When you get to the next area, you have to start trying to get to the city of Monstro. In each area, see an armoured pop-up art in one of the whirlpools in the sand. Fight and defeat the Armored Art, then go down the whirlpool that the ant has come out of. Face Face in each area until you reach a cave. As in Sunken Ship, put Mallow and the Princess in your party and remove all their armor and accessories. Now save your game at Save Point and descend to the bottom edge and hit your chest to get the Super Star. Then defeat the Gecktos and go to the next room. Run through this room, as well as defeat some more Gecktos, as well as 4 Chows. Go to the next room and fight with more Gecktos, then drop the hole. By now, your invincibility should have worn out, so jump behind the boxes on the left and talk to the shaman hiding there. Pay him 400 coins for another star, and then hit his chest to get another Super Star. Jump back over the boxes and run around the room and defeat all the Gecktos in the room to gain a lot of experience, maybe even win a level. Now take the path right into the Temple of Belome and have any enemies inside defeat your party, so start back in the cave again. Repeat the process with the stars until you are at level 19-20, and then play for real in the Temple of Belome! Temple of Belome ----- When entering this place, descend the stairs and turn the corner and continue on to the next room. In this room, there are three heads on the wall. Talk to the shaman against the wall and pay him 50 coins to have his fortune said. He will make you hit the 3 heads in any order you want, and then read the scroll that appears above a platform after it has hit them all.

Fuzzy Shirt and Mega Glove for Mario, fuzzy pants and sticky glove for Mallow, cake Fuzzy and Tan by hand for Geno, and fuzzy dress and war fan for the princess. Now leave the shop and go down and left to the inn. Go and stay overnight, then when you wake up, save your game at Save Point, then leave the Inn. Then go left, then up and right to Garro's studio and go inside. Go to the statue. Statue. He looks like Mallow and press A and Mallow will say it's him. Mallow introduces himself, and then Garro realizes that he is the real Prince Mallow! Then Mallow will run out of the studio and try to get into the castle, but the guards will kick him out. When he's gone, he talks to Garro again and he'll make Mario look exactly like a statue, then he'll bring Mario and one of his statues to the castle. The guards think Mario is an intruder, but Garro likes and says he's Valentine's nephew! Then, when she enters the castle, Valentina stops him and leaves the statues and has passed by again. He tells Valentine that the statue of Mario is a new masterpiece that he created just for her. Now go left and into the next room and save the game. Now, open the door as if you were going to the next room and you're going to find Valentina tell Dodo to polish the statues. That causes Mario to run back to the statue's room and stand still on the pedestal. When the dodo comes, you have 2 options; whenever he tries to peck you, or you let him peck you. If you want to have some experience, let Dodo nibble on you three times, then he'll come back and the battle will begin. If you have to fight, just use regular timed attacks because he's certainly not that strong, and it's not worth putting him in the Bosses section because he's too simple! If you don't want to fight him, jump every time he nibbles at you. Eventually he will leave; Then you go to the next room and find a feather on the floor. Now save your game and go left in the next room. Take a right and go through the door of the next room. In that room, go down the hall and into the next room. Hit the chest to get a recovery fungus, then go to the next room. In this room, go left to the other end of the room and pass through the last door. Go down the hallways and into the next room, and then down the stairs. Jawful fight standing against the wall because it's hard to get around him pretty fast. Beat him, then he walks into the next room and talks to all the people there. One of the people will give you a jar of flowers. Now, talk to the guy on the left door. He's going to tell you there will be a security guard in the castle. When they ask you if you want a key, say yes and they'll give you Castle Key 1. Now save the game if you want, then leave the room and head up the stairs and left to the next room. Go through this room, then into the next room, go to the right and defeat the Heavy Troopa in front of the middle door. Use the key to the castle you have to unlock the door and to the next room where you will find a giant giant Eshy Away again. Shy Away will see you, then try to run away, but the door she's trying is locked! Now, go to the egg and talk to her and agree to play with her. You will enter into a battle against Birdo; read the Bosses section as always to find out how to beat it. After beating Birdo, take Castle Key 2, which comes out of the egg and use it to unlock the door from the back of the room. In the next room, defeat Pinwheel (say) so you don't get blown off the edge, then try not to get hit by Jawful when you poke his gun out at you and enter the next room. In the next room, go to the left door and read the note next to it; He'll say King Nimbus is resting in that room. Bowser will decide he should break down the door, but Mallow stops him at the last second (fanning) that if King Nimbus is indeed in that rest room he should not make noise by breaking the door. Then Shy Away flies down the hall and stops and looks at Mario. Then he'll continue in the hallway. Follow him to the next room and defeat heavy troopa in front of the door. Then enter the throne room. You'll find Valentina with Dodo by her side, and then Shy Away comes and tells her that Mario has arrived. She doesn't know what a Mario is, so he describes it to herself, then realizes it's the statue That Garro brought earlier today. Then Mario comes forward and Mallow says that he is the real Prince. Valentina gets upset and leaves through a back exit, and then Shy Away and Dodo follow her. So follow them all into the next room. Save your game, then try and avoid Bluebirds there if you can and enter the next room. In this room, avoid a couple more Bluebirds, and then sit under your chest and jump up to reveal a hidden platform. Jump on the platform, then hit your chest to get the Super Star. Leave the platform and run straight up and up, defeating the Bluebirds along the way and run to the next room. Run ahead, beating the two bluebirds there and trying to hit Dodo while he shakes if you have time. If you run out of time and you have to fight him, beat him like you did in the statue room by hitting him with a bunch of regular attacks timed until he leaves. Now continue in the hallways and go through the door to the next room. You will reach out and fall from Nimbus Castle and among the clouds below. You'll fall through the clouds until you reach the lower cloud where the two guards block a path to the hot springs. Jump on the trampoline, and then make sure you have Bowser in the 2nd place of your lineup and princess in the third, then jump on the smiley girl trampoline to get to Nimbus Land again. Valentina will run to the castle, but a lot of people will stop her and ask her, making her upset. Then will appear and run up to a fight will begin. To learn to beat Valentina and Dodo (when he appears), read the Self section. After you've beaten them, they'll throw a key from the sky and Mallow will take it and run into the castle and unlock the door where King Nimbus was resting. He will start to pour out because Mallow cries, then the rain stops and signals Mario to enter. In the throne room, the King and Queen Nimbus will meet with everyone in your group. They'll tell you that a starpiece has fallen into the nearby Barrel volcano. Then, after you can take control again, leave the throne room and walk down the hall to the room where the door was locked and go inside. Talk to the guy who gave you Castle Key 1 earlier on stage and he'll tell you he's got his job as a security guard. He's going to give you a jar of flowers this time. Now, leave the room and walk down the hall and get out of the castle. Once you're out, go straight in and get into the house over there. You'll find Croco in the house. Go to him and talk to him and he'll run away and give up the Signal Ring. Pick up the ring and equip it with someone; When equipped, you can hear a tone when you are in a room with a hidden chest! Now, get out of the house and walk along the edge of the clouds to the right. You'll get in thin air at some point; Go to Shy Away and he'll give you the fertilizer, then he'll fly. Then go to the lower left corner of the room and go to the Han. Save your game, then get out of the Han and leave the hole to the right of Nimbus Land. Before heading to the springs and in Barrel Volcano, jump on the trampoline on the bottom right to get out of the area and head to Rose Town. Rose Town ----- When you enter Rose Town, head directly to the back end of the city and you will find a new path located behind the Item Store. Take the path to the home; enters the house and talks to the old gardener. While talking to him, you'll give him seeds and fertilizer, making him become very excited! Then he will plant the 2 items in the giant pot on the table and a bean stalk will grow out of it. Jump on the table, then on the beans and climb it out of the house and into the clouds. There, hit the 2 chests to receive lazy Shell Armor and Lazy Shell Armia. Equip lazy Shell gun on Mario immediately; It's his best weapon in the game! Also equip lazy Shell Armor on if you want. Now, get back on the stem and get out of the area, then get down and leave Rose Town. Now, return to Nimbus Earth to begin your journey to the volcano. Nimbus Land ----- When you get back to Nimbus Land, get down into the hole that is straight up from the exit trampoline. Talk to the guards over there. Now they'll allow you to pass because they realize Mallow is the real Prince. Go to Hot Springs if you want to restore HP/FP, then go right and walk off the edge of the cloud; you'll fall in the Barrel volcano! Barrel Vulcan ----- Since this area is quite long but simple, I'm not going to be giving a walkthrough camera on this stage because it will be a waste of time! Instead, I'll just get detailed in areas where you can get items or do other things. From the beginning, go down to the next room; In this room, you'll see a bunch of small platforms in the lava. Carefully skip them at the right edge and enter the next room. Hit 2 chests there to get 2 flowers, then leave the room and jump back over the platforms and jump on the steps and head to the next room. When you reach a camera with a chest at the entrance, hit the chest to get its element, then continue and hit the next chest to get what it contains. Take the path to the next room and hit your chest there to get a Super Star! Now run through this room and defeat the fireball enemies, then enter the next room and defeat a pair of Oerlikons (spiky-shelled enemies). Then jump to the higher edge and defeat Korkedite while you're invincible. Continue through the area until you reach a room where you will see a coin ring in lava. To get it, just hold Y and jump straight at it; It might take a few attempts to make. In the next room, reach the end of the arc itself. You'll see a gold coin on top of the high arch and you can't get to it by jumping. To get it, enter the next room, then return to this room, and then jump into the lava. He'll send Mario so high that he'll reach the arch, allowing you to reach the Toad Coin! In the next room, jump on the edges of the doughnut, then jump to reach the Toad Coin in the air. Go through this room and jump on the next doughnut edge you see. Then jump to reach another Frog coin in the air, then continue to the next room. Now, go through the bottom of this room and enter the next room; In that room, save your game at Save Point. Then take the path to the top of the other room. Defeat Stumpet by standing there, then take the path to the next room. Continue through that room and the next room, you'll see another Stumpet. Defeat that one and any other enemies out there if you want the experience, then continue on to the next room. Continue through the next room until you get to the mushroom guy, Hinopio, sitting there. Talk to him and he'll bring you to Hino Mart. At the next counter, sit and rest at Han's (You're in for a treat now!). Then, at the last counter, buy the fire shirt for Mario, fire pants for Mallow, Firehead for Geno, Fire Shell Bowser, and the fiery dress for the princess. Now, leave the store and save the game in the next room, then make sure Mallow is in your party. In the next room, skip the doughnut bridge above the lava on the other side, then next room. In this room, you're going to have to fight Dragon Tsar and Zombone. Read the Bosses section to learn to beat them. After they're done, go back a few rooms and save the game and rest at The Hinopio's Inn if you need to, then continue through the following couple rooms. Go over the bridge that appeared after you beat the Dragon Tsar. In the next room, you will find the star, as Mario is about to reclaim it, it disappears! Axem Rangers will show up, take the star and run. Jump around the edges in the next room. Axem Rangers will see you, then disappear again. Now jump on the edges in the next area and climb on all the edges until you get to the end. Before you jump on the trampoline at the end, make sure Mallow and the Princess are in your party, then jump on it! You'll end up outside the volcano with Axem Rangers. Then the giant flying axe known as Blade will appear and the rangers will jump on board. Then Mario will jump on, starting a fight Read the Bosses section to learn to beat them. After you get them, you'll get the sixth star! Now, go back to Nimbus Land. Nimbus Land ----- When you return to Nimbus Land, jump on the trampoline with a smiley face and head straight into the castle. Make your way through the castle all the way to the throne room. Once there, Mallow will tell King and Queen Nimbus that the group has a sixth star. Then it is said that the last place to look for the final star is inside Bowser's Keep. The King and Queen will then allow you to use the Royal Bus to reach the store. After that, leave the castle and before you go to the bus, drop down the hole and take the other trampoline from Nimbus Land and head to Moleville. Moleville ----- In Moleville, head to Tool Shop and talk to the mushroom guy there and he'll try to sell you a few different items. When you give the other axe #3. Metal plate, buy it from him for 300 coins. Equip this item on princess as her best weapon in the game! Now, leave the store and get out of Moleville and return to Nimbus Land. Nimbus Land ----- As before, jump on the trampoline smiley do and go up and go to Garro's house. Pass by the house and take the left way to the other area. Talk to the guy over there and the Royal Bus will shoot and Mario and Mallow will move on. The bus will then go away and head to Bowser's Keep for the last two areas of the game. Bowser's Keep ----- When you enter Bowser's Keep, you should immediately put Bowser in your fight, because whenever he's present in a fight against most of the enemies here, they run! Now, go through the first rooms you avoid or fight Terra Cotta, and then enter the third room. Run over the first bridge and fight or beat Gu Goombas, then jump over the bridge second and insert the next room. Here, just run by avoiding or fighting with enemies here, then head to the next room. This room is dark, but there are no strong enemies here, except Gu Goombas and Malakoopas. Follow the path until it breaks up; When it breaks up take the left path and hit the chest to get a recovery fungus. Now, continue on the right path and go through the 4th and 5th rooms. In the next room, save your game and talk to Croco and buy some last-minute supplies if you need them, then go to the next room. In this room there are 6 doors, each with its own challenge. There are 2 puzzle courses, 2 battle courses, and 2 action courses. You have to get through 4 of the 6 courses to continue through the castle. Also, the courses you encounter behind each door are random, so you won't get the same course at the same door every time. Since this is a pretty large area, I'll be more descriptive of this part in the Mini-Games section because it's actually a type of mini-game. After you pass through this area, save your game again in the next room. Now go to the next room and Magikoopa will show up and fight you. To learn to beat it, read the Bosses section of this guide. Once you've beaten him, he'll become good again and create a gold treasure box that has an endless supply of coins inside. When you're done supplying coins, walk through the left door and you'll meet Croco again. Talk to him and buy the hero shirt for Mario, the prince's pants for Mallow, the Star Head for Geno, the Heal Shell for Bowser, and the royal dress for the princess. Now, leave the room and go through the right door to the next room. In this room, go straight while avoiding thumps falling from the ceiling and bullets flying towards you to avoid the fight. Once you're through the next room and you'll see the two chandeliers again. Mario will jump aboard one of the chandeliers and engage in battle against Boomer. Read the Bosses section to learn to beat it. After Boomer sinks, Chandel-Ho will bring Mario and his group to Bowser's roof. At the top, you will land on the roof and you will fight with Exor, the huge sword! Read the Bosses section to learn to beat it, too. After the Exor is defeated, you will be swallowed inside the sword to reach the Gate between the two worlds. Gate ---- When you land at the beginning of the Gate, Bowser will stop the group and say he won't go ahead now that they've defeated Exor. Geno then convinces him to stay in the group for the last leg of the journey. When you can take control again, go straight to the next room. In this room, go right and up and jump on the screw to make it keep jumping on it to make it go to the other side, then get off and go to the next room. In the next room, save the game to Save Point, then simply take to the right of the block to the next room. Here, jump on the screw and jump repeatedly to reach the other side. When you reach the edge, continue directly on the next bolt and reach the next edge while avoiding the Joke Pickers flying around and the Ameboids around the edges. Then go down and to the right and jump on the next screw repeatedly to reach the other side, then head to the next room. In this room, go to the green! Switch on the floor and jump on it to make an open path in the upper right corner of the room while trying to avoid Ameboids (unless you want to fight them). Take the path to the next room and save in that room, then proceed further to the next room. In the next room, hit in the chest to get Ultra Hammer if you want (if you get it and Mario has the Lazy Shell gun, don't equip the hammer!), then jump on the trampoline to land on the screw. Jump on the screw to move along, then jump on the next one when you get close enough; Jump on that until you reach the edge, then get off and jump on the trampoline to the room below. In this room, you will see a giant alarm clock, but before you get near it, make sure Mallow and the Princess are in your party if they are not already. Now go up to the clock and Ding-A-Lings from above will ring and a battle will begin against Countdown and Ding-A-Lings. Read the Bosses section to learn to beat them. After beating them, jump on the trampoline to the next room; When you land in the next room, go to the next room. In that room, go right and up and jump on to the conveyor belt and try and avoid the Made Axem Rangers car and get to the top transporter and hit the chest to get its contents. Now go back to the lower transporter and drop down to it, but this time walk under the larger conveyor belt and get on the square platform. Ride it to the other square platform and jump on the one and ride it to the other side. Get down at that point and jump up to the conveyor belt above and try to avoid the Machine Made Axem Rangers, then continue up and to the next room. In the next room, you will see conveyor belts to the left with cars! Make them enemies coming off them. When you try and run past the belt, the arrows will fall and you will be amazed enough to have to fight whatever comes off the belt! Now, make your way through this room as fast as you can, so you don't get amazed, then take your way to the next room. Go through the next room and fight Li! Boos floating around if you want, then continue on the square platform. He climbs up the platform, then goes down the other side and continues through the room all the way, and enters the next room. In room, make its way up the stairs of the conveyor belt; Along the way, you will more than likely fight a made Bowyer machine. Defeat it, then continue to the top and head up and left. Try to jump jump The Made Axem Rangers car like you're going through the zigzagging path. Then go up some more conveyor belts steps to the top, then head to the next room. Here, save the game and make sure the group is completely healed, then take the path to the next room. Sit on the block in the middle of the room and wait for a car made Yaridovich fall on you. Defeat him, then the block will break, revealing a hole. Get down the hole and you'll get into a fight with Domino and Cloaker. Read the Heads section of the guide to learn how to beat them. After they are defeated and you end up in a new room, take the left way in the factory area. Go straight and you'll run into Clerk, the first of 4 enemies before your final meeting with Smithy. Defeat the Registrar and his servants, then continue on the path and Toad will stop you. He'll find out the princess's with you, then he'll give you a rock candy! Then buy some supplies from him and continue to the next room. Continue until you reach Manager; defeat him and his servants, then continue to the next room. In this room, go straight until you meet the warden. Fight and defeat him and continue to the Rescue Point. Save there, and then continue to the next room. Go straight and you'll meet with the factory boss and Gynulok and you'll have to fight them. Read the Bosses section to learn to beat them. When it's done, go back to a room and save your game there. Then go to the room you were in. Make sure bowser and Princess are in your group and that you're all at least up to level 25-27, then jump on the green! switch in the center of the room. A crane will come and catch you, and then you'll automatically jump on one of the huge pieces to Smithy's View. The group will ask him to give back the last star, but he suggests you give him all your stars. Then the group will jump in and into the final battles with Smithy. As always, read the Chiefs section to learn to beat it in both phases of the battle. After you've defeated Smithy, you'll have your last star and beat the game! -----7. Enemies -----HP Rat Alley: 105 Strengths: N / A Weaknesses: N / A Thoughts: I don't feel sorry for you, Mario! HP Amanita: 52 Strengths: N/A Weaknesses: Thunder Thoughts: I Must Work on My Bronze! Ameboid HP: 220 Strengths: Jump Weaknesses: Thoughts of Fire: Get Out Of My Face. HP Apprentice: 120 Strengths: N/A Weaknesses: Ice Thoughts: I've had enough. HP Archane: 82 Strengths: N/A Weaknesses: Ice Thoughts: [musical note] Day-... Amored Ant HP: 230 Strengths: Fire Weaknesses: Ice Thoughts: Not a good turn per day. HP Antichokes: 200 Strengths: Thunder Weaknesses: Jump, Thoughts of Fire: Relax a little. OK? Bahamut HP: 1200 Strengths: Fire, Fear, Sleep Weaknesses: Ice Thoughts: a chance, here. Bandana Blue HP: 150 Strengths: N/A Weaknesses: Fire, Thunder Thoughts: Color My Blue, Friends! RED HP Bandana: 120 Strengths: N/A Weaknesses: Fire, Thunder Thoughts: I like the color RED! Big Bertha HP: 350 Strengths: N/A Weaknesses: Thunder Thoughts: Adabing, ADABANG! HP Birdy: 150 Strengths: Fire, Sleep Weaknesses: Ice Thoughts: I HATE Valentina. HP Blaster: 120 Strengths: N/A Weaknesses: Thunder Thoughts: Do you want to join me? HP Bloober: 130 Strengths: N/A Weaknesses: Fire, Thunder Thoughts: I love floating around. Bluebird HP: 200 Strengths: Ice, Sleep Weaknesses: Thunder Thoughts: Fire. You're... Magnificent Bob-Omb HP: 90 Strengths: N/A Weaknesses: Jump, Thoughts of Fire: Ouch, HE! Take care! Body (Carpeted) HP: 300 Strengths: Fire, Fear, Poison, Sleep, Silence Weaknesses: Ice Thoughts: HP Bodyguard: 30 Strengths: N/A Weaknesses: N/A Thoughts: Boing, Boing, Boing. Bowser Clone HP: 300 Strengths: Jump, Fire, Fear, Poison, Sleep, Silence Weaknesses: Ice Thoughts: Gr ... My castle ... Box Boy HP: 900 Strengths: Fire, Thunder, Ice, Fear, Poison, Sleep, Silence Weaknesses: Jump Thoughts: It was waitin' 100 years! HP Buzzer: 43 Strengths: N/A Weaknesses: Fire, Ice Thoughts: Buzzzzzz... HP Carroboschs: 90 Strengths: N/A Weaknesses: Jump, Thoughts of Fire: I always eat my vegetables! Chained Kong HP: 355 Strengths: Weaknesses of Fire: Ice Thoughts: A Little Warm, Isn't it?! Chester HP: 1200 Strengths: Fire, Thunder, Ice, Fear, Poison, Sleep, Silence Weaknesses: Jump Thoughts: I Love My Job! [heart] CHEWY HP: 90 Strengths: Jump, Fear, Poison, Sleep, Silence Weaknesses: N/A Thoughts: I'm just a fresh flower. HP Champ: 100 Strengths: N/A Weaknesses: Thunder Thoughts: Workin' on a Chain Tape. HP Champ Champ: 150 Strengths: N/A Weaknesses: Thunder Thoughts: Hey, let's play! HP Chow: 80 Strengths: Fear, Sleep Weaknesses: N/A Thoughts: Hey, I've struggled with you already! HP Clerk: 500 Strengths: N/A Weaknesses: N/A Thoughts: 10 years I've been here! HP Cluster: 60 Strengths: Jump Weaknesses: N/A Thoughts: I'll Psychic You Out! HP Corkpated: 200 Strengths: Fire, Fear, Poison, Sleep, Silence Weaknesses: Ice Thoughts: Off! LAS-O BALTA! HP Crook: 38 Strengths: N/A Weaknesses: N/A Thoughts: You Can't Run! Hal HP Crust: 80 Strengths: Jump Weaknesses: Fire, Thunder Thoughts: Look at This! HP Director: 1000 Strengths: Fear, Poison, Sleep, Silence Weaknesses: Thunder Thoughts: I just lost everything. Dodo (flight room statue) HP: 800 Strengths: Fire, Thunder, Fear, Poison, Silence Weaknesses: Jump, Jump, Thoughts: Thanks to you I'm free! Fink Flower HP: 200 Strengths: Fear, Poison, Sleep, Silence Weaknesses: Thoughts of Fire: Give Me the Best Shot! HP Fireball: 10 Strengths: Fire Weaknesses: Jump, Ice Thoughts: Blurb blurb blurb... HP Forkies: 350 Strengths: N/A Weaknesses: N/A Thoughts: Shikashikika ~ ~ I Formless HP: 10 Strengths: N/A Weaknesses: N/A Thoughts: I Have a Secret! HP Froggo: 80 Strengths: N/A Weaknesses: Fire, Thunder Thoughts: This bright sunlight better not fry me! HP Geckoit: 100 Strengths: Fire Weaknesses: Ice Thoughts: Geck... Geck... I don't know what to say. GOCK? HP Gecko: 92 Strengths: Thunder Weaknesses: Thoughts of Fire: Red? What about Green? Geno Clone HP: 250 Strengths: Ice, Fear, Poison, Sleep, Silence Weaknesses: N/A Thoughts: Star Parts... Star... HP Reaper Joker: 180 Strengths: Jump Weaknesses: N/A Thoughts: Come Through ... Goby HP: 40 Strengths: N/A Weaknesses: Thunder Thoughts: Blub Blub Blub ... HP Goomba: 16 Strengths: N/A Weaknesses: Thoughts of Fire: Goomba Gumba ... Ouf! HP Goombette: 100 Strengths: N/A Weaknesses: Jump, Fire, Thunder Thoughts: I Speak Soft, BIG STICK! HP Gorgon: 140 Strengths: N/A Weaknesses: Thunder Thoughts: I just want to go home. HP Greaper: 148 Strengths: N/A Weaknesses: N/A Thoughts: Any Picking to Be Done? Guerilla HP: 135 Strengths: N/A Weaknesses: Thunder Thoughts: Don't Confuse Me With Someone Else Gu Goomba HP: 132 Strengths: N/A Weaknesses: N/A Thoughts: Hey, Maybe I Can Wint Heavy Troopa HP: 250 Strengths: N/A Weaknesses: Jump Thoughts: I'll Make It Beautiful! HP Helio: 10 Strengths: N/A Weaknesses: N/A Thoughts: I'm Burnin' up inside! Hlodon HP: 600 Strengths: Fire, Thunder, Ice, Fear, Poison, Sleep, Silence Weaknesses: Jump, Thoughts of Fire: You want to run, don't you? HP Hippopopoe: 400 Strengths: Fear, Poison, Sleep, Silence Weaknesses: Thunder Thoughts: This is a shoot ... HP Hobboglin: 50 Strengths: N/A Weaknesses: Jump Thoughts: Havin' a Blast today! Jabit HP: 150 Strengths: N/A Weaknesses: Thunder Thoughts: This is the Pits! HP Jagger: 600 Strengths: Jump, Fire, Poison Weaknesses: N/A Thoughts: Oh! I'm so excited! Jawful HP: 278 Strengths: Fear Weaknesses: N/A Thoughts: Hu? HP Bufon: 100 Strengths: Thunder, Ice Weaknesses: Fire Thoughts: I failed My King... Jinx Clone HP: 320 Strengths: N/A Weaknesses: N/A Thoughts: I'm the real thing! K-9 HP: 30 Strengths: N/A Weaknesses: N/A Thoughts: Can I take a Bite? King Bomb HP: 500 Strengths: Fear, Poison, Sleep, Silence Weaknesses: Jump, Thoughts of Fire: I Live to Explode! HP Krididi: 320 Strengths: Fire, Poison Weaknesses: Ice Thoughts: Aloe ~ There! HP Lakitu: 124 Strengths: Thunder Weaknesses: N/A Why do people hate me? HP Leuko: 220 Strengths: Thunder Weaknesses: Thoughts of Fire: Floating is a bad habit. Li! Boo HP: 66 Strengths: Jump Weaknesses: N/A Thoughts: Beep ba doodle dee! [musical note] Car (Black Axem) HP: 120 Strengths: Fear, Sleep Weaknesses: Thunder Thoughts: Will I Team Up? Machine Made (Axem Green) HP: 80 Strengths: Sleep, Silence Weaknesses: Ice Thoughts: Whew! Vertigo! Machine Made (Axem Pink) HP: 100 Strengths: Sleep, Silence Weaknesses: Fire, Ice Thoughts: Oh! My makeup! Machine Made (Axem Red) HP: 180 Strengths: Fire, Fear, Sleep Weaknesses: Ice Thoughts: You Must Fight for Evil! Machine Made (Yellow Axem) HP: 200 Strengths: Thunder, Poison, Sleep Weaknesses: Jump Thoughts: I'm Hungry! Machine Made (Bodyguard) HP: 100 Strengths: N/A Weaknesses: N/A Thoughts: Boing, Boing, Boing. Machine Made (Bowyer) HP: 1000 Strengths: Fear, Poison, Sleep, Silence Weaknesses: N/A Thoughts: Nya! I'm going to snuff you! Nya! Machine Made (Mack) HP: 300 Strengths: Fear, Poison, Sleep, Silence Weaknesses: Thunder Thoughts: Mario! I'm BAaaaaACK! Machine made (multiplier) HP: 180 Strengths: N/A Weaknesses: N/A Thoughts: Watch out, LOSERS! Machine Made (Yaridovich) HP: 800 Strengths: Fear, Poison, Sleep, Silence Weaknesses: N/A Thoughts: My Promotion's in play! Mad Mallet HP: 200 Strengths: N/A Weaknesses: N/A Thoughts: Work, Work, Work... HP Magmite: 26 Strengths: Jump Weaknesses: Ice Thoughts: I have a thorn in my leg. HP Magmus: 50 Strengths: Jump, Fire, Fear, Poison, Sleep, Silence Weaknesses: Ice Thoughts: Clobber Me for a Good Life! HP Malakopa: 95 Strengths: N/A Weaknesses: Thunder Thoughts: Just Tell Me General! Mallow Clone HP: 150 Strengths: Thunder, Ice, Fear, Poison, Sleep, Silence Weaknesses: N/A Pa? Pa? Where are you? HP Manager: 800 Strengths: N/A Weaknesses: N/A Thoughts: 25 years of work, sigh. Mario Clone HP: 200 Strengths: Jump, Fire, Fear, Poison, Sleep, Silence Weaknesses: N/A Thoughts: HP Mastadom: 180 Strengths: Thunder Weaknesses: Thoughts of Fire: Out, I'm Freezing... HP Mezzo Bomb: 150 Strengths: Sleep Weaknesses: Jump, Thoughts of Fire: Be Careful! HP Microbomb: 30 Strengths: Sleep Weaknesses: Jump, Thoughts of Fire: Small is just as small no. Mokura HP: 620 Strengths: Jump, Thunder, Fear, Sleep, Silence Weaknesses: N/A Thoughts: Mwa ha ... Mr. Kipper HP: 133 Strengths: N/A Weaknesses: Fire, Thunder Thoughts: I'm a small fresh fish. HP Muckle: 320 Strengths: Ice, Fear, Poison, Sleep, Silence Weaknesses: Thoughts of Fire: I Need to Know Your Limits. HP Mukumuku: 108 Strengths: Thunder Weaknesses: Thoughts of Fire: Ya trying to bug me? HP Ninja: 235 Strengths: Fire, Thunder, Ice, Fear, Poison, Sleep, Silence Weaknesses: N/A Thoughts: Wooo HOOO! I'm a FOO! HP Octol: 99 Strengths: N/A Weaknesses: Fire, Thunder Thoughts: Check out my feet! HP Octavider: 250 Strengths: Thunder Weaknesses: Thoughts Fire: I'm a part-time typist! HP Oerlikon: 85 Strengths: Jump, Fire, Fear, Poison, Sleep, Silence Weaknesses: Ice Thoughts: I Live to Eat. HP Orbison: 30 Strengths: Fire, Fire, Ice Weakness: Jump Thoughts: Don't jump on me! Bird User HP: 8 Strengths: Fire, Thunder, Ice Weaknesses: N/A Thoughts: Hate Kinklinks! HP Pandesires: 300 Strengths: Fire, Thunder, Ice, Fear, Poison, Sleep, Silence Weaknesses: Jump Thoughts: I tried to Sleep, OK? HP Pinwheel: 99 Strengths: Thunder, Fear, Poison, Sleep, Silence Weaknesses: N/A Thoughts: What a Day Was ... Piranha Plant HP: 168 Strengths: Jump Weaknesses: N/A Thoughts: Pretty Boring Nowadays. HP Pounder: 180 Strengths: N/A Weaknesses: Thunder Thoughts: Wham bam SLAM! HP Poundette: 150 Strengths: N/A Weaknesses: Thunder Thoughts: Love Conquers ALL! HP Pulsar: 69 Strengths: Jump Weaknesses: Thoughts of Fire: I'm a mini-pulsar. HP Pupux: 300 Strengths: Thunder Weaknesses: Thoughts of Fire: What Does All Mean? HP Pyrosphere: 167 Strengths: Fire, Poison Weaknesses: Ice Thoughts: Vroom, VROOM!! RAT Funk HP: 32 Strengths: N/A Weaknesses: Thoughts of Fire: Squeek, Squeek ... HP Reacher: 184 Strengths: N/A Weaknesses: Thunder Thoughts: I hope you'll stay close. Remo Con HP: 88 Strengths: Thunder, Ice Ret Wek: Thoughts of Fire: The world is history. HP Ribbite: 250 Strengths: Fire, Poison Weaknesses: Thoughts of Fire: My Father Says, Hello. Rob-obb HP: 42 Strengths: N/A Weaknesses: Jump, Thoughts of Fire: Disappear? Maybe later! HP Bagket: 152 Strengths: N/A Weaknesses: N/A Thoughts: This is just the way I am. HP Shadow: 85 Strengths: Jump Weaknesses: N/A Thoughts: You're a Model, Right? HP Shaman: 150 Strengths: N/A Weaknesses: N/A Thoughts: I'm losing this fight! SHOGUN HP: 150 Strengths: Fear, Poison Weaknesses: Ice Thoughts: Do You Want. Shy Away HP: 140 Strengths: N/A Weaknesses: Ice Thoughts: La Dee Dah ~ Ha Ha. Shy Guy HP: 78 Strengths: N/A Weaknesses: N/A Thoughts: Stay Quiet, Okay? HP Shyster: 30 Strengths: N/A Weaknesses: N/A Thoughts: Boing, Boing, Boing. Shy Ranger HP: 300 Strengths: Jump, Fire, Thunder, Ice Weaknesses: N/A Thoughts: Transmitting Information.... Over and out, you! Sho Troopa HP: 10 Strengths: N/A Weaknesses: Jump Thoughts: What a gorgeous day! Sling Shy HP: 120 Strengths: N/A Weaknesses: N/A Thoughts: Hear My Song. HP Snapdragon: 90 Strengths: N/A Weaknesses: Thoughts of Fire: I've done a lot in my youth. SPARKY HP: 120 Strengths: Fire Weaknesses: Ice Thoughts: Fire Everywhere! HP Spikewheel: 50 Strengths: Jump Weaknesses: Ice Thoughts: I'm going to poison you! HP Spikum: 98 Strengths: N/A Weaknesses: Ice Thoughts: Que Care? HP Spinger: 122 Strengths: N/A Weaknesses: N/A Thoughts: What's going on here? Star Crusher HP: 72 Strengths: Jump Weaknesses: Ice Thoughts: I'm Not a CRAB! HP Starla: 62 Strengths: N/A Weaknesses: Fire, Thunder Thoughts: They're silly... HP Stinger: 65 Strengths: N/A Weaknesses: N/A Thoughts: Strike Back! Strawberry Head HP: 131 Strengths: N/A Weaknesses: Thunder Thoughts: What you must press this t-shirt! HP Stumpet: 500 Strengths: Fire, Fear, Poison, Sleep, Silence Weaknesses: Ice Thoughts: Express Yourself! Terra Cotta HP: 180 Strengths: Fire Weaknesses: N/A Thoughts: Oh, Mr Bowser ~~~ HP Terrapin: 10 Strengths: N/A Weaknesses: N/A Thoughts: N/A Tardstool CLONE HP: 120 Strengths: Fear, Poison, Sleep, Silence Weaknesses: N/A Thoughts: It's hard to be enough! Big Boo HP: 43 Strengths: Jump, Fear Weaknesses: N/A Thoughts: Stop staring at me! Tube-O-Troopa HP: 500 Strengths: N/A Weaknesses: Thunder Thoughts: Shell My Shot! HP Vover: 0 Strengths: Fear, Poison, Sleep, Silence Weaknesses: Thunder Thoughts: Nobody. Nobody Likes Me. HP Wiggle: 120 Strengths: N/A Weaknesses: Thunder Thoughts: I'm just a helpless wiggler. Zestor HP: 90 Strengths: Weaknesses: Thoughts of Fire: Oh, I Can't Support It! Bosses -----HP Hammer Bro (x2) Found: HP Vau Mushroom: 50 Strengths: Jump Weaknesses: N/A Thoughts: N/A Strategy: It's pretty easy to defeat 2 Hammer Bros in battle. The easiest way to fight them is to focus on one of them at a time. You shouldn't worry about their attacks either, because they don't pose a real threat to you because they only take a small amount of HP away from you. Defeat the first Bro using a timed jump attack, then a regular timed attack. The remaining brother will then use The Valley Up to make his defense stronger. To beat this brother, do 2 timed Jump attacks, then continue to make regular timed attacks until he is defeated. Croco (Round 1) Found: Bandit's Way HP: 320 Strengths: Sleep Weaknesses: Thoughts of Fire: God, I'm Good! Strategy: To defeat Croco, have Mario cast Fire Blind, and have Mallow defend, heal, or use honey syrup when FP runs low and Mario can no longer throw Blind Fire. When Croco has under 100 hp left, he will use a strange fungus to recover some of his HP. Continue to slap him with blind fire attacks until he gives the coin back and runs away forever. Mack Found: HP Kingdom Mushrooms: 480 Strengths: Fear, Poison, Sleep, Silence Weaknesses: Thunder Thoughts: Boing, Boing, Boing. Strategy: To defeat Mack, Mario used timed regular attacks on Mack, while Mallow uses timed thunderbolt attacks on the entire group. Mack's attacks take around 5-10 hp each hit, so that Mallow heals when needed. Keep attacking until they're defeated. Belome (Round 1) Found: Kero Sewer 500 Strengths: Sleep Weaknesses: Thunder Thoughts: I Just... I want to sleep. Strategy: You should be at level 6 by now, so it won't be hard at all to beat this guy! To defeat Belome, have Mario make timed Jump or Super Jump attacks Mallow makes timed Thunderbolt attacks. After a while, Belome will eat the whole Mallow and will usually try to turn Mario into a scarecrow when he is alone. Since you have the Trueform Pin, you won't be affected! Keep attacking him until he spits out Mallow and disappears from the sewer. Bowyer Found: Forest Maze HP: 720 Strengths: Fear, Poison, Sleep, Silence Weaknesses: N/A Thoughts: What's with these people? Strategy: Bowyer will make 3 squares symbolizing the A, Y and X buttons appear in front of him. Whenever he pulls one arrow and hits a button, you can't use that button until it hits another arrow. To defeat Bowyer, have Geno attack or use Geno Beam, use Mario Cloaked Super Jumps or regular timed attacks, and Mallow makes regular timed attacks or heal. Keep doing that until Bowyer is defeated. Croco (Round 2) Found: HP Moleville: 750 Strengths: Sleep Weaknesses: Thoughts of Fire: Ooh! I'm fine, I'm fine, I Strategy: Beating The Croco this time is a little harder than it was in the Bandit Way because he has stronger attacks and more than twice as much HP. Also Mario's Fire Globe doesn't hurt him as much anymore. To beat it, have Geno make regular timed attacks, Mario makes regular timed attacks or Super Jumps, and Mallow makes regular timed attacks or heals when needed. About halfway through the fight, he'll steal all your items, making it harder for you. Keep on punneling him with attacks until he gives you the items back, then runs away! Punnipello Found: HP Moleville: 1200 Strengths: Jump, Fear, Poison, Sleep, Silence Weaknesses: N/A Thoughts: Yeeha! I see we're already famous! Strategy: Punnipello is not really too hard to defeat because he almost never attacks, but he has a bunch of bombs coming into battle to explode at will, dealing some damage to whoever they hit. You should also be at least up to level 7 or 8 before you fight him. To beat Punnipello, have Mario make regular timed attacks, Geno makes regular timed attacks or use Geno Boost, and have Mallow cast Thunderbolt to hit all the bombs and Punnipello. Once you reach about 800 hp, you will shout boob-ombs to help him. Continue to attack as before until it reached about 400 hp. Keep attacking Punnipello until he's out of HP, then he'll make a giant bomb come in, crushing him. The bomb will then explode, ending the battle. Booster / Sniff (x3) Found: Booster Tower HP: (Booster) 800 (Sniff) 200 Each Strengths: (Booster) Sleep (Sniff) N/A Weaknesses: (Booster) Jump (Sniff) Ice Thoughts: (Booster) This is like achieving you're out without On! (Sniff) Minimum wage for THIS WORK?! Strategy: This is an optional battle because you don't have to fight it to continue through the game. First you fight his 3 Snipers. Fight them one at a time to have Mario, Bowser, and Geno using regular timed attacks timed they're all gone. Then Booster will start to fight you! Have Mario do a bunch of timed Super Jumps on him while the others just attack or heal if necessary and he will be finished in no time! Grate Guy / Knife Guy Found: Booster Tower HP: (Grate Guy) 900 (Knife Guy) 700 Strengths: (Grate Guy) Fire, Sleep (Knife Guy) Thunder, Sleep Weakness: (Grate Guy) Thunder (Knife Guy) Fire Thoughts: (Grate Guy) Peace is just a dream. (Knife Guy) Happiness is fashionable! Strategy: When you're fighting these guys, you should focus on one by one. Have Mario use his regular timed attack, Bowser uses regular timed attacks, and Mallow throws Thunderbolt to hurt Grate Guy or heal if necessary. After a few turns, Knife Guy will sit on Grate Guy's head and attack from there. Keep attacking and they'll fall to the ground and one of them will disappear if you hurt that guy enough. Keep attacking the guy left until he's defeated. Bunt / Raspberry Found: Marymore HP: (Bunt) 900 (Raspberry) 600 Strengths: Fire, Thunder, Ice, Fear, Poison, Sleep Weaknesses: Jump Thoughts: Congratulations! Strategy: You should be at about level 9 before you fight this boss. The battle begins with the two cooks and the cake. While the chefs deal minimal damage with their attacks, focus on the cake with Mario, Geno, and Bowser. After a few rounds of attacks, the cake will start to move and the chefs will get scared and run away. Now the cake of 5 candles will light up and the real battle will begin! Every time you hurt Bunt, a candle goes out; Every time Bunt hurts you, a candle is rekindled. Keep attacking Bunt as much as you can with regular timed and jump attacks until all the candles are out and Bunt disappears, leaving Raspberry. Keep Pumping Raspberry with Super Jumps and regular timed attacks from everyone until Snipers and Booster appear again. Sniffs will feed the cake booster and that will end the fight. King Calamari Found: Submerged HP Ship: 800 Strengths: Fear, Poison, Sleep, Silence Weaknesses: Thoughts of Fire: My Ship! SCRAM! Strategy: In this fight, you will have to fight 2 sets of 3 tentacles, then Calamari and 2 tentacles. Have Mario cast Super Flame, have Geno cast Geno Boost on the party, and attack the princess or heal. Tentacles will get someone out of your group, then make them scared, reducing your stats. Princess's Group Hug or Therapy could fix that so you don't have to worry at all about their attacks. When you get to King Calamari, have Mario cast Super Flame on him and Geno either cast Geno Boost on Mario or attack. Since you've thrown Geno Boost on Mario enough times, it will make his Super Flame Stronger, weakening and finally defeating Calamari much faster! Jonathan Jones Found: Submerged HP Ship: 820 Strengths: Sleep Weaknesses: N/A Thoughts: Whoa! It's all over. Strategy: Fighting Jonathan Jones and his It's very easy if you're at about level 12 or 13 and you know how to win without breaking a sweat! First, have Mario either make regular timed attacks or cast Super Flame on Johnny, while Bowser and Princess focus on fighting with the 4 servants. Have Bowser and the princess defeat all but one of the servants; Prevent the 1-to-1 battle between Mario and Johnny from happening later in battle! Now, put the whole party to focus only on Jonathan and ignore him on a single minion. Continue to attack until Jonathan is defeated and his shark servant disappears. Yaridovich / Yaridovich (Mirage) Found: Seaside Town HP: (Yaridovich) 1500 (Mirage) 500 Strengths: (Yaridovich) Fear, Poison, Sleep, Silence (Mirage) Fear, Poison, Sleep, Silence Weaknesses: Thunder Thoughts: (Yaridovich) My Promotion's in play! (Mirage) I'm not the real McCoy! Strategy: When you enter this battle, you should have Mallow in your party because his thunder attacks are very good against Yaridovich. Have Mario make regular timed attacks, Mallow makes timed Shocker attacks, and the princess heal, because his attacks take a lot of HP away from the party! Continue to attack Yaridovich and eventually create a mirage and split in two. You can find out which one is fake with psychopathic movement, because one's fake thoughts are different and only has 500 hp. Once you find out who's fake, continue your attacks on the real Yaridovich. Keep attacking until his mirage subsides and you defeat him! Belome (Round 2) Found: Belome's Temple HP: 1200 Strengths: Sleep Weaknesses: Thunder Thoughts: I Must Yummy In My Tummy! Strategy: When you fight Belome again in the Temple of Belome, he has much more HP and a new bunch of moves. They could eat someone at your party, spit it out, then create a clone of their own, attack you! Have Mario use regular timed attacks, Mallow cast Shocker and attack the Princess or heal. When Belome makes clones of your boys, you either fight them or you focus on Belome. I don't think you should fight clones, because their attacks don't have much damage. Continue attacking Belome until it disappears again, then defeat any clones that are there and the battle will end! Jinx (Round 1) Found: Monstro Town HP: 600 Strengths: Fire, Thunder, Ice, Fear, Poison, Sleep, Silence Weaknesses: N/A Thoughts: Sympathy? Not from me! Strategy: In the second fight against Jinx, it tends to be a little harder than the first match was. The reason is because he has 2 new moves: Quicksilver, which is a powerful attack, and Silver Bullet, which is pretty much a kill-to-impact attack, unless you try to block it just hits! He also has 200 hp more, so the fight could take a little longer to win. Beat him by having Mario and Bowser make regular timed attacks and the princess should heal. When he does the Vale Up thing again, keep attacking until you win! Jinx (Round 3) Found: Monstro Town HP: 1000 Strengths: Fire, Thunder, Ice, Fear, Poison, Sleep, Silence Weaknesses: N/A Thoughts: Ooh! I'm going to hurt you! Strategy: Now this is a real fight! Jinx has all the moves he had in the second fight, plus another: Bombs Away, which can take hundreds of HP away at once, erasing this character! To beat him this time, have Mario and Bowser use regular timed attacks as before while Princess heals the group. When Jinx's Not Vale Up, it really gets annoying to fight him because your attacks don't do as much and he has 1000 hp this time! Continue to slap him with Mario Lazy Shell and Bowser's gun until Jinx is defeated once and for all! Culex / Earth Crystal / Crystal Fire / Wind Crystal Found: Monstro Town HP: (Culex) 4096 (Earth Crystal) 3200 (Fire Crystal) 2500 (Water Crystal) 1800 (Wind Crystal) 800 Strengths: (Culex) Ice, Fear, Poison, Sleep, Silence (Crystal Earth) Jump, Fear, Poison, Sleep, Silence (Crystal Fire) Fire, Fear, Poison, Sleep, Silence (Crystal Water) Thunder, Fear, Poison, Sleep, Silence (Wind Crystal) Thunder, Fear, Poison, Sleep, Silence Weaknesses: (Culex) N/A (Crystal of Earth) Thunder (Crystal Fire) Ice (Crystal Water) Jump Thoughts: (Culex) (Earth Crystal) I don't like being woken up! (Crystal fire) I have to suck tonight! (Water Crystal) Get me back underground! (Wind Crystal) Whhhhhhhoooo... Strategy: In my opinion, this is the hardest fight in the game! We strongly recommend that you are at least level 25-27 before even trying to fight Culex. You have to fight and beat Culex, but you have to put with his 4 crystals, each with powerful attacks as well. The best way to win is to erase the crystals first, then take Culex. You should have Mallow in your party when you enter this battle. Your first target should be the Earth Crystal. Destroy it by having Mario use regular timed attacks, Mallow using special Shocker, and the princess should heal. After you destroy this crystal, you should focus your on the Fire Crystal. Destroy him by having Mario use his regular timed attacks, Mallow use special Snowy and the princess should heal. When the Fire Crystal is destroyed, you should go after the Water Crystal. Water. This crystal of having Mario make his regular timed attacks again, Mallow attacking him with regular timed attacks, and the Princess should still be healing the group. When you break that crystal, you should attack and destroy the last crystal, which is the Wind Crystal. It has the smallest amount of HP in crystals, but it has great defense, so it might take a little longer to beat it fast. To beat him, have Mario use his regular timed attacks or Ultra Jumps, Mallow use regular timed attacks, and the Princess should heal. When you finally destroy the crystal, you should go

the 4th selection on the Menu screen? Answer: Dota 9. What did Carroboscis turn into? Answer: A carrot 10. Who is the leader of the Axem Rangers? Answer: Red 11. Which monster doesn't appear in Booster Tower? Terrapin 12. What color are the curtains in Mario's house? Answer: Blue 13. Johnny loves that drink?... Answer: Currant juice 14. What's the full name of the boss of Sunken Ship? Answer: Jonathan Jones 15. What's the password to the sunken ship? Answer: Pearls 16. What toadstool was doing when Was he kidnapped by Bowser? Answer: He was looking at flowers 17. What's the first monster you see in the vault? Answer: Sparky 18. How many legs does Wiggler have? Answer: 6 19. Where was the first starpiece found? Answer: Mushroom Kingdom 20. The man who took a picture of marryors hates what? Answer: Getting his picture taken 21. In The Moleville blues, they say moles are covered in what? Answer: Sol 22. Who is the ultimate enemy in this adventure? Answer: Smithy 23. Who is the famous sculptor from Nimbus Land? Answer: Garro 24. Booster is what generation? Answer: 7.25. Where was the third starpiece found? Answer: Moleville 26. How long has the couple been waiting in their wedding chapel? Answer: 30 minutes 27. What words does Shy Away use when she sings? Answer: At dae dah ~ 28. What color is Dodo's beak? Answer: Red 29. The boy from the inn in Mushroom Kingdom was playing with... What? Answer: Game Boy 30. Who is the famous composer of Tadpole Pond? Answer: Toadofsky 31. Is he calling the chef at Marrymore? Answer: Torches 32. What does Birdo come out of? Answer: An eggshell 33. How much does it cost... costs a female cockroach? Answer: 1 coin 34. How many petty officers does Croco have? Answer: 3 35. is it called Jagger's sense? Answer: Jinx 36. What was Mallow asked to take for Frogfucius? Answer: Cricket Pie 37. It's Dyna's... What? Answer: Younger brother 38. Yaridovich what is it? Answer: A boss 39. What do Culex, Goomba and Jinx have in common? Answer: They live in Monstro Town In the second room of Puzzle Course 1, Dr. Topper brings you into a room with numerous barrels. Then it will turn off the lights, then turn them on again, adding more barrels to the pile. Then it'll give you 10 seconds to count how many barrels are in that pile. When you do it has to, it will turn off the lights and turn on again, adding a lot of barrels to the pile, then it will give you 20 seconds to count them all and say the answer. When you're right, go to the last part of the course! In the final room of Puzzle Course 1, you will see 4 creatures standing next to a wall. Dr. Topper will tell you that they competed in a triathlon; Now he'll ask you to talk to each of them to listen to their stories. Remember their stories, then go see Dr. Topper again; He'll make you talk to each of them in the order in which they won. Here, I will tell you what each said and who is in what place: Place 1: I exceeded [the name] on my bike, and [name] was never able to pass me. 2nd place: I fell to 4th place during the bike race, but eventually ended up in the same place as I did in the swimming event. 3rd place: I placed the same in swimming costumes and cycling events, but the other 2 beat me to the marathon. 4th place: I came in 3rd for swimming. Action Course 1 ----- End Prize: Super Slap In the first room of this course, you will that there seems to be no way to get over the lava. There are hidden paths that only appear when you jump on them, so go straight ahead on a hidden path and jump to see where there is land for a quick second. Keep jumping through this room to the door at the end. Hit the coffers in the room to get a fire bomb, a Max fungus, a flower, and a very useful item: The Red Essence! Now, go through this room at the door and go through it to the final room of this course. In this last part of the course, you must simply reach the top while avoiding barrels that come down along the way. Just make your way to the top without being hit and go through the door next to Kong chained to finish the course. Action Course 2 ----- End Prize: Sonic Cymbals In the first room of this course, you will see a series of platforms moving up and down above the lava. You have to just jump over them on the other side, so pass the first one down next to the lava, then go from there. When the last platform is low enough, jump on it to go up to a high edge, then go down and left to the chest. Hit your chest to get a Kerero Cola, then go back and wait for the platform to come back by you, then ride it back down to the bottom. Now jump on the edge and go through the door of the next room. In the second part of this course, there is a cannonball on the ground, as well as a pair of Bob-ombs walking around. You have to jump on the cannonball and walk on it, so you can get to the chests on the high edges and the door at the end. First, go ahead and have Bob-ombs follow you, then lure them to the beginning of the room. Then jump on the cannonball and get across the room while hitting your chests along the way to get 2 flowers, a Max mushroom, a Pick Me Up, and a Rock Candy. At the end, jump into the final room door. In the last part of this course, there are 2 platforms; When you stand on the first platform, the other one rotates around it. Pass through the room making the platform rotate, then jump on it to make the other circle until it reaches the end. Try and hit numerous chests in the air to get various goodies, including a fire bomb, 2 flowers, royal syrup, and a Pick Me Up. Then continue to the end and through the door. -:-:-:- Credits -:- -:-MetroidMoo (MetroidMoo(at)aol.com): For notes of songs you play at Melody Melody Star Creator (starcreator(at)juno.com): For his trivia questions/answers from the 6 Doors Challenge in Bowser's Keep. Marshmallow (m_mallow (at) hotmail.com): For his information on what you will get after beating each course in the 6 Door Challenge. Strider Hiryu (echo_three98 (at) hotmail.com): To tell me how much you get for selling your wallet instead of giving it to the guy in Mushroom Kingdom. Joaquin Puga (joaquin_puga (at) topmail.com.ar): For letting me know that the Super Jacket is actually called Super Costume. Nick14578 (Nick14578(at)aol.com): For his information about enemy Shy Ranger. cornhairball (at) spiritual.com: For letting me know that you can buy Zoom Shoes in Rose Town! -:-:-:- 18. Copyright Notice -:- -:-:- This file is Copyright (c)1999-2007 Devin Morgan. All rights reserved. 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