

SUPER MARIO RPG LEGEND OF THE SEVEN STARS

Nintendo

PLAYER'S GUIDE



The complete guide to all the twists and turns of Super Mario RPG—straight from the pros at

NINTENDO
POWER

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GRAB THIS GUIDE AND JUMP IN

As Mario plunges into the biggest adventure of his plumbing career, players will find themselves in strange worlds, battling weird enemies and facing cunning puzzles. Just like Mario, they're going to need all the help they can get.

Don't expect Smithy and his star-crossed minions to stop and show Mario the way...unless it's how to reach a dead end. No, what you need to stomp your way from the Mushroom Kingdom to Nimbus Land and beyond is help from the pros at Nintendo. This Player's Guide includes all the maps, road signs, secrets, strategies, lists, charts, tidbits and tadpole tips that you'll need to help Mario and his oddball band of companions bring Smithy to justice. Think of it as your secret weapon. Once you've equipped yourself with the Super Mario RPG Player's Guide, you'll be ready for the adventure of a lifetime.

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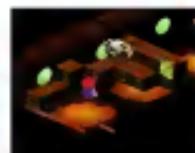
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LAND'S END

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NIMBUS LAND

WORLD
6

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You'll find plenty of rides, races and other mini-competitions. You can even play a Game Boy game.



There's more in Mario's world than meets the eye. Frogger's Disciple can clue you into these unseen wonders.



Jump off get Treasure Boxes every countered. You'll find valuable stuff in other places, too.



Dozens of Treasure Boxes hover invisibly over Mario's world. This icon shows where to find these hidden marvels.

ICON KEY



Arm your forces by casting in your coin cache. Merchants set up shop in the deepest places and always charge a pretty penny.



Trying to open a locked door? Get a Treasure Box that's out of reach? Here's where to find the info you need.



Stomps around? Link casting some Z's? These are just some of the strange sights you'll see.



Mario will have to climb more than 100 feet. Not very sporting odds, are there? That's why he'd better get some help.

WHO'S WHO

It's a big, wild world out there, packed with all sorts of colorful characters. Some you'll find friend, some you'll call foe, but each has a final fitting safety net. Look here for some of the most iconic Super Mario characters you've ever seen.

SMITHY FACTORY

WORLD
7

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WORLD MAP

NIMBUS LAND

WORLD ⑥

There's treasure in high places when two heads hatch a foul plot to seize the thrones of the cloud-based Kingdom. Down in Barrel Volcano, Mario's brave heart must leap over lava lakes, fight fire-breathing dragons, and in their toughest task yet, give some rambunctious teenagers a lesson in manners.

LAND'S END coco coc

WORLD ⑤

You have never entered land, and for good reasons. Gators yet deadly beasts prowl the rugged mountain passes. In the harsh desert, no one has ever survived a horrifying plunge into the sand-walls traps. Legend has it that on the far side of the desert lies the oasis where you can find the most powerful sword in the world. But only the most courageous brave get to choose their own path. However, there's no escape without fighting the four-eyed temple guard!

SEASIDE

WORLD ④

Get some well-deserved R&R at the moon lagoon as Seaside Town before doing battle with the stormy ocean to an ancient Sunken Ship. Try to keep calm as you retrace the last painful entries made by the departed crew. They'll guide you through this liquid labyrinth to a showdown with the mean cutlasses pirate crew to round these parts.



SMITHY FACTORY

WORLD ⑦

But past Smithy's maniacal manors is a ravaging conclusion amidst the slate. Unmask Smithy to reveal the hideous beast lurking within!



KINGDOM

WORLD ①

What's a hero to do? Mario runs off to save the world but gets drafted into a high-speed pursuit mission. He's forced to race across the Kingdom of Mt. Mario and that ends well enough. The grueling effort to join Mario and brings along some world-class powers!

POND TO PIPES

WORLD ②

Frogger helps out in Padala Pond, but once you move away from his wacky borders you'll be plunged in-Piranha Turbines, the Landmine Deep in the shadowy glens of Forest Maze, and across a mud-maze with a sand-scorer for brains.

MOLE MOUNTAINS

WORLD ③

A dragon from a strange place has肆ied Mario and Mallow, and snatched off the bad guys! Friends hit the mother load of trouble. However after 80 plus the band, but can Mario put aside his feelings and trust his old nemesis? Then, Mario finds the Princess. There's just one catch she's engaged to a world-class rockstar!

THE SKY IS ABOUT TO FALL

Our story begins with Princess Toadstool in Mario's garden one sunny morning, savoring a tranquil moment amid the fluttering butterflies while she waits for Mario to show up.

But the Princess has scarcely had time to enjoy herself when a shadow darkens her view. It's not a rain cloud, but Bowser. Although the Princess has endlessly said no, nada, nyet, nix, forget it, buddy, to Bowser, the King of the Koopas is determined to make the fair lass his. He swoops down in his Koopa-Kopter and whirlybirds her back to his gloomy castle!



"Help!" cries the princess, and quicker than you can say "spanner wrench" the world's bravest plumber leaps to her rescue. Having halted Bowser's amorous intentions many a time in the past, Mario is not about to let Koopa get away with a Princess-napping this time.



Bowser's whirlybird is too fast for Mario. Still clutching his precious cargo, he scrams over the parapet and pulls up the drawbridge.



Mario could knock and, when asked, reply: "It's the plumber. I've come to fix the sink." Time's a-wasting, though, so he decides to dispense with standard etiquette. Instead, he charges right in and starts brawling with every Koopa in sight. A few roundhouse blows are enough to send the palace guards packing. Without hesitating, Mario charges into the throne room, dimly lit by candles in the chandeliers above.



Peering up through the gloom, Mario feels his heart leap into his throat when he sees the Princess dangling from a thin rope far above! From his perch on top of a nearby chandelier, Bowser has gone into full gloat. Mario wipes that smirk off Bowser's face by leaping onto another chandelier and putting up his dukes.



Helped by some timely hints from the Princess herself, Mario shatters the chain holding up Bowser's chandelier and sends him plummeting to the floor. It appears that the latest round in the ongoing Mario vs. Bowser feud, like every one before it, will go to the mustachioed one.



Mario rushes to untie the Princess. But before he can reach her, a gigantic, unseen force hits with the violence of 100 burst pipes, tossing Mario clear of the castle! When Mario finally lands on distant Vista Hill, he turns around just in time to see a titanic sword plunge through the roof of Bowser's castle, as the earth trembles and giant lightning bolts race across the suddenly dark sky!



With a sneer that could cut granite, the immense intruder booms out a warning to all. The sword, who calls himself Smithy, vows world conquest! Questions rush into Mario's head. Who is this awesome alien? Can anyone resist his terrifying power? And what happened to the Princess? Mario is determined to find some answers. But he knows that he'll need all the help he can find!



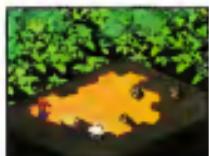
TIPS FOR TADPOLES

"You'll never get far without mastering the arts of warfare, so check out the charts here and on the next five pages. Back up your bang by picking every Flower that comes your way. Personally, I prefer cricket confections, but then I'm not the one who has to fight Smithy, am I?"



ATTACK TECHNIQUES

You can buy, find or win many weapons on the long road to Smithy. Once equipped, these weapons become a character's Regular Attack. Be sure to check your Equip menu to see just how much a weapon increases your Attack capability. When it comes to besting buddies, Regular Attacks are your bread and butter. Special Attacks look great, but draw down your limited supply of Flower Points. You can wreak extra damage with Timed Attacks, as indicated on the charts at right. Whenever you're low on cash, sell your obsolete weaponry to shopkeepers. Who knows? They might help out an apprentice plumber!



DEFENSE

If you press the A Button just before an enemy lands an attack, sometimes you can blunt the damage.



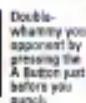
RUN AWAY

Sometimes you can beat a hasty retreat from a tough battle by pressing the B Button and selecting Run Away.

MARIO



PUNCH



Double-blunt your opponent by pressing the A Button just before you punch.



MALLEY



Press the A Button just before the shell lands on your foot and you'll really kick-start it.



Press the A Button just before slinging the regular Cymbals or Super Cymbals together.

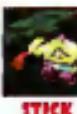
MALLOW



PUNCH



Press the A Button just before parrying with no weapon, the Whirlig Glove or the Sticky Glove.



SHOT



Press the A Button just before swinging the Froggie Stick or Robot Stick.



CYMBAL

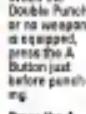


Press the A Button just before you can blunt the damage.

CHOCO



PUNCH



When the Double-Punch or no weapon is equipped, press the A Button just before parrying.



SHOT



Press the A Button just before firing the Finger Shot, Head Gun, Hand Cannon or Star Gun.



Just before releasing the Censer, Choco Shell or Spiked Lure, press the A Button.

ROWLET



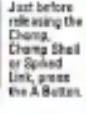
CLAW



Press the A Button just before slashing with the Drill Claw or no weapon equipped.



CHOMP



Just before releasing the Censer, Choco Shell or Spiked Lure, press the A Button.

TOMTODOL



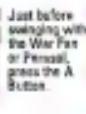
GLOVE



Press the A Button just before attacking with the Slap Glove, Super Slap or barehanded.



Just before swinging with the War Fan or Pencil, press the A Button.



Enjoy heavy metal music by pressing the A Button just before stamping with the Frying Pan.



THAT OLD BAD MAGIC

Enemies have their own Special Attacks, only they use them for evilness instead of nice ness. Ah well. Characters can heal stricken allies and even themselves with the items indicated. But your best cures for bad magic are the Princess's Therapy and Group Hug moves.



| | | SPECIAL CURE | ITEM CURE |
|--|---|--------------|---|
| | SCARECROW As a scarecrow, you have four options: | | ABLE JUICE FRESHEN UP MUKU COOKIE |
| | PoISON Poisoned pals turn purple and gradually lose HP. | | ABLE JUICE FRESHEN UP MUKU COOKIE |
| | SILENCE Shhh! No Special Attacks allowed! | | ABLE JUICE FRESHEN UP MUKU COOKIE |
| | SLEEP Sleeping friends can't fight, use items or even defend themselves until awakened. | | ABLE JUICE FRESHEN UP MUKU COOKIE |
| | MUSHROOM The only fun in being a fungus is watching your HP gradually recov er. | | ABLE JUICE FRESHEN UP MUKU COOKIE |
| | FEAR Watch for enemies staring half your offense and defense power out of you. | | ABLE JUICE FRESHEN UP MUKU COOKIE |
| | DOWN When an ally falls in battle, resurrection is called for. | | COME BACK PICK ME UP |

= DISABLED

FLOWER POINTS

Almost as important as Hit Points, Flower Points power all your Special Attacks. You'll start the game with 20, then gradually increase your total to a maximum of 99. Sharp shopkeepers will offer to buy your Flower Tiles or Jars, but you should never sell out. You should always keep a good supply of Maple Syrup and other items that replenish FP on hand. Take a break between legs of your journey and crash in inns that replenish both your HP and FP.



TREASURE BOXES

Power Tubs and Jars are often hidden in Treasure Boxes throughout the world.

PEOPLE

Friendly souls will fork over Flowers if you bring them some points or personal items for their business.

PICK 'EM UP

You can also pluck Flowers on Booster Hill and in Belome's Temple.

INVISIBLE BOXES



Magic of an unknown origin cloak s 39 Treasure Boxes that float unsee n throughout the Mana's world.



Make them visible by standing directly below and jumping. Jump again to grab the treasure inside.



FIVE HEROES

Talk about a motley crew. Mario's great, and of course Princess Toadstool lends a touch of class to the adventure. But, an overweight tadpole? A walking doll? The King of the Koopas? It will take a firm hand to mold this ragtag band into a lean, mean, fighting machine!



But of course Mario jumps! His low-budget leap only strikes once. With the Super and Ultra Jumps, though, Mario will strike again and again if you press the Y Button just before he lands on the enemy.



5 ONE ENEMY



14 MANY ENEMIES

Serve up a sizzling plate of bubble barbecue, courtesy of Mario's fist of fury. Simply press the Y Button as fast as you can to wrinkle the competition. At Level 18, Mario masters the Ultra Flame, which sprays scorching lava every which way. As with the Ultra Jump, Mario should begin by focusing on the enemy he wants to damage most. Enemies on the periphery of the attack can sometimes suffer no damage at all.



9 ONE ENEMY



MARIO

When an oversized piece of cutlery slices into Bowser's Keep, it's up to the world's pluckiest plumber to throw a monkey wrench into the proceedings. Mario always leads the charge into battle, but he won't accomplish his mission without some gallant sidekicks.

A VERY SPECIAL KEY

| | |
|--|---|
| | Press the Y Button to initiate the attack, then press it again just before you make contact. |
| | Repeatedly press the Y Button as quickly as you can. |
| | Press and hold the Y Button to build energy, then release when you see three stars on the screen. |
| | Rotate your thumb clockwise on the Control Pad to build energy. |
| | To activate Melon's and Tomodachi's dancing moves, simply press the Y Button once. |



FIVE HEROES



THUNDERBOLT

2 ALL ENEMIES

Mallow's first attack proves valuable from the start to near the end of the game. Until Bowser comes aboard, it's the only way to attack multiple enemies at once. Later on, the Thunderball scenario greatly encourages using it. Plus, it only sets you back in measly two Power Points.



PSYCHOPATH

1 ONE ENEMY

Who gets deep into the hearts of enemies? Mallow! His weird talents include the ability to see how many Hit Points one enemy has left. Knowing what you're up against can help you decide on a plan of attack.



HP RAIN

2 ONE ENEMY

Mallow and Princess Toadstool are the only party members who can heal pals. HP Rain will replenish a pal's Hit Points. The amount you replenish depends on Mallow's Magic Defense level.



SNOWY

12 ALL ENEMY

Snow this frosty attack for times when you're facing foes who are vulnerable to ice attacks. Examples include Krilfoot in Bean Valley and most of the Icelanders lurking in Barrel Village. Down on the lava lakes, they hate it when a cold front moves in!



SHOCKER

8 ONE ENEMY

With lesser-tier intensity, Mallow focuses his lightning ability on one opponent with this spectacular move. You can probably had more cost-effective ways to shock your opponents.



STAR RAIN

14 ALL ENEMY

As with Mero's Jump Attacks, you must press the Y Button just before touching down. This powerful move takes a bit of practice.



MALLOW

Though not behind the ears, this would-be frog brings a perky presence to Mario's party. Although his appearance wouldn't scare a flea, many an opponent feels weather-beaten after undergoing one of Mallow's meteorological attacks. Now, if he could only find his real parents...





3 ONE ENEMY

Like most starfighters, Geno packs a ray gun. Press and hold the Y Button to charge it up, then release to slice an enemy. For a little pay, Geno puts on one heck of a laser show.

GENO BEAM



4 ONE ALL

Spinside some star dust on a friend to increase both his Regular and Special Attack abilities in battle. Use it right and you can banish him or her Defense abilities, too. You'll be surprised how quickly you can win a battle if you use the Geno Boost on Mario right at the beginning. Geno can give himself a Boost, too.



9 ONE ENEMY

When timed correctly, the Geno Wheel will slice away 8389 of an enemy's Hit Points. However, major enemies can usually blunt this slashing salvo.

GENO WHEEL



12 ALL ENEMIES

Sometimes called the Battling Bonzo, this shattering spectacular show leaves many a rival left-brained. Like most of Geno's attacks, it is especially powerful against unfeeling anomalies.

GENO BLAST



16 ALL ENEMIES

Geno's light brigade really packs a charge! It volleys and thunders all over the battlefield, causing the bleepers out of most opponents. This move doesn't require great manual dexterity. Just press and hold the Y button.

GENO FLASH



GENO

After taking a quick glance at all the troublemakers patrolling Mario's world, this stranger from a strange place decides to lay low until he can get some help. Using his supernatural powers, he transforms himself into the humblest of household items: a doll. But baddies know that fighting Geno isn't child's play!





BOWSER

"One for all and all for one" may be the motto of most members in Mario's party, but Bowser prefers to matter. "And I'll take care of myself!" This crusty bruiser normally sticks his neck out for nobody but signs on with his longtime nemesis after his cowardly confederate head for the hills. If he spent less time nursing his tough-guy reputation and more time fighting, things would go much smoother. But then he wouldn't be Bowser, would he?



17 CRUSHER

Jesús of Malévol's ability to control the weather, Bowser has perfected this backhand attack. The Crusher causes a jagged rock to jet up beneath its weary attacker (including and others who press the Y Button just before the mini-mountain erupts) can knock an enemy stone-cold.



TERRORIZE

6 ALL ENEMIES

Why say "Boo" when you can say "Big Boo"? Bowser's spiritual partner is especially effective against small fry and others vulnerable to Flight Attacks. Just be sure to rotate the Control Pad as quickly as possible.



POISON GAS

10 ALL ENEMIES

Leave it to Bowser to come up with the sneakiest, dirtiest and most plain ornithic attacks in Mario's party. "Why, thanks for the compliment!" he'd probably say. Unleash this tonic attack early in a battle. Poison Gas won't cause much damage at first, but enemies will keep coughing up HP long after the dust has dissipated.



BOWSER CRUSH

16 ALL ENEMIES

In a top-secret laboratory deep in Bowser's Keep, mindy Koopa labored long hours for many months. Their goal? Develop the ultimate weapon for squashing Flowers and snarling butterflies. Just as they put the finishing touches on the pasty Mecha Koopa, though, Smily invaded. Bowser was initially stunned but then he realized something when he discovered that the Mecha Koopa does a slim-bang job of bashing enemies. Mwah-ha-ha!



**THERAPY**

2

ONE
ALLY

Replenish a friend's HP supply with this low-cost move of mercy. Therapy also revives friends who've been blindsided by bad magic. Call on Therapy whenever a friend has been disabled, passed out, or benumbed. Therapy, Group Hug and Melonivi's HP Bass are the only Special moves you can use outside of battle.

**GROUP HUG**

4

ALL
ALIVES

Without a doubt, this is the single most valuable Special Attack in the entire game. Group Hug is just like Therapy except that it heals everyone in the party, including Tandemself himself. It doesn't quite replenish as many HP as Therapy, but in the heat of battle, who's going to quibble?

**SLEEPY TIME**

4

ONE
ENEMY

"Look deep into my eyes. You are getting sleepy. Very sleepy... You get the picture. This annoying move renders an enemy incapable of attacks for several rounds. However, any attack on it will wake it up."

**COME BACK**

2

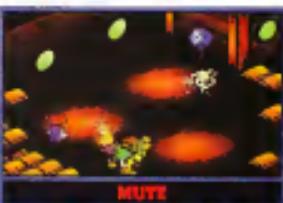
ONE
ALLY

Second in importance only to Group Hug, Come Back revives a fallen comrade on the field of battle and replenishes half his HP. However, yes, should always keep a few Pick Me Ups on hand in case the Princess herself gets bopped.



PRINCESS TOADSTOOL

You won't be able to finish the game without taking the Princess into battle, especially against major enemies. Her attacks wreak the least damage of any hero, but her healing powers are unparalleled. Protect her with armor and accessories that max out her defensive capabilities.

**MUTE**

3

ONE
ENEMY

This move forces foes' magic attacks. The more quickly you rotate your Control Pad, the longer its effects last. But note that other enemies can still work bad magic on you.

**PSYCH BOMB**

15

ALL
ENEMIES

If you want to finish a battle quickly, go ahead and pay the high price for this medium-payload attack. Otherwise, hang back in Defense mode and let the Princess's pals do the pulverizing.



SUPER MARIO RPG LEGEND OF THE SEVEN STARS

Things are rough all around, and if Smithy has his way, they'll will get a lot rougher. Here's your guide to the ins and outs, the lowlifes and the high spots of your trek to the titanic troublemaker. But remember: all work and no play makes for one dull plumber. Take some time for the fun and games along the way. So make like Mario and jump right in!

GUIDE TO THE GLORY



MUSHROOM KINGDOM

1 MARIO'S PAD



Tired? Stressed out? You don't have to! To reach the Hit Parade and Flower Power, just flick off the light and pop into bed. Don't worry—No enemies will attack. Mario can even take a little snooze from Vista Hill. Mario can keep an eye on Smitty, who's not about to budge!

TO VISTA HILL



2 MUSHROOM WAY

Bots of Goombas, Spikes and Sky Troopers are journeying up the path through Mushroom Way. You'll need to be on your toes before you get to the Chocobo of Mushroom Kingdom. You'll even have to fight a few Goombas and Sky Troopers! Beware the Triforce Bees whenever you get low on HP and FP.



THE WISDOM OF FROGUCIUS

"We haven't yet met, Mario, but better up anyway. Somewhere around here you'll find a Star Piece. Take good care of it, and keep looking for more. Something tells me they're going to be as important as beating Smitty himself. If you want to know more, drop by my study in Tridelic Pond. Be sure to take good care of my grandson, Malow. Oh, by the way, you wouldn't have any dainty delectables made of crickets, would you? I love 'em!"

KINGDOM



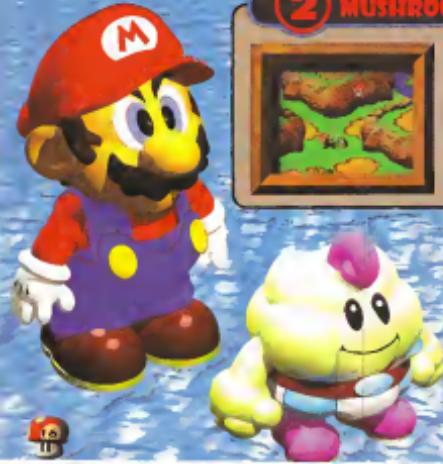
3 MUSHROOM KINGDOM



Mario makes a hasty trip to the Choco Bar and relays the dire news. Before telling this Smitty traitor, he's called upon to fight a few Goombas and some Triforce Bees. To make matters worse, a foreboding shadow of Tridelic Ponk is moving in from Tridelic Ponk!

4 BANDIT'S WAY

With his new friend in tow, Mario sets the path to the mouth of the Bandit's Way. He'll come across hell and back. Malow's newest recruit wants to eat Mario for breakfast. The little fat lion might make a mighty fine addition to Malow's band!



MARIO'S DAD AND MUSHROOM WAY

It's time to hit the road! In this early stage, you'll learn the basics of battling, Mario-style. You'll also learn how to replenish your precious Hit Points (HP) and beef up your arsenal. Just listen up when Toad talks, O.K?



ROLL INTO THE ROLE-PLAYING GAME

The first of many Save Blocks you'll encounter hovers just outside Mario's Pad. Whenever you see one of these, hop on to save your game. Should you lose a battle, you'll start again at the last Save Block you used. Save Blocks can be found in many places. There's always one inside the lins of the rooms you'll visit.



Stand in front of the large and press the A Button to turn it into a quick sneeze. When Mario awakes, his HP and FP will be replenished.



WORLD MAP

WHO? WHO?

Toad appears many times throughout the game, asking how things are going and telling you how to perform certain tasks. He'll also give you a quick lesson in using the items you'll come across. Will you return to Bowser's Keep to fight Princess Toadstool, the Smitty Gang will appreciate it's replenish plot for world conquest!

TOAD

Toad appears many times throughout the game, asking how things are going and telling you how to perform certain tasks. He'll also give you a quick lesson in using the items you'll come across. Will you return to Bowser's Keep to fight Princess Toadstool, the Smitty Gang will appreciate it's replenish plot for world conquest!

WHO? WHO?

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PETAL PUSHER

Put Mario's jumping power to work. Stand on the rottting red flowers, then press the B Button when facing toward the rocky outcropping. Mario will rocket up. Press B again while standing under the Treasure Boxes to retrieve the goodies inside. Be prepared to halt a Sky Troops who's whisking Toad away! Remember the Mushroom powerup hidden in the Treasure Box by the exit. At any point in the game you can return to this area to replenish your HP and FP.



HIT 'EM HARD

For once, Toad has a good reason to be impatient. With the Smitty Gang threatening world conquest, Mario had better get word to the Chancellor of Mushroom Kingdom, pronto! Before Mario has taken more than a few steps, though, he runs smack into Toad. It seems that this little guy has forgotten to pass along some key information. After landing over a Mushroom, which boosts Mario's HP, Toad explains how to use items such as Mushrooms. Then it's time for combat college. Toad will explain Timed and Special Attacks. Pay close attention! You'll never make it to Smitty without mastering the essentials of Mario-to-mission combat!

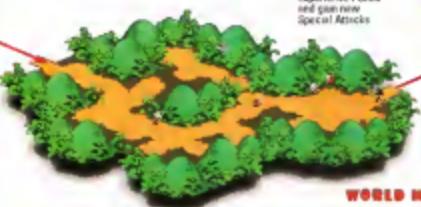
TIMED ATTACK

To perform a Regular Attack, press the A Button. But if you begin just a few seconds earlier, you'll increase the damage inflicted. For example, Mario will land two punches instead of one if 1/2 of Mario's future attack can perform Timed Attacks.



DEFENSE

Press the A Button just before an enemy strikes and you can sometimes block the blow. That's right; you won't take all the hits, though.



WORLD MAP

HAMMER BROTHERS

It's finally time to confront the ultimate embodiment of an enemy at a Glitter Hawk hub: the vicious maulers! Hold back each brother's block by using a Super Hammer. Bash each brother's turn with one Timed Jump Attack and one timed Regular Attack. If you still drop below 40, refresh yourself with a Medicine from Toad. Beat the brothers and your victory will include a Flower and one of their big hammer.



After breaking the Hammer Brothers, you'll win one of their hammers. It's useless, though, unless you go to the equip function on the menu to place it in Mario's hands.





MUSHROOM KINGDOM

Troublemakers may haunt the countryside in Super Mario RPG, but the towns are surprisingly safe. Here you can freshen up at the Inn and stock up at the Item Shop.



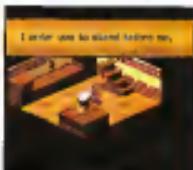
HEY! IT'S THE QUESTION MAN!

On the long and winding road that leads to Smithy's door, information is as valuable as weaponry. Whenever Mario comes to a town, he should go into every building and interrogate everyone he meets. The Mushroom Kingdom is a bit deceiving on this score. Outside the Castle, Inn and Item Shop, the Mushroom folk are singularly unhelpful. In other towns, though, seemingly minor characters often offer big clues or terrific deals you won't want to pass up. In the spirit of every Mario game, Super Mario RPG is packed with lots of hidden treasures and puzzles!



TREASURE TIP

You'll always find Item and Tool Shops under the friendly sign of the spinning mushroom. In this shop, go down the steps. A man in the basement will give you a lesson in locating hidden Treasure Boxes. Jump as much as possible throughout the game, but especially in rooms, tunnels, hills, dungeons and other closed areas. Sometimes you can even walk off into space and find a Treasure Box.



WORLD MAP



WORLD MAP



WHO'S WHO

MALLOW

On the borders of the Mushroom Kingdom, you'll meet this round little fellow who has lost the right of his granola's corn. And when Mallow cries, everyone gets soaking wet! Stop the liquidation by agreeing to help Mallow catch the pickpockets. His strange ability to change the weather will come in mighty handy!

"I know...you're ready to wet, aren't you?"



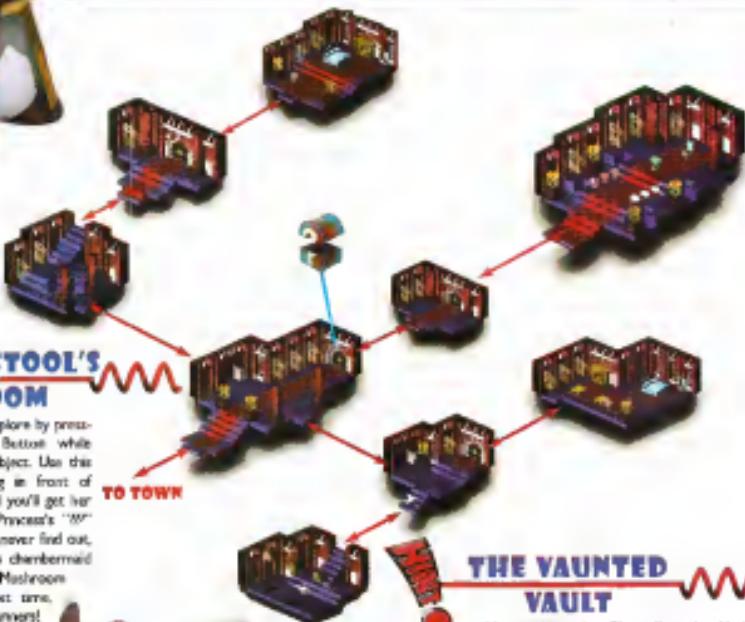


WHO'S WHO

CHANCELLOR

"Toad!" gasps Chancellor of the Mushroom Kingdom when apprised of the sinister events that have unfolded so far. To help Mario on his quest, he gives Mario a Map of the world and invites him to stock up in the castle vault.

GO TO CHANCELLOR'S MARIO
THIS GUARDIAN USES HIS HEAD



TOADSTOOL'S ROOM

Mario can explore by pressing the A Button while standing in front of an object. Use this technique while standing in front of Toadstool's blue chair and you'll get her "W." Just what is the Princess's "W"? Good question, but you'll never find out, because the conscientious chambermaid will dash up and give you a Mushroom in exchange for it. Next time, maybe you'll mind your manners!

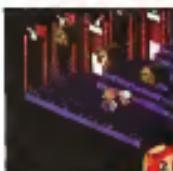
HP give you this in evolution
Just have everything
where it used



Talk to the guest-room maid and she'll restore your Hit Points and Flower Power. She'll only do this on your last visit to the Mushroom Kingdom though.

THE VAUNTED VAULT

After visiting the Chancellor, the Vault Guard will show you a trio of Treasure Boxes. One contains a Big Coin, worth 10 regular ones. The others conceal a Flower, which adds one point to your maximum HP, and a Mushroom, which replenishes your HP and FP. Note that Mushrooms you purchase only replenish your HP. These boxes will automatically refill once after you finish the next stage.





BANDIT'S WAY

The larcenous lowlifes hangin' out here don't like you hornin' in on their turf. Keep a tight grip on your cash and make sure you got a good buddy to ride shotgun.

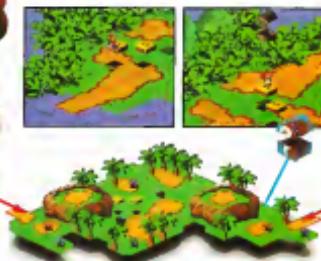
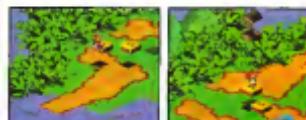


K-9
These cool canines in their hip shades would like to take a bite out of you. You can limit the damage from K-9's Fangs Attack by pressing the A Button just before one takes a chomp. Unfortunately, there's no defense against K-9's spine-chilling Howl Attack, which weakens your attack capability. Because a K-9 has only 30 HP, sometimes Mallow can wipe out a pack of them with one Thunderbolt strike. Occasionally, K-9s team up with lizard-like Frogos to make a particularly ugly gag. Pound the Frogos with Mario's big hammer.



STEP IN TIME!

The curious travel from all over to experience Bandit Way's gravity-defying platforms. The scientific principle behind these marvels remain unknown. Suffice it to say that if Mario hops on one, the adjacent platform will teleport from one side to the other. Sometimes the adjacent platform will revolve slowly around the one Mario's standing on. By hopping from one platform to the next, Mario can reach coins and Treasure Boxes that are far overhead.



WORLD MAP

NOT-SO-SHY-STERS

A dark cloud has moved over the Mushroom Kingdom since Mario left, and this time Mallow isn't guilty party. A bunch of bully-boy Shysters have overrun the place, forcing the placid townspeople to cower in fear in their houses! Steal aside, Mario, and let Mallow eliminate the 30-HP Shysters with one timed Thunderbolt.



Because the fire-breathing Shysters will scare you if you wait too long, it's best to go into battle a few times before you reach the castle. If you find yourself running low on staples, help yourself to more goodies in the Item Shop.

You'll get a bonus for beating Croco as well as a treat from a tips-passing citizen of the Mushroom Kingdom. Return it to its rightful owner to get a reward!

CROCO



Mario's your man if you want to see Croco's hide. Siege the pickpocket with Mario's Fire Orb. Because Mallow attacks Croco-wacky, you should only use the little guy to juice up with Honey Syrups. When you have plenty of FP, Mallow should hunker down into Defense mode, available by pressing the B Button. When Croco heads himself with a Wizard Mushroom spell, take heart: He's about to give up.



STOP, THIEF!

Over hill, over dale, the crafty croc leads Mario and Mallow on a merry chase. He could get away easily, but he prefers to hurl pips at his pursuers. When you can sneak up behind the rude rascal three times, he'll finally fight you. Watch out for his bag of booty, though!



MACK

As the old Mushroom kingdom saying has it, the plumber is mightier than the sword. Use Mallow's Trap Bolt on the square of Shysters guardin' Mack while Mario jumps Attacks the evildoer. Mario shouldn't jump the minkies and Mallow should lay off Mack. Take advantage of these unenviable matchups to boost your FP or MR, or else go into Defense mode.



MM! CRICKET PIE!

At last, Mallow can complete the errand his grandpa sent him on. After mashing Mack, go to the Item Shop and hand over the green Frog Coin. The shopkeeper will give you a Cricket Pie. No, don't eat it. Wrap this local delicacy carefully in wax paper and put it in your pocket. When you finally get to Tadpole Pond, grandpa will reward you for bringin' this lip-smacking treat!



POND TO PIPES

7

PIPE VAULT

Mario has a low point when he has to land off flying fireballs deep underground. With a bit of care, though, he can return to sunlight a richer man. Why else would they call this a vault?



TO MOLEVILLE



6

FOREST MAZE

Gingerbread crumbs won't help you find your way back, so keep pushing forward until you run into the added archer attacking Rose Town. Now you really need help. Any volunteers!



8

YO'STER ISLE

Tourists have long flocked to this tropical Isle, but of late trouble has been brewing in paradise. You'll have to move to the calypso beat if you want to bounce both in the Mushroom Derby



1

KERO SEWERS

Ghosts, spooks and other things that go bump in the night haunt this gloomy netherworld.



2

MIDAS RIVER

Many a bold explorer has sought this legendary river of riches. Unfortunately, there's no going back once you slip into this roaring water way deep beneath the earth.



TO MUSHROOM KINGDOM

3

TADPOLE POND

After navigatinginky sewers and running a raging river, Mario is more than ready for a little R&R in the rustic retreat where his new buddy Mallow grew up.

4

ROSE WAY

Just what is that big Koopa doing in these woods with the tattered remnants of his once-proud army?



5

ROSE TOWN

Deep in the woods, the gentle folk of Rose Town lived tranquil lives. Then one day, an unseen assailant began flinging arrows tipped with poison that immobilizes victims!

**THE WISDOM OF FROGFCIUS**

"When you win enough Experience Points, you'll move to a higher level, gaining more power as you go. As a bonus, you can boost one category even more. Always choose the category that offers the biggest point gain."





KERO SEWERS

If you're frightened of things that go "Boo!" in the dark, don't go near this subterranean maze. Are Mario and Mallow sc-sc-scared? Are you kid-kid-kidding?



THAT SWEET GURGLING SOUND

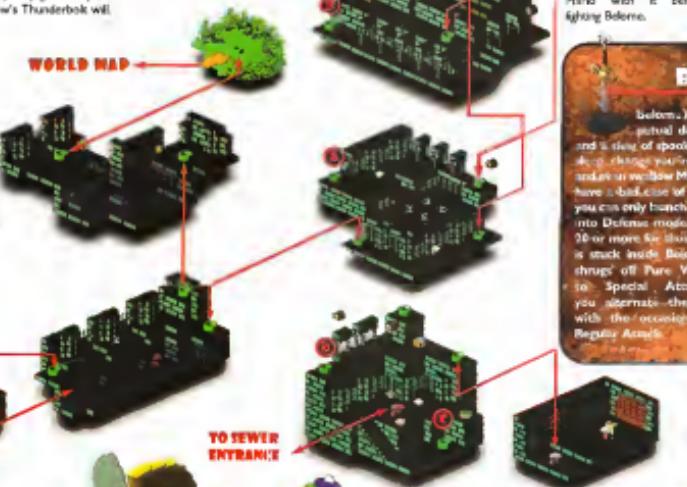
The devious denizens of the deep like to dip something nasty into your drink. Neutralize their Poison attacks by equipping both Mario and Mallow with Androdes Pins, available at the Mushroom Kingdom Item Shop. Needless to say, critters

that live in sewers like their water rice and yucky, so give them the willies by tossing vials of Pure Water their way. Many surrender this wondrous potion after being beat on, so you should be able to make it through the sewers in pretty good shape. Pure Water won't work against Gobys, but Mallow's Thunderbolt will.

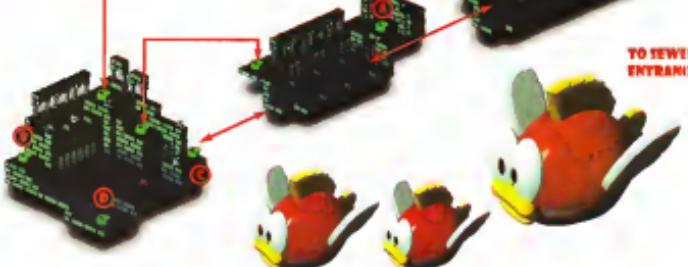


Drive the sewers by hopping on the exclamation-mark switch. For the quickest route, follow the capital letters. You'll have to double back through area C after flipping the switch. You can build up your Experience Points by exploring every nook and cranny of the sewers.

WORLD MAP



TO SEWER ENTRANCE



FLOOD!

Belome clearly believes that he who fights and wins away shall live to fight another day! On his way out, though, he leaves the door open, and in rushes the raging current of the legendary Muds River. Don't try to fight it; just roll with the current. The sewers needed a good cleaning, anyway.



PAN-DORITE

Say what you will about ghosts and goblins, they aren't stupid.

Pandora cleverly disguises himself as a Treasure Box. He's utterly vulnerable to Mario's Fire Orb and Mallow's Thunderbolt, but he coughs up lots of HP when bopped by Mario's jump and Super Jump. When vanquished, Pandore surrenders a valuable Triforce Pin, which protects its bearer from being changed into a scarecrow. Equip Mario with it before fighting Belome.



TRICKY TREASURE BOX

Not so fast there, butter jump as much as you like, you won't be able to reach the Treasure

Box suspended over the coloncado Marsh, much, much later,



Box suspended over the coloncado Marsh, much, much later, amidst the superuous landscape known as Land's End on the other side of the world, you'll be able to jump into a hole in the ground it will lead you through a tortuous underground passageway that leads to the pipe above the Saw Block. And that will take you to the Treasure Box. Trust us. The wait is well worth it!

BELOME

Belome has adapted to life in the pitch-pitiful dark by developing four eyes and a slew of spooky spells. Hell put you to sleep, change you into a scarecrow (yikes!) and/or weaken Mallow! When you have a bad case of the Scarecrow Malaise, you can only launch Special Attacks or go into Defense mode. Keep Mario's HP at 20 or more for those times while Belome is stuck inside Belome's stomach. Before shrugs off Pure Water will be vulnerable to Special Attacks, especially if you alternate them with the occasional Regular Attack.





POND TO RIVES

MIDAS RIVER

Many a brave soul has been lost forever while trying to navigate this legendary river of gold. Mario and Mallow try their luck at gathering gold here after defeating Belome.

FROM KERO SEWERS



MIDAS WATERFALL

The murky waters prevent you from seeing coins until you're practically on top of them, so study this map carefully before jumping in. If you find one Frog Coin from the river, try to get all four. After you've completed your rookie river run, you can trade 60 Midas coins for one Frog Coin. Don't expect to do that well on your first try, though. For subsequent trips, inflation drives the price to 80 Midas coins. No shop will accept Midas River coins; they're only good for buying Frog Coins.



Tunnels B and D have Flowers, while tunnel E has a Frog Coin. Tunnel A is a pleasant detour, nothing more, but a Javelin or Bomb 2 might seal some of your river leaks.



Mario can scarcely swim against the current, but he can use his famous jumping ability to maintain his progress. Simply press the B button quickly.



TO BARREL-JUMPING SECTION



BARREL-JUMPING

That Midas River sure has the magic touch. Above ground, the bubbling current causes coins to materialize out of thin air. There's no boat available, so you'll have to ride a barrel to traverse these flying funds. Keeping balance is easy. The tricky part is timing your jumps to grab the cash. If you collide with a barrel in your path, you'll charge costly. Sometimes it's better to stay on track by leaping onto the next barrel, while at other times you'll get more change if you change course.



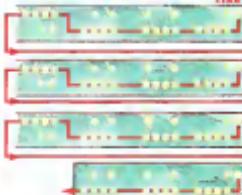
Greedy Midas River fish rise to the bait jingling in your pockets. Jump over these pesky predators.



Care to run the river again? Tad will charge you 30 coins for the privilege. Remember, you can buy Frog Coins only with coins you've earned on the river.



**MIDAS WATERFALL
36 COINS!!**



**BARREL JUMPING
64 COINS!!**

In your zeal to grab every coin possible, don't forget the infamous fish jingling for your foot. A couple of these pale diggers can really deplete your savings account!



TADPOLE POND

Sunworshippers come from all over to enjoy Tadpole Pond's year-round spring-like weather, while music buffs love the popular steel-drum music as well as the compositions of the great Toadofsky.



MALLOW IS NOT A FROG!

All throughout his childhood, Mallow didn't quite feel like a normal tadpole. No tail. Bad jumper. Lousy swimmer. And then there's the matter of his, er, large grits. But now his grandfather, Frogflicus, believes it's time to come clean with the boy. It seems that the bearded sage was awing a cricket snack one day when a bobbing basket appeared on the pond. Inside was a tiny, tiny baby with the name "Mallow" inscribed on his belt. Tender-hearted Frogflicus decided to raise the lad as his own grandchild.



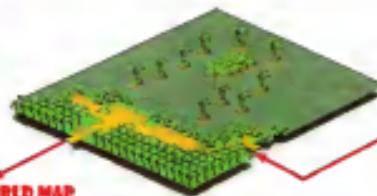
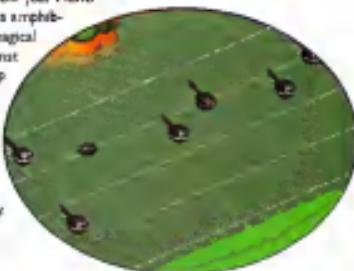
Grateful for the scrumptious Cricket Pie, Frogflicus gives Mallow a Froggy Shell. Once equipped, it becomes Mallow's Regular Attack.

WORLD MAP



MELODY BAY

Frogflicus insists that Mallow join Mario on the quest. The sanguine amphibian notes that not only can Mallow's magical powers be a big help in the battle against the Smitty gang, but Mario can help Mallow search for his real mother and father. Before hitting the road, though, the two new friends should avail themselves of the local hospitality. They'll also want to set their feet a-tapping by listening to the marvelous musical tadpoles of nearby Melody Bay.



FROG COINS

Mario wonders what's the big deal with Frog Coins. Well, they're the only legal tender accepted at the Frog Coin Emporium. If you have at least five Frog Coins, you can buy a Crystalline, which boosts the party's Defense capability in battle, and Power Blast, which boosts its Attack capability. Later in the game, you'll be able to purchase even more impressive goodies with Frog Coins, so grab these green beauties whenever possible.



BELLY UP TO THE JUICE BAR

Getting into this members-only joint requires the Also Card, which is available from Toadotly. You can pay 14 coins for a Froggie Drink, which restores 30 HP to everyone in the party, or 42 coins for Bloar, which restores 80 HP for everyone in the party. You can also sell Mario's old Hammer for 35 coins. He won't need it now that he has the NodNok Shell.





WHO'S WHO

FROGFUCIUS

Scholars of wisdom come from all over to visit Frogfucius. From his study on a sunning isle in the center of Tadpole Pond, this sage takes forth on deep and inscrutable subjects. Frogfucius' teacher, the Star Piece captured in the battle with Hark will somehow prove significant, and he urges Mario and Malley to continue to Rose Town. Whatever Mario is stamped, he should return to Frogfucius for a bit of advice.

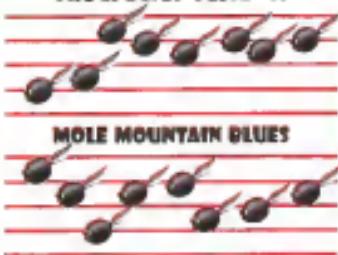


Frogfucius urges Mario to find his real parents by joining Mario on the quest.

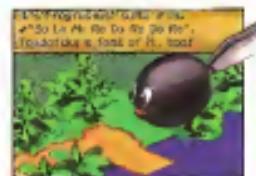


Number One with a bullet on the Tadpole Pond music chart is that golden oldie, Frogfucius' Suite #1B. Now you, too, can play this megahit at home. Just follow the bounding plumber! Tadpoles will swim across a music staff floating on Melody Pond. Jump on a tadpole by pressing the B Button and the Control Pad. The note that the tadpole sounds will depend on its position on the staff. From top to bottom, the notes are Mi, Re, Do, Ti, La, So and Fa.

FROGFUCIUS' SUITE #1B



MOLE MOUNTAIN BLUES



Even Frogfucius' Suite #1B, "Mi La Re Do Ti La So," is based on a tune of the mole's.



To get into the Juice Bar, whisper to the proprietor that you have an Alto Card. You'll get that by sounding out Frogfucius' Suite #1B on Tadpole Pond. You can learn it from the little tadpole just outside Melody Bay, an aspiring composer himself. It's also written on the little piece of paper behind Frogfucius' desk. The timeless tune goes So, La, Mi, Re, Do, Re, Do, Re. If you give Toadofsky a little more help later in the game, he'll reward you with additional member cards that will give you deeper discounts at the Juice Bar. At the same time, you'll help the master musician compose a great symphony!



WHO'S WHO TOADOFSKY

This Tadpoles' composer has hit a dry spell. Try to brighten him up; he can't come up with a new song that's worthy of his pretensions. While waiting for inspiration, he's been drawing down his earnings, but if he doesn't come up with some dough soon, he'll have to submit himself to the ultimate indignity: writing music for video games starring a hedgehog. Sound! Help him out by performing Frogfucius' Suite #1B on Melody Bay. As you continue on your journey, be sure to listen to the different music that's played around the world. Revisit the results of your research to Toadofsky. You'll be pleasantly surprised to learn that Toadofsky will develop a passion for folk music, as exemplified by the Mole Mountain Blues.

Sound! Toadofsky can gain your inspiration. A Toadofsky will reward you with an Alto Card.

10



ROSE WAY

Savvy travelers head here for the balmy climate, gorgeous scenery and one of the best places in the world to get lots of fast cash. Watch out for the ornery locals, though!



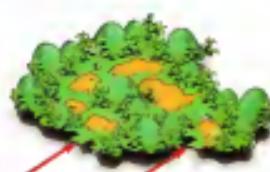
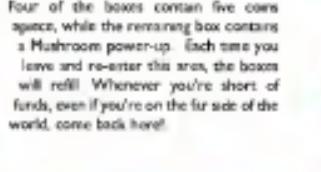
CANTANKEROUS COIN CARETAKERS

Sneaky surfish, pesky peels and giant spiders do their best to scare away outsiders. Regular Attacks are your best bet, although you might want to unleash Mallow's Thunderbolt on melope enemies. The nastiest magic attacks you'll encounter are Shy Guy's sleep-inducing Doom Reverb and Lull-Bye. Protect yourself against these by lying on a Wake Up Pin. Just before you stumble upon Bowser's training camp, you'll find five

Shy Guys guarding five Treasure Boxes. Four of the boxes contain five coins apiece, while the remaining box contains a Mushroom power-up. Each time you leave and re-enter this area, the boxes will refill. Whenever you're short of funds, even if you're on the far side of the world, come back here!



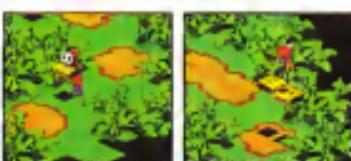
Boss, Frogfrazia told Mario and Mallow to go to Rose Town, but he left out that minor detail about bandits in the way.



! PLATFORM PASSAGE

Hop on a platform for a quick trip over the waters. If it changes to blue, you won't be able to get off until it changes back to yellow. The first time through the lagoon, you won't be able to get all the coins. Steerly head through the upper right-hand exit, circle around through the woods and return. This time the platform will take you to the part of the lagoon you missed before. You'll have to step onto the islands to get some of the coins and Treasure Boxes. Getting some of the coins is a bit tricky, but you should find success if you stand in their shadows before jumping.

WORLD MAP



Dust the Shy Guy standing guard on the first perilous platform, then leap onto the next platform and avoid the Shy Guy there. From your new perch, hop up to open the Treasure Box. Wait until the platforms swing close to each other before making the jump. Inside is a Frog Coin.

POND TO PIPES

FISHING FOR FLOWER POINTS

The Lakitu will drop four Shy

Guy on you. Each Shy Guy

will come at you with a slap-happy Starslap riding shotgun. Mario and Mallow's Regular Attacks should be more than adequate for handling these reflexes, although if you're concerned about taking too much damage you can roll out Mallow's Thunderbolt on occasion. Beat all four of these tag-teams and the Lakitu will reward your perseverance with a Mushroom, which fully replenishes your party's depleted FP and HP.



KAMP KOOPA TROOPA

What's that? The once-great King of the Koopas, forbiddingly seated from his majestic castle, forced to hide out in the woods like a common bandit? Mano can't believe his eyes, so Mallow has to confirm that it is the Koopa King rallying his troops in your glade just to be sure. Mario peeks through the shrubbery once more. Sure enough, Bowser is giving his Goombas, Koopas and Magikoopas their marching orders. Hmmm, Mario thinks. Maybe Bowser'sumbling fall from on high will make the big grump powder his priorities. Examine his He-Restink his long-running feud with Mario. Could he, would he even team up with the plucky plumber in the fight against Smithy? Nasht!



The bridge is down, but we'll find a way to get back in! Move out on the double!



WORLD MAP



BOWSER

Puff, bluster, lots of blather with stads, and the fact that he's bigger than everyone else has gotten Bowser to the top of the Koopa kingdom. Underneath that rough exterior, though, Bowser is a romantic. Or so he likes to think. Princess Toadstool doesn't quite buy it, which is why she's continually journeying his amorous attentions. With the invasion of Smithy, though, Bowser faces a far greater challenge than getting a date for the Koopa Del Jam!





ROSE TOWN

Arrows tipped with a potion that freezes targets are raining on this rustic village, prompting a stranger in a blue cape to ride to the rescue!



A LIVING DOLL

The innkeeper's young son can't believe his eyes when his hero walks through the door! Mario may be on a quest to save the world, but he's more than happy to play a while with his young admirer, who has recently added a small blue doll to his collection. Things go swimmingly until Gao's new doll redeems Mario with a powerful blast! The room starts spinning around and around, faster and faster, until Mario blacks out. That night, Mario dreams a dream unlike any he's had before. A circling star descends to earth and breathes life into the little doll, which grows to life-size and walks out of the inn!

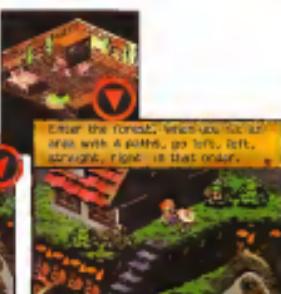


The next morning, Gao cleans the saw the doll, now grown to life-size, walks into the woods! Needless to say, Mom isn't quite buying this tale. Mama, however, can I deny the awesomeness of his dream?



HEAD FOR THE HILL

This man isn't worrying about the arrows so much as his mischievous son, who's made the steps to the family house vanish! Hop on Dad's head, then go upstairs to the lad's room and flick the switch on the floor. Presto, the steps will reappear! If you jump on the boy's bed, you'll find a secret Treasure Box holding a Frog Coin. The two Treasure Boxes downstairs contain Flower power-ups. Thankful to be back in his house, Dad offers Mario a valuable hint. In the nearby Forest Maze, look for the place where four trails meet. Then go left, left, straight and right, in that order. A typically siccum Rose Town resident, he's mum on what you'll find. Rest assured, though, you'll find yourself in an underground vault filled with riches!



WHO GAZ

Many a Visitor to Rose Town Inn has complained at the sight of the innkeeper's young son playing with Mario and Flower dolls. After leaving Rose Town, plan on making frequent return visits. If you crash before crashing into the Forest Maze, Gao will reward you with a Flower Tab!



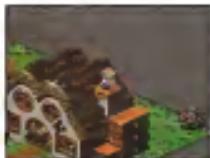
WORLD MAP

POND TO PIPES



CHIMNEY CLEAN-SWEEP

Here's a safety no-no! The proprietors of the Item Shop have stacked old wooden crates next to the chimney. Before the fire inspector orders the crates removed, scamper up them and down the chimney. You'll land on top of the bookcase and within jumping distance of a Treasure Box that contains a Flower power-up.



PUTTIN' ON THE RITZ

Rush with cash from their trip through Rose Way. Mario and Mallow decide to whoop it up by buying snappy new threads. Mario pays 14 coins for a Thick Shirt while Mallow forks over the same amount for a pair of Thick Pants. Functional as well as stylish, these duds increase the wearer's defense while also making him look good. Hey, don't forget the jewelry! A glittering Truform Pin is just the thing for dazzling the misreading mushrooms of the Forest Maze.



THE SECRET GARDEN

Return to Rose Town after you've rescued the Princess. Take the path behind the Item Shop to a cottage tucked away in the woods. The gardener who lives there will show you a huge pot and tell a strange tale of a magic Seed and the Fertilizer that makes it grow. If you ever find the two botanical wonders, bring them here, pronto!



A LINK TO LINK

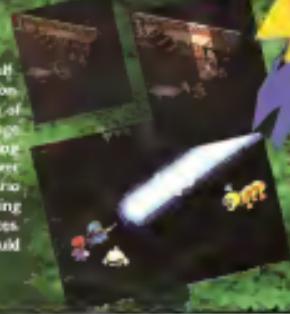
If you return to Rose Town Inn bear in mind, Gau's thankful mother will let you stay for free. You'll find yourself sharing a room with Link, the hero from Hyrule Link is taking a well-deserved break from fighting Ganon to catch up on his Zs. He never gets out of bed, not even to say "Hi." You'd better hope that his snoring won't keep you up all night.



GENO



The blue bat-like cleverly disguised himself as a doll, but in reality he's a visitor from on high. When someone makes a wish upon a star, pieces of the Star Road falls to earth, but Geno's headlong plunge through the skies has shattered the Star Road, scattering its seven pieces to the winds. No wish will come true ever again unless the missing pieces can be recovered. Mario and Mallow have found only one so far. With Geno joining their bold little band, they'll have to find the six lost pieces. For the time being, Mario would be satisfied if they could find more recruits at their super-combines.





FOREST MAZE

The Forest Maze near Rose Town holds a dark secret and many dangers, but you'll make friends here, as well, and perhaps you'll find a treasure.



GENO JOINS

Remember the doll that came to life in Rose Town?

Now he's deep in the forest, challenging the bow-and-arrow fiend named Bowyer. Once Mario and Mallow twist and turn their way through the Forest Maze, they'll stumble upon the clearing where the fearsome battle rages. Mario won't be able to contain himself once he discovers this uneven battle. The injustice of it makes him steam, and he leaps into the fray, dragging Mallow along. Suddenly, you'll have a party of three characters. Bowyer will wish he had aimed at a different target. Geno, who isn't really a doll at all, but who really comes from the Star Road, will become a permanent addition to your troop as you search for the seven Star Pieces.



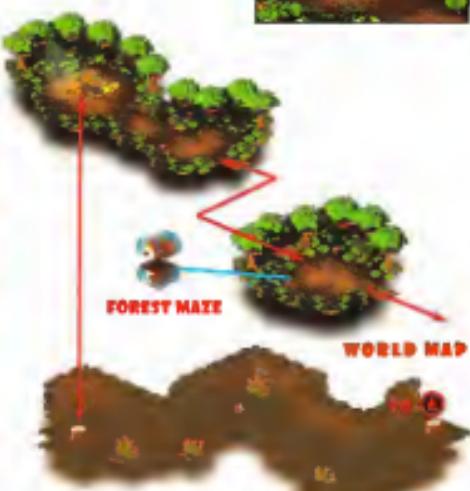
Geno, the hero from the Star Road, challenges Bowyer for a Star Piece. If you win, you'll learn more about the fate of the world and your destiny.



TEN-HOP COINS

Wiggler's secret isn't the number of his legs, although that may be a useful fact to know later in the game. His

big secret is that he holds Frog Coins if you jump on his back ten times in a row, you will win Wiggler's prize. It won't be easy staying on his back, because he keeps wriggling while you hop.



MUSHROOM

You can pick mushrooms that grow wild in the forest. Look for them nestled in bushes or growing along the side of the path. Be careful, though. Some mushrooms come to life and attack your party.



POND TO PIPES

FOREST TREASURE

A man in Rose Town gives you a valuable clue. His directions are to go left, left, straight and right in the Forest Maze area with four paths. If you navigate this correctly, you'll arrive at the Treasure Room.



MAZE MAP



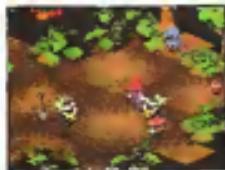
WAKEY, WAKEY

On your way through the Forest Maze, you'll wake up this sleepyhead in order to escape from the tunnel and reach the next area. Later on, you won't be able to wake this yellow yawner for gold or jewels. This is one Wiggle who won't give you a Frog Coin if you hop ten times on its back.



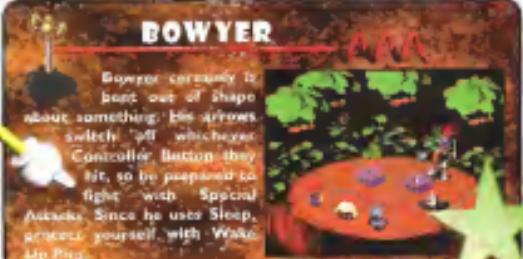
DOWN AND OUT

Once you've made it to the Treasure Room, you'll want to take your booty back out. You'll also want to find Bowyer. To return to Rose Town, go down and left in the area with four paths. To find Bowyer, follow the lead of Gena. You'll see the blue-caped doll dodging into paths ahead of you.



BOWYER

Bowyer certainly is bent out of shape about something. He carries switch, off which Controller Button they hit, so be prepared to fight with Special Attacks. Since he uses Sleep, protect yourself with Wave Up Ring.





PIPE VAULT

The Pipe Vault is the only route to Yo'ster Island, so strap on your lava-proof jumping boots and enjoy the scorching scenery and demented denizens.

A STEP DOWN

Now that Bowser has bowed out of the scene, Mario, Luigi and Geno strike off for less green pastures in the Pipe Vault. Besides being a fun place to scorch your toots, the Pipe Vault holds hidden treasures, puzzles, games and a light at the end of the tunnel in the form of Yoshi racin' on Yo'ster Island. How can you pass up all that? Simple, you can't. Don't expect to find anything more dangerous than a Sparky leaping out of the lava or a Thwomp slamming down from above. But you can have some fun thumping Goombas in the game room, which is run by an enterprising mole. If all of this sounds just too tempting to pass up, be sure to stop by. You'll be glad you did!



You can bypass the Pipe Vault and Yo'ster Island and still finish the game. You won't earn coins, but you won't find anything here that is vital to your quest, out you may find useful items and treasure.



WORLD MAP



WORLD MAP



THWOMP

Thwomp, the ultimate gate-crasher, not to mention floor-basher and Mario-smasher, rudely intrudes on your path through the Vault. If you're on the stars when Thwomp thumps the floor, you'll tumble back down. Spring up the stars with bounding jumps to reach the top in one go.



CHOMPWEED

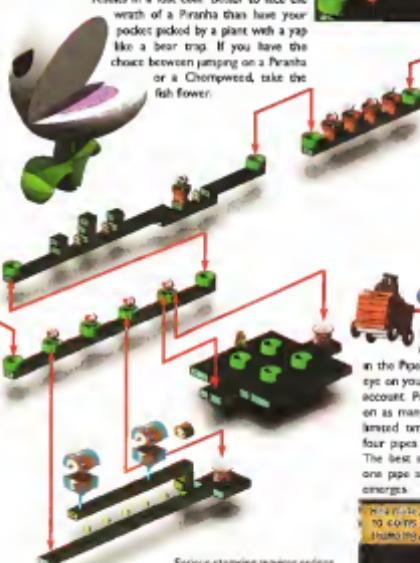
These baneous lumps call certain grabber sections of the Pipe Vault home. One slip from a Chompweed bed results in a lost coin. Better to face the wrath of a Piranha than have your pocket picked by a plant with a yap like a bear trap. If you have the choice between jumping on a Piranha or a Chompweed, take the fish flavor.



ROAD TO PIPES



TO YO'STER ISLE



GOOMBA THUMPING

Does anyone ever tire of thumping those angry Goombas? Here, in the Pipe Vault, an entrepreneur with an eye on your coins has taken that fact into account. Pay him ten coins to stomp on as many Goombas as possible in a limited time as they emerge from four pipes along with one Spiky. The best strategy is to stand on one pipe and jump off a Goomba as it emerges.



TOUGH TREASURES

This section of the Pipe Vault holds three treasures. To reach the Frog Coin beneath the first section of bricks, run toward the coin and push Down on the Control Pad at the last second. You'll slide under the bricks and collect the coin. There are two invisible Treasure Boxes here, too.





YO'STER ISLE

Yo'ster Isle, home of Yoshi and his clan, lies ahead for travelers who pass through the Pipe Vault. Visitors dine on cookies and partake in traditional races.

YO'STER ISLAND HAPPENINGS

Once considered an island gem, Yo'ster Island has fallen under a cloud. The foot races have all but ended because of the domination of a heel-footed also named Yoshi. Later in the game, you'll find a secret flag if you look between the letters O and A at the end of the race track.

YOSHIS' CHALLENGE Mario! Did you finally make it to Yo'ster Isle, home of the Mushroom Gourds? You're a hero!

Yo'ster's only racers and drivers are so overripe they can't even walk.

Yoshi's been racing since he was a tiny chick.

He's been racing since he was a tiny chick.

He's been racing since he was a tiny chick.

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WORLD MAP

YOSHI

RAI

WHO'S WHO?

Yoshi and his friends on Yo'ster Island have nothing better to do than all day long. But they don't know if Yoshi has become the heavy, clumsy drag on without need. If Yoshi has no way, you'll help him save the island and restore the races. Doing so will not affect the outcome of the game, but you'll feel good having helped these happy creatures. Also, you'll earn Yoshi's friendship and get one of his powerful cookies.



YOSHI RACES

If you agree to challenge Yoshi, you'll want to team up with Yoshi by hopping onto his saddle and trotting around to talk to his pals. After collecting cookies, challenge Yoshi to the big race. Actually running in the race takes a good sense of rhythm. Press the A and B Buttons back and forth along with the tempo of the race song to make Yoshi charge down the course. You can gain extra speed by feeding your friend a cookie or two.



Sit back and watch Yoshi race on his own while you wager up to ten coins on his swift feet.

WHO'S WHO?

BOSHI

To the Victor go the spoils. As the old saying goes, "He who rules the world would be most welcome to the victory go the cookies." Boshi may seem tough on the outside with his studded collar and marooned shield, but he has a weakness for cookies that may unmask him in the end. He can no more resist a race when a cookie is at stake, chomp! Boshi can resist helping people in need. Once you defeat the bully, you can leave your winnings with one of Yoshi's pals and return to race later in the game. Even in defeat, Boshi will want to race if a cookie is the prize.

BOND TO PIPES

The cookies make Yoshi cook during the race, but these are rare cookies that you won't want to squander.

There is a little 'trotin' car to read it?

After the wedding, Rai and Rami return to the fibulous resort on Yo'ster Island to watch the races.

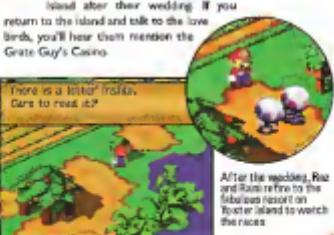
After the wedding, Rai and Rami return to the fibulous resort on Yo'ster Island to watch the races.



BABY FAT



Amidst all the hubbub about Yoshi challenging Boshi, a bambino is born! Like all infants, the youngster has the appetite of a finished hog. In this case, for cookies, which he gobbles until he's blotted. Keep feeding him to get items such as Red Essence and Yoshi Ade.



HONEYMOON ON YO'STER

Rai and Rami venture to Yo'ster Island after their wedding. If you return to the island and talk to the love birds, you'll hear them mention the Grate Guy's Casino.

MOLE MOUNTAINS

5 MARRYMORE

Marrymore happens to be the favorite of many who live in the Mushroom Kingdom. The sweet heart or chipper home is built on a hill which Chef Torts creates collecting every perfection. After the ears move, the happy couple can sit on the porch and gaze for gazing others photos on the lawn with friends.

4 BOOSTER HILL

Booster Hill guest home for birds that sit on many foot roses. Challengers sprint up the long slope while determined hooligans at the top roll barrels down the hill.

3 BOOSTER TOWER

Generations of Booster birds called the towering Tadpole house, but the current Booster wants even more. He wants to get married. He doesn't really care who he marries, so look out for the present he has in store. His bird bridegroom always显得 ready to grab a bride candidate for the master of the house.

1 MOLEVILLE

Digging deep for treasure, the happy mole folk have constructed an explosive castle. Block on the surface, mousies remain high and visitors would do well to examine caution. Spicy items may be offered for sale in thisatty habbitat, but the pricing may be too steep for most residents.



TO PIPE VAULT



2 BOOSTER PASS



The rocky reaches of Booster Pass challenge even the hardiest hiker. You'll have to blast yourself over obstacles using one of the many assault packages cut through the rock. But in spite of all those wonders of nature, you won't want to spend much time here.

THE WISDOM OF FROGUCIUS

"It is written that Flower Power (FP) rules the world. The tadpoles scoff at this, of course. All they care about is growing legs. But for you, since you have legs already, I suggest increasing your total FP to 99 by collecting Flowers (1 FP) found in Treasure Boxes, Flower Tabs (2 FP) given to you by characters, and Flower Jars (5 FP) hidden all over the place. What? You want more? You're not from this pond, are you? Okay, don't look directly at the egg in the shell game and try to catch sight of Yoshi out of the corner of your eye. Also, look for special boosts during battles."

ONCE AGAIN! GIVE ANOTHER TURN
UP MAX! FILLS UP UP
LUCKY! YOSHIS GAME FOLLOWS
ATTACK UP! INCREASES ATTACK BY 25
DEFENSE UP! INCREASES DEFENSE BY 25





MOLEVILLE

Moleville, as the name of the town implies, is home to the mole people who mine the mountain. Of late, they have been troubled by strange goings-on in the mine and frightening explosions since a Star Piece crashed into the mountain.

DYNA & MITE

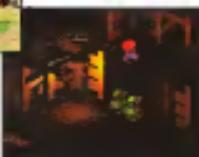
These mole children wandered into the mine and were lost when the Star Piece crashed into the mountain. Your job is to save the tykes from the likes of Punchinello, but first you'll have to work your way through the mining maze, chase Croco and his band of thieves, and finally battle Punchinello. Once you've saved Dyna and Mite, you'll ride a mine trolley on a hair-raising, Hide 'n' course ending up in Dyna and Mite's house. Moleville returns to its happy state after the rescue. You can trade for other goods if you have the right stuff to swap.

DYNA AND MITE'S HOUSE
DID YOU GET IT?



A MOLE GOAL

Two mole children strayed into the mine and were lost before Mario and company arrived on the scene. Ms. Mole is beside herself with worry, but when she sees Mario, her hope is renewed. When our heroes step into the mine, they find the rescue team stopped by a rockfall! The two mole miners encourage Mario to leap over the rocks by first jumping onto their backs. From there, Mario must follow the paths leading deeper into the mine.



Mario must save the children who are trapped inside the mine. Jump on the miners to reach the entrance to the inner passages.



TO COAL MINE



WORLD MAP





THE MOLEVILLE SHOP

The shop in Moleville changes after Mario rescues the two kids lost in the mine. The top counter sells special items only after the kids are safe. The regular items at the main counter can help you before you venture into the mine. Be sure to upgrade your party's weapons and armor, and stock up on Mid-Mushrooms and Maple Syrup, as well.



22 COINS



WORK PANTS

22 COINS



MEGA SHIRT

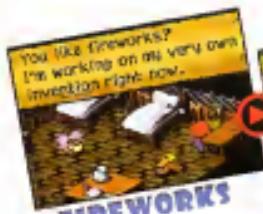


ITEM EXCHANGE

The people of Moleville trade special items with Mario and Company, such as the Fireworks and Shiny Stone. If you complete the trade cycle, you'll end up with a Frog Coin or two, but it's pretty expensive. This is how it works: Buy the Fireworks for 500 Coins from the mole in the house near the mine, trade them for the Shiny Stone with the child who runs a pretend store. Exchange the Shiny Stone for a Carbo Cookie in the real store and give the Cookie to the mole child in the bucket. When the mole child climbs out of the bucket, you can jump into it and travel to the Midas River to collect coins. If you give a second Carbo Cookie to the starving cat, you'll receive a Frog Coin—probably the most expensive Frog Coin you'll ever buy.

SHINY STONE

Buy the Fireworks and trade them for the Shiny Stone, then trade the stone for the Carbo Cookie.



CARBO COOKIE



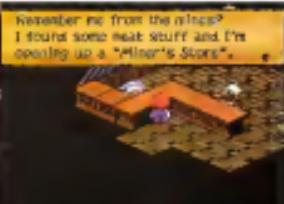
GO TO MIDAS RIVER

If you jump into the mole child's bucket after giving her a Carbo Cookie, you'll be transported to Midas River, where you can collect coins. The Midas River course is no different from before.



RARE ITEMS

The Mystery Egg and Metal Plate can be purchased in Moleville, as well. Visit the store and talk to the second shopkeeper. The Metal Plate turns out to be the Frying Pan, Princess Toadstool's most powerful weapon. The Mystery Egg can care one party member for one turn.



The Metal Plate is really the Frying Pan in disguise. Nothing beats a loopy like a cast iron cooking utensil. Once you purchase the item for 300 coins, go to the Equip screen and equip Princess Toadstool with this punishing pan at hand. The Mystery Egg won't be a mystery once you gobble it down during battle. It cures a character for one turn and it's never used up.



HOLE MOUNTAINS



BLOCKED PASSAGES

When Mario and his friends first enter the mines, they don't find anything particularly menacing. The minor enemies they encounter don't present a threat to the mole people. There is no sign of Dyrn or Plat, either. But there is a blocked passage that leads deeper into the mines. You'll need the help of an old nemesis to clear away the rubble and continue your search for Pandimensional. How do you get Croco's attention? Try knocking yourself out, jump on the trampolines and bump your head on the ceiling.



THE GREAT CHASE

Croco, the crafty reptile that you first met back in *Bandic's Way*, has opportunity tapping when Mario knocks himself out on the mine ceiling after jumping off the trampoline. Once the plumber regains his senses, he finds himself surrounded by Croco's crew. The pedophile promptly steals all of Mario's coins and then runs away with the goods. Mario has no choice but to give chase. When you catch up to Croco, the wily one blows a hole in the wall with a bomb, thus illustrating the useful nature of explosives and suggesting a course of action for Mario. If you best Croco, you'll win the Bamboleo Bomb, which Mallow uses to clear the path ahead. At this stage, Mallow should be equipped with the Cymbals. Mario should have the Power Glove, and Geno should be shooting the braces (not to mention the bubbles) with the Tigrashot.

Charge after Croco and his cronies when they run away. You'll have to fight them when you catch them, so be prepared and have your HP filled to the max.



After your meeting with Croco, you'll find a mole. When Mario gives him the Bamboleo Bomb, he'll open up the passage.



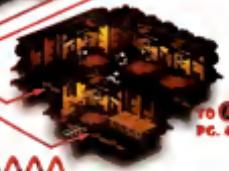
SPARKY

This annoying fireball appears in some of the mine chambers, then vanishes and reappears elsewhere in the room. Sparky warps about the chamber, trying to catch Mario and his friends off balance. There is no known defense, but your strategy should include moving quickly through the room if you want to escape Sparky. Also, refill the HP of all your characters when you find yourself in Sparky's presence.

During battles with Sparky, don't waste Mario's Fire Specials. Mallow's Snowy Attack is best.



TO MOLEYVILLE



FROG COIN FUN

The trolley car tracks lead deep into the mine, drawing Mario forward into the shadows. What could be down that tunnel? As it turns out, you won't get far. Out of the far tunnel entrance rushes a trolley car headed straight for Mario. You can't outrun it or jump over it. The car carries you back out to the previous chamber. There, you can use the crashed car to jump to the upper track and continue forward. The reward for all of this effort is a Frog Coin in the trolley car.



10
P

PUNCHINELLO

Once you fight past the blobombs, you'll enter the domain of Punchinello. The big P-fighter with three sizes of bombs, beginning with the puny Bobomb and building up to a huge bomb that blows up Punchinello, the room and everything except your party. Use Mario's Thunder Attack against the regular two sizes of bombs. You'll wipe out all the bombs at once and free up Mario and Goomba to concentrate their attacks on Punchinello. After surviving the battle and wiping the third Star Piece, you'll meet Diddy and Kiddy and ride out of the mines on a trolley.

AAA



TO TROLLEY RACES

HER ROYAL HIGHNESS?

When Mario returns to Mooinville, he runs into three Shells chasing a beetle. The Shells spill the beans about their boss, Booster, who seems to be holding a special guest—a girl who fell from the sky, whom some believe to be a princess. Could this be Toadstool? How many princesses get tossed into the stratosphere in this place?

You'd better head over to Booster Tower and see for yourself!

FROM PG. 47



MOLE MOUNTAINS

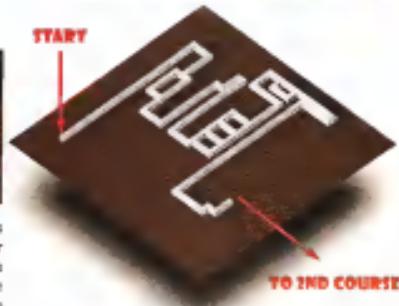


TROLLEY RIDE

After rescuing the mole children, Dyna and Mite, you still have to escape from the mine. Fortunately, there is an escape near at hand. Keep moving forward from Pandorillo's chamber until you reach the trolley car. Once you hop aboard, the car begins to roll. You can control the speed of the car as it trundles down the track, applying brakes before the sharp corners and speeding up on the straightaways. You also have the ability to jump over obstacles that cross the tracks, such as pools of water or gaps in the tracks. As you race along, you can pick up speed mushrooms and coins. On your first trip through, don't try to go too fast, because on subsequent trips you can make money by beating your old speed record. The first part of the race takes place in Mode 7 for a dramatic, 3-D perspective. The second leg appears as a side-scrolling race. The third leg switches back to the Mode 7 view and the final section is side-scrolling again. You can return at any time in the game and wager up to 30 coins on the race, winning 50 coins if you better your best time.



START



TROLLEY COURSE 2

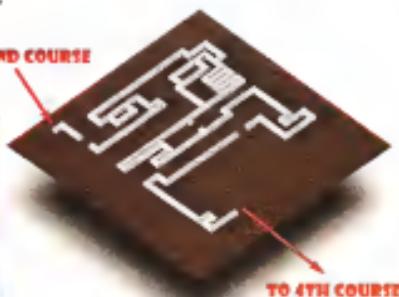


The mushrooms that you can pick up along the tracks can give you a boost of speed. Push the X button to unleash the power of the mushrooms, but make sure you have a long track ahead.

TROLLEY COURSE 4

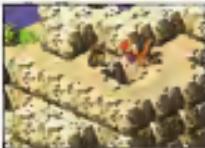


FROM 2ND COURSE



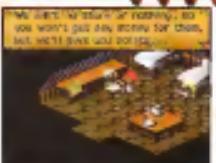
TROLLEY CHALLENGE

During repeat visits to Moleville, you can challenge your best time at the Trolley Races. Climb up to the top of the mountain and speak to the mole. You can race for 10 coins or 30 coins. If you wager 30 coins, you can win 50 coins if you set a new time record. To give yourself room to improve, race slowly on your first trip through the course and improve your time by a small margin the next time you race.



SWAP SHOP

An enterprising mole runs a Swap Shop out of her house in Moleville. Unlike most shops, this one doesn't have anything for sale. At least your coins won't get you anything here.



Instead, you have to trade your items for points. For example, one Maple Syrup is worth 12 points. For every 100 points, you get one of the following items: Fright Bomb, Fire Bomb or Ice Bomb.



BOOSTER PASS

The road to Booster Tower lies through the rugged hills of Booster Pass. Here, you'll find steep cliffs and a wild assortment of villains including Lakitu, Carroboscis and Spikester.



EXPLORE THE PASS

The rocky road to Booster's Tower lies strewn with enemies but not many obstacles. The entire region is small and you can avoid most foes simply by turning on Mario's afterburners and running away. You might want to stand and fight, however, in order to build up your experience points before moving on to the dangers of Booster's Tower. The Spikesters provide an easy target and you never run out of them as long as Lakitu continues flying overhead, dropping them. You can raise the experience level of your party several times and increase your maximum HP in a short time. You'll also find hidden areas sandwiched between the cliffs. (The details are on the facing page.)



WORLD MAP



TO SECRET CAVE



WORLD MAP



LAKITU & SPIKESTER

Lakitu floats above the first area of Booster Pass, dropping young Spikesters on unsuspecting plumbies below. As long as Lakitu remains free in the skies, there will be Spikesters to fight on the ground. You can use them to build up the experience of your party because you'll never run out of Spikesters. The Spikesters won't put up much of a fight and they give you six Experience Points each. If you want to get Lakitu for some reason, jump off one of the cliffs to attack him.



MOLE MOUNTAINS



SECRET SWITCH

In the second area of Booster Pass, you'll find a notch on the right side of the cliffs. If you duck in there, Mario will find the hidden switch and activate it. Suddenly, the four holes on the top of the cliff will fill up and the critters hiding inside will be vanquished. This may be the easiest victory that you'll score during the entire game. With the baddies gone, it's a breeze to pass through the remainder of the pass.



SECRET ENTRANCE

Off on the left side of the first area of Booster Pass, Mario and company will run into the entrance to a cave. Inside, you'll find a series of jumps that take you over Spikesters and a Snifit Cadet, who wants to see what you're made of. Send him back to school with your Regular Attacks, then proceed to the left where you'll find three Treasure Boxes.



WORLD MAP

TOWER CONNECTION



SNIFIT #4

Snifit #4 has a dream to win medals by Snifit #1. To achieve this exalted position in Snifitdom, he must defeat the legendary Mario. Mario is a beast of nerves, wit, and muscle, but mainly munge. Will you help the misguided lad live his dream? Or will you cruelly crush his feeble Snifit ego? The choice is yours, but it would be difficult to lose to this clown even if you tried. The Snifit, hasn't really put in the hours necessary to learn how to beat Mario. Once he loses, Snifit #4 will return to the academy and attempt to pull together the shattered remnants of his life. If you're expecting more from this selection, forget it.

BOTTLE CADET POINTS

You're that famous Mario and





BOOSTER TOWER

Welcome to Booster's family home. The tower holds treasures, family portraits and a few vermin who will make your tour more interesting. Every nook and cranny holds secrets, so look everywhere.



SUPER BOWSER BROS.

Can it possibly be true Bowser and Mario becoming companions, fighting together, setting aside their history of mutual stomping and forgetting the evolutionary amnesia that has pitted them against each other since their first adventure? In a word, yes. Bowser has lost his Troopas, his castle and a lot of his side, but he hasn't lost his wits. Teaming up with Mario is his only chance to win back his empire.



BOOSTER

Booster really should get out of his tower more often. All it takes for him to go completely nuts is a moment's lading-on-the-fantasy. From the looks of the family portrait gallery going on, it's probably a respected tradition among the Booster clan. Of course, now that he has a princess, Booster figures he must do something. (No manly hero leaves up to Mario to race to the top of the tower and rescue Toadstool before the decaying of the rice.)



THE MASHER

Mario can always use a heftier hammer. The Masher lies waiting in a Treasure Box that floats in the air three stories above a teeter-totter with a Bob-omb sitting on one end. Climb up the stairs until you're on a bridging with curtains behind you. Take the middle exit, then jump off the ledge from the tan square. You'll land on the teeter-totter, and the Bob-omb flying, and in return you'll be launched up to the Treasure Box that holds the Masher.





HAPPY NES

Back in the 80's, Mario looked rather flat and moved stiffly compared to the 3-D Mario of Super Mario RPG, but he was still the hero of the day. Now you can relive those days of glory by stepping behind this pillar in Booster's Tower where you'll be transformed into the NES version of Mario.



PICTURE THIS

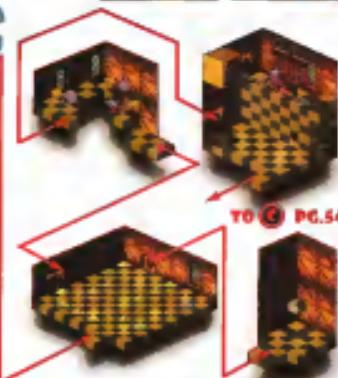


Which Booster beat which Booster? That is the question in the hall of portraits in Booster's Tower. Your job is to turn over the portraits in the correct order, from the eldest portrait to the youngest. If you succeed at this daunting task, you'll receive the venerable Elder Key for the effort. The correct order of the ages of the portraits is as follows: 6-5-3-1-2-4. If you select the portraits in this order, you'll receive the Elder Key, which unlocks the heavy wooden door just to the left of the portrait puzzle.

1ST



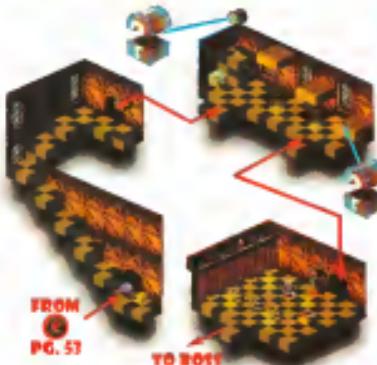
6TH



BOMBS AWAY

The room in the upper reaches of the tower contains hidden bombs in the floor. As you cross the tiles, attempting to grab the coins, you're bound to hit bombs. After the explosion, you'll have to fight an enemy called the fireball. You'll also be given the chance to play the Yoshi's Shell Game to double your Experience Points. Playing is a great way to boost your levels.





A CURTAIN CALL

Mario won't be alone for long once he reaches the top of Booster's Tower. Booster and three of his trusty Snift friends will show up soon. If you don't want to be caught out in the open, dive behind the curtains at the left side of the room. Suspecting this something is amiss, Booster orders one of the Snifts to look behind the curtains. You can dodge behind the six curtain sections to avoid discovery by the Snift. If the first Snift fails to find you, he will be joined by a second Snift, and then by a third. In the end, you must be discovered to continue the game, but it's fun to keep the Snifts guessing for as long as you can.



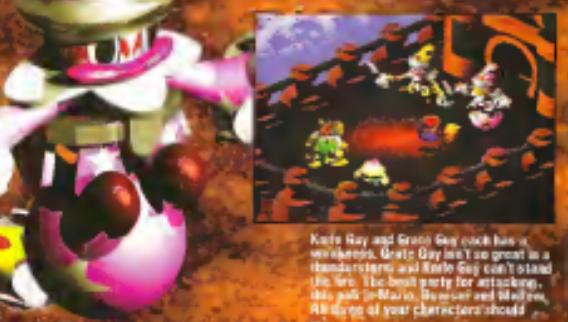
BOOSTER BUSTS OUT

You may win the battle with Booster, but the bearded baddie won't stick around to take his lumps. During the fight, watch out for the Loco Attack and Spritz Bomb, each of which scores 70+ HP.



KNIFE GUY & GRATE GUY

The regular Guy characters comes from the two down on the balcony. While you slip outside to rescue the princess, you'll run afoul of sharp guys who walk nothing so much as to juggle with Mario's life. You should concentrate your party's attack and defeat one of the Guy Fest. Knife Guy is particularly susceptible to Mario's Fire Attacks while Grate Guy can't stand Mario's Thunderbolt. As in most battles, Regular Attacks also work well. You should be prepared for a long fight. Stock up on Mushrooms and Saps before heading into Booster's Tower. After you defeat the "Guys," chase after Booster and Princess Toadstool, who are on their way to Marcymore.



Knife Guy and Grate Guy each have weaknesses. Grate Guy isn't so great in a thunderstorm and Knife Guy can't stand the fire. The best party for attacking this pair is Mario, Bowser and Waluigi. All three of your characters should

BOOSTER HILL

Is this the last chance to save Princess Toadstool? The long race up Booster Hill will test your stamina and play-control skills. Barrels and Snifts will both aid and hinder your Olympian effort.

BOOSTER HILL DASH

The great Booster Hill race gives you a chance to collect Flower Points. Booster has a good lead, but you can gain on him by jumping off the rolling barrels. You can make Mario move sideways or make him jump, but you can't run forward! For that, you'll need help. A correctly timed jump onto a barrel sends Mario leaping ahead toward Booster and the Princess. If you touch the Princess, you'll earn a Flower Point. You can also bounce off the heads of the racing Snifts to get a boost forward. The downside of the hill race comes about when you're hit by a barrel or Snift. If you're hit, you'll lose ground and fall a few steps back. You'll have to make up the ground by jumping off more barrels and Snifts. At the top of the hill lies the village of Marimyone where Booster intends to marry the Princess. You won't be able to stop that during the race, but you will build up Flower Points to use in your upcoming battle with Booster.



BARRELS

Just to make the race interesting, someone at the top of Booster Hill is rolling big barrels down the slope. This can be taken as a good thing or as a bad thing. If you manage to jump on top of the barrel, you'll leap forward and get closer to the Princess. If a barrel hits you, though, you'll stumble and fall behind. Booster Hill is one of the great action stages in Super Mario RPG, but you don't have to win the race to continue the game.

BOOSTER & TOADSTOOL

The unlikely pair of Booster and Princess Toadstool is enough to raise eyebrows anywhere, but when they're racing up the hill toward Marimyone, that's reason enough to follow along! If Mario catches up to the Princess, he'll get a Flower Point as a reward.



SNIFTS

Just like Mario, the Snifts are chasing Booster up the long hill to Marimyone. They have the same advantages and disadvantages as Mario. They can speed up by jumping off a barrel or Mario, and they'll slow down if they're hit.

BEETLES ARE US



This enterprising Snift is making a few coins on the beetle trade. Yes, there are beetles to be caught on Booster Hill, and they're worth a pretty penny. Beetles Are Us pays 50 coins for a rare male beetle and one coin for more common female beetles. Golden Beetles command a price of one Frog Coin. But if you're just getting started as a Beetle-caucher, you'll need to pay a 100 coin fee plus 50 coins for a Beetle Box in which to store the beetles that you catch. That's pretty steep and, moderately, so is Booster Hill. But if you find that you're good at catching beetles, and especially adept at catching Golden Beetles, the expense and effort may be worth your while since Frog Coins are just as rare as Golden Beetles and considerably more useful. You can return to Beetles Are Us for as many tries at Beetle catching as you want.



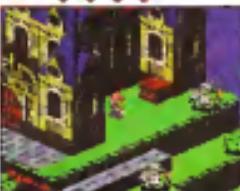


MARRYMORE

One of the happiest places on earth, Marrymore is where people from all over the Mushroom Kingdom go to get married. If you visit, be prepared to eat cake and have your picture snapped.

SAFE IN THE CHURCH?

Before Mario can do anything about it, Booster rushes into the chapel of Marrymore, pulling Princess Toadstool in tow. Mario can pound on the door until the cows come home and go to bed, but he can't get into the church...at least not through that door. When in doubt, look about. On the right side of the chapel, you'll find a secret entrance to the kitchens beneath the chapel. There you'll find Chef Torte and his assistant putting the finishing touches on Booster's impressive wedding cake. If you jump onto the cake (hey, it could happen), Torte will shoo you away. Harry upstairs to find the wedding party and put a stop to this outrage of matrimony.



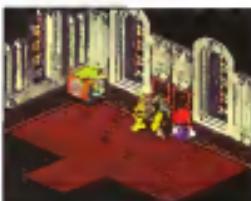
RAZ: This was supposed to be my wedding day... All my plates have been ruined...



In and about Marrymore, Mario finds people from the Mushroom Kingdom, Raz and Raisi, and others, as one another couple waiting to be married in the chapel.

BUST IN TIME

With Bowser's help, you can break down the door just in the nick of time. It won't be easy. Mario and Bowser must coordinate their rush so that they both hit the door at exactly the same time. Their combined mass will crack the lock and the two heroes will burst into the chapel. Once inside the chapel, you'll notice a Save Block. Since you're going into battle, save your progress before bursting down the door.



MARRYMORE

CHEF TORTE

Most chefs prefer their food...very seriously, but Chef Torte of the Marrymore chapel gets so worked up over his cakes that he will fight you just for *one tiny, teeny, bit* out of his latest "definitory" creation. After all, what's a little threat to be eaten? You may also have a confrontation with Torte down in the kitchen, but at least there he won't stop you around with a spatula or beat you on the head with a basting brush. Whatever you do, don't step on the cake. Torte really hates that.



CHEF TORTE: Very, very ripe! What're you doing?!



WORLD MAP

MOLE MOUNTAINS

SCATTERED JEWELS

When Mario and Bowser come crashing into the hall, they plough into Booster and Princess Toadstool at the altar, sending the Princess's accessories flying. Booster commands his Señic pals to gather up the precious objects, but if you're fast, you can beat them to it. You'll be able to find three of the four objects, but the final one is the crown, and it has fallen on Booster's head. Depending on the number of the candles that are lit when you return the crown, you'll get a kiss from Toadstool, Bowser or Booster.



HOMEWARD BOUND

Now that you've foiled Booster's wedding plans, you'll want to head back to the Mushroom Kingdom where the Princess has been missing for so long. After finishing off Chef Torte's Bundt Cake, your party returns to the Mushroom Kingdom. The Chancellor is overjoyed at the return of Toadstool, but the princess will decide to join your party in the end and help save the world. When you step out of the castle, listen for a mysterious voice then look for the princess to appear off to the left.



WHO'S WHO

PRINCESS TOADSTOOL

Princess Toadstool rules the Mushroom Kingdom with wisdom and compassion when she's not being held captive by Bowser. Booster is otherwise opportunistic, egocentric. Her Special Abilities include healing skills such as Group, Hug Therapy and Come Back. But the Princess can stand with the toughest fighter and give as good as she takes. Whether she's armed with a stout parrot or an iron pan, she has definite knock-out potential.



BUNDT & RASPBERRY

Nobody expects to taste the Toad's wedding cake, but sometimes you have to be prepared for anything. Mario and friends should dig in against Bundt using Regular Attacks and Mario's Jump Attacks. Considering that it's quite a dessert,

the Bundt cake has a surprising command of Special Attacks. It turns Sandstorm, Blizzard and Diamond Saw at your party. In the end, Booster steps in and eats the cake in one vast gulp. Bon appetit.



HONEYMOON SUITE

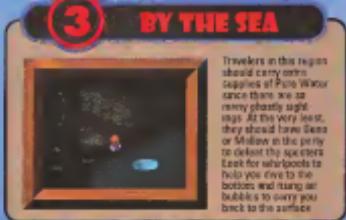
Visitors who wish to spend the night in Marrymore have a choice between accommodations for 10 coins or 200 smackers. If you go with the VIP treatment, you'll receive a gift from the hotel. The first time you stay in the suite, you'll receive a Flower Tab. If you stay three times, you'll receive a Flower Jar. If you stay five times, you'll receive a Frog Coin.



SEASIDE

3 BY THE SEA

Travelers in this region should carry certain supplies of Pure Water since there are many ghostly sightings. At the very least, they should have Bells or Mallow in the party to deter the specters. Look for whirlpools to help you dive to the bottom and rising air bubbles to carry you back to the surface.



④ SUNKEN SHIP

The Sunken Ship is the home of Jonathan Jones, a shark with a sense of humor. In order to reach the palace king, you'll have to pass through several discouraging obstacles, solve several puzzles, and defeat several dozen enemy crew-members armed with instant-death lasers.



② SEASIDE TOWN



The town is always full of strange news from near and far. It has been in the Sonoran Town that you'll find Gaudie. And Gaudie is a number of well-equipped shops that sell everything from Nekobok. She is in Peapalo. Don't miss the student of Frogharwic who sells special items.

~~THE WISDOM OF~~ FROGFICTION

"Out with the old and in with the new," I always tell my pupils. Naturally, they take this as an excuse to throw me out of the pond, completely missing my point. I really shouldn't expect more from tadpoles. As for you adventurous types, you should remember to sell off old weapons and armor after you replace them with newer, better items. You'll make good money for your used equipment, which you can spend on worthwhile things. I highly recommend this course of action."





STAR HILL

The strange land of Star Hill holds a Star Piece and a host of unfulfilled wishes. Travelers must find the secret of the Star Doors if they are to visit all three levels of this land.



STAR LIGHT, STAR BRIGHT

According to Geno, the unfulfilled wishes from the Star Road landed here on Star Hill when Smitty crashed through the road.

These wishes can be found now lying about the ground in the form of stars with faces. If you talk to these stars, they will tell you their wishes. The only way for these wishes to come true, however, is if you manage to gather all seven Star Pieces. The fourth Star Piece will be found here on Star Hill, beyond the third door. Walking about can be difficult due to the craters and hills. You might also fight some of the local creatures, although they don't put up much resistance.



STAR HILL
This is over Star Hill, where wishes are transformed at the Star Roads, tall from here.

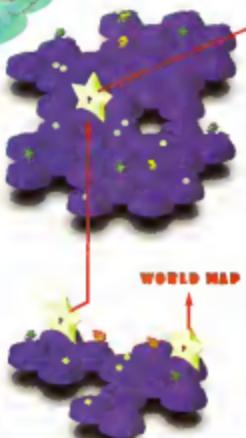


If you've gone through Marrymore and don't know what to do next, go visit Marryville. With Marryville, Yoshi's friends will send you off to Star Hill. Geno will tell you about his history.



OPENING THE STAR DOORS

Each area on Star Hill contains a door leading to the next area, but when you first arrive in an area, the door is locked fast. The only way to unlock the door is to activate each of the Star Flowers in the area. To switch the Star Flower, step up to it and push the A Button. Suddenly, it blossoms with light and begins spinning. The Star Flowers are scattered throughout each area, so you must explore each level of Star Hill thoroughly to be sure you've hit each flower. Once each flower has been activated, return to the Star Door. It will stand wide open, inviting you to proceed to the next area of Star Hill.



WORLD MAP

WORLD MAP



STAR MESSAGES

Many of the wishes you hear from the stars with faces can be traced to characters in the game. Some wishes may stir one of your party members to make a speech, particularly Mellow, who discovers that his long lost parents are looking for him. The wishes hint at events still to come in the game and characters whom you will meet. Don't pass by any of the Wish Stars without listening to its wish.



Want all of the wish stars and listen to their wishes. You'll learn about people and events that may come to life. Some of the information is useful, but save all of it.



MUKUMUKU

The Mukumuku may look like an ordinary gopher when it pops out of a Star Hill crater, but this varmint can give you more than the nuts, bombs and other items that it hauls at you in battle. If you use Yoshi's Cookie on the Muku, Yoshi converts the energy into a Muku Cookie. Now you can use the Muku Cookie during a fight. Once selected, the Muku Cookie calls the gopher to your defense. It pops up and heals your party.



STAR PIECE #4

In the third area of Star Hill, you'll find the fourth Star Piece. This is the oldest Star Piece to collect in the game. Sort of a present after all of your trouble in Booster's Tower and Marrymore. With the Star Piece in hand, it's time to make your way down to the seashore.





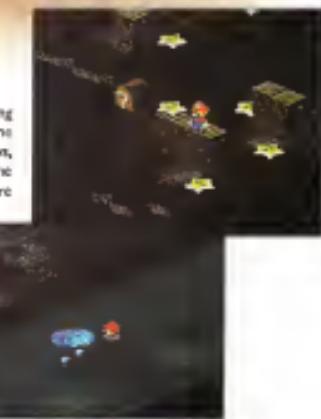
SEASIDE TOWN

Most visitors find the Seaside Town a charming place to stay before going off to explore the wreck of the Sunken Ship. Tourists may visit the many specialty shops or learn the local lore.



TALK OF THE TOWN

As you wander about the seemingly quiet village, you may hear disturbing rumors about a piece of the sky that plunged into the sea. You'll also hear the tale of the peace ship that sank off the shore and of the notorious Jonathan Jones. As always, visitors will get the most out of their stay if they talk to everyone in town, even if some of the folks seem a little bit odd. Putting all of their stories together, you'll probably decide to explore the underwater realm to find the sunken treasure. You'll be able to exit the town and head to the Sea Cave entrance just to the southwest. But before you go diving into a new adventure, there's someone else you should see in town. In addition to all of the talk about strange goings-on in the sea, you'll also discover that a student of Frogfucus lives in town. You can visit this wise frog and exchange Frog Coins for special items such as the Cen Trick, which doubles the number of coins you win in battle.



FROGFUCIUS' STUDENT

This worthy graduate of the University of Frogfucus has wandered far and gathered many apocryphal items. Here, far from his humble beginnings, the amphibian scholar sets his wares on the second floor of the ridge's house. He can sell you Battle! Times for starting a battle over, Experience Booster, which doubles your Experience when equipped, the coin-doubling Cen Trick, and the Squeeze Ring, which cuts in half the amount of Flower Points needed for Special abilities.





IMPOSTERS

Upon returning to the Seaside Town after defeating King Calamari and Jonathan Jones, you'll find the things have changed for the worse. Although the people wandering about town may look like the regular townsfolk, they are actually Smitty's henchmen in disguise. The older ones turn out to be Yaridovich, a cruel and unusual lieutenant who will torture an old man until you hand over the Star Piece that you won from Jonathan Jones. You'll also have to fight Yaridovich after handing over the Star Piece, so stock up on Mushrooms and Syrup before chasing him to the seashore northwest of town. When you do go after the fleeing Yaridovich, you'll catch up to him on the beach and fight until Jonathan Jones appears and leads a fan. After you defeat Yaridovich, return to the Seaside Town and free the people from the once-locked building. Once again, Mario and crew will be hailed as heroes.



YARDOVICH

This cunning master of disguise will taunt you and torture an old man with a thieving feather until you hand over your hard-won Star Piece. Before chasing after him, resupply yourself with Mid Mushrooms and Maple Syrup. You'll be glad you did! During the battle with Yaridovich, you'll encounter the puzzling Mirage attack, the effect of which is to make a second Yaridovich appear and attack you. Go in swinging with Mario, Toadstool, and Mallow. Mallow's Thunderbelt attack cripples Yaridovich, and Toadstool's Group Hug keeps your party on its toes. With victory comes the return of the Star Piece and the key that opens the building in town.



BEETLE-MANIA

Beetles Are Us, home to the biggest beetle market in the known world, can be found here in the Seaside Town. You can pay for all of your beetling needs, including a 100 coin initiation fee and a 50 coin Beetle Box. Once you have the box, head off to Booster Hill and try to catch male and golden beetles, then return to the shop and sell your insectile treasure for hard cash. You can do this as often as you want, but unless you're a skilled beetle catcher, it may not pay big dividends.



MUSHROOM SHOP

The Mushroom Shop in Seaside Town exchanges items for special Mushrooms. The only way for the shopkeeper to tell if a Mushroom is special is if he tastes it. After he eats it, he tells you if it is special and gives you the Mushroom found in the Forest. Many be special varieties, such as the Rippin' Mushroom or the Berry Mushroom. Collect as many of these toadstools as possible, then return to the shop for identification. For unusual items such as Rock Candy, the Mushroom Shop is a great source.





BY THE SEA

Although this area is called "Sea" by the locals, it is really a series of watery caves that lead to the sunken pirate ship. Visit the Shaman's Shop for weapons and supplies.



ZEOSTAR

The Sea Caves are filled with starfish called Zeostars that will attack if you step on them.

Their regular attacks won't damage you much, but their Special Attacks, such as Viro Plasm can take a toll.

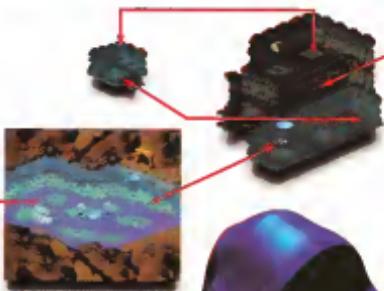
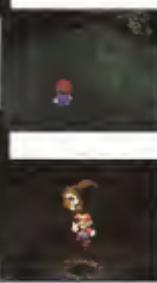
Zeostar's poison keeps on biting a character every turn, whether the character has been attacked or not. Give these creatures a wide berth or use Mallow's Thunderbolts.



THE BEST 'SHROOM IN THE SEA

As everyone knows, mushrooms thrive in dark, damp conditions. So what could be darker and damper than a cave in the sea? That's where you'll find the Max Mushroom hidden away. Dive down the whirlpool and walk along the bottom to the upper left underwater doorway. Follow the rising air bubbles to the surface and hit the Treasure Box in the room. Since the Max Mushroom is a valuable item, don't use it unless absolutely necessary.

Took a deep breath and dive down into the whirlpool in the sea cave. Follow the wall back until you reach a door. In the next pool, swim to the surface and get the Max Mushroom.



SHAMAN MART

The Shaman's Shop contains something for everybody. The items you'll find here, whether they are weapons, armor or supplies, will be useful in the Sunken Ship area just ahead. The Sailor suits will protect your party from sharks, squid and the other denizens of the deep. The weapons include Harpy Gloves for Bowser, a Super Hammer for Marla, a Hand Gun for Geno and Whomp Gloves for Mallow. Stock up on Pick Me Up and Max Mushrooms before heading underwater.

TO SUNKEN SHIP



BLOOBER

Bloobers have plagued Mario for over ten years, since he first encountered them in the water stages of Super Mario Bros. Now, they're all grown up and more damaging than ever. Bloober's ink blast attack is the worst this squid has to offer. You can clean up on Experience Points, though. You'll often find Bloobers keeping company with Zeostars. So if you step on a star, you'll probably find a Bloober, as well. Bloobers can give you the Lucky Bonus if you use a Yoshi's Cookie, which gives you a chance to play the Yoshi Skill game after you win. Defeating Bloobers is a matter of using strong Regular Attacks or Fire or Thunderbolts to deplete their 130 HP.



JOURNEY DOWN UNDER

The only way to reach the Sunken Ship at first is by diving deep to the bottom using the whirlpools in the sea. You'll find Bloobers bobbing in the tides, offering you a chance to build up your experience before confronting your party to the difficult battles ahead. Once Mario dives into the drink, walk along the bottom, avoiding the rising currents indicated by air bubbles, until he reaches the wreck of the Sunken Ship. Hop onto the tiles, then up to the crow's nest.

The crow's nest acts like a pipe that leads down into the hold of the Sunken Ship. Press Down on your Control Pad to enter the ship and begin solving the riddles placed there by Joaquin Jones.





SUNKEN SHIP

Dive into the realm of King Calamari and Jonathan Jones, a squid and a shark who challenge visitors with their cunning puzzles and dangerous traps.



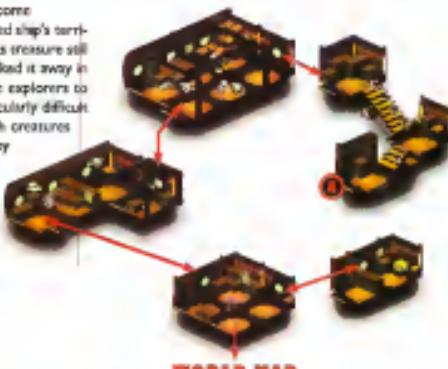
DIARY OF THE DEEP

When Mario and his friends enter the Sunken Ship, they come upon the pages of a diary written at the time of the ill-fated ship's terrible encounter with a giant squid. The ship went down with all hands and its treasure still on board. But the crew moved quickly to protect the treasure. They locked it away in the hold with a secret password, leaving six clues in six rooms for future explorers to puzzle. The six clues were written by several sailors, making them particularly difficult to decipher. These days, the hold is filled with ghosts and other ghoulish creatures

"We'll take over the ship's cargo just get a hold of us. This ship's going down fast..."



that don't take kindly to anyone strangers. As you search through the dark ship for clues, try to avoid confrontations. Geno's Geno Beam Special Attack works well against these undead enemies as does Pure Water. Mario and other living foes can be dealt with using conventional attacks.



WORLD MAP



SIX LETTERS

Famous sailors left the clues to the six letters that make up the password. In each of six rooms, you must solve a puzzle before you receive one of the clues. Finally, once you've put all six clues together, you must spell out the password by choosing the correct letters. In the first room, jump to force the Koopa Paratroopa to knock the ball onto the switch. In the second room, hit the blocks to line up the springboards so that the bouncing ball will hit the switch. The third room contains a 3-D maze. Enter the block passage and work your way through the maze, jumping often to climb the uneven steps. In the fourth room, you must chase after the coins and collect them before they disappear. You'll have to be fast for this one. In the fifth room, hit the block and cannons. In the final room, roll the dark barrel onto one switch then step on the second switch.

PARATROOPA BUMP



COIN CHASE



TRIPLE SPRINGBOARDS



CANNONBALLS



T-D MATE



BARREL PUSH



Even if you don't knock the ball off of the blocks, you can try to "bounce" your way through.



SPELLING SALTS

The six clues to the password can now be put to good use. Each spelling block has five letters, which can be selected by having Mario jump them with his head. Begin with the block at the upper left corner and go down the line for the first three letters. The second three letters begin with the lower right block and continue to the upper right block. The six clues are as follows: There is an "a" in the word. It is found on the bed of the ocean. It has two vowels. It has four con-

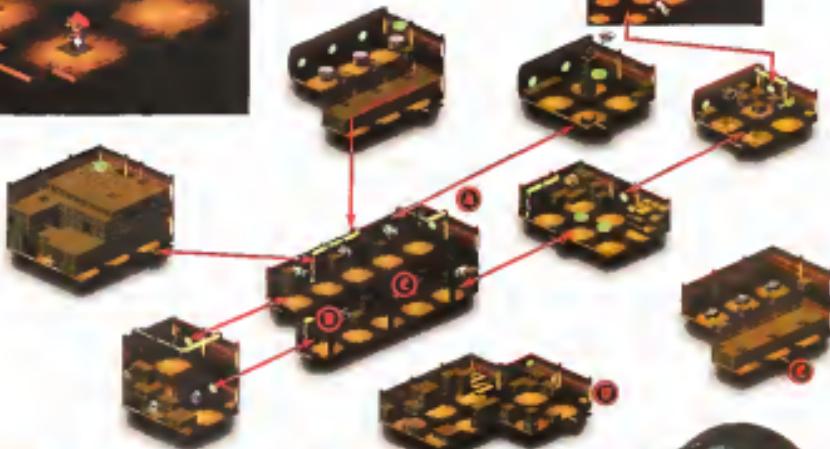


be put to good use. Each spelling is created by having Mario jump them left corner and go down the line begin with the lower right block as are as follows: There is an "A" has two vowels. It has four consonants. Two consonants are side-by-side. The R comes before the L. If you put it all together, you get PEARLS. Spell the password, then speak into the tube to open the door.

PASSWORD KEY

- 1ST : MCOTP
2ND: OTESY
3RD: ARETS
4TH: ATRSC
5TH: TERLO
6TH: STEKRE**

TOP PG. 47



KING CALAMARI

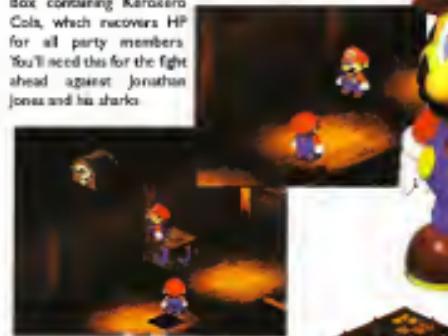
The Sunken Ship has 100 enemy sub-gangs, but the biggest comes in the form of a giant squid named King Calamari. Prepare to face 800 HP of tentacled terror. Each tentacle takes 200 HP or more to destroy. The best party includes Mewo, Toadstool and Giga Mario's Super Flame to score the most damage against the cephalopod and Toadstool keeps everybody healthy. Before reaching Calamari, though, you'll do battle with two sets of three tentacles. Also try the Giga Beam to cook this fish.





MARIO CLONE

In this room, you'll find a clone of Mario who moves whenever you move. Although he copies your movements, the clone Mario begins in a different location, so his movements are not a perfect mirror of your movements. Carefully position the clone near the center of the room and jump on his head. If you jump up in the right spot, you'll find a hidden Treasure Box containing Karkuro Coils, which recovers HP for all party members. You'll need this for the fight ahead against Jonathan Jones and his sharks.

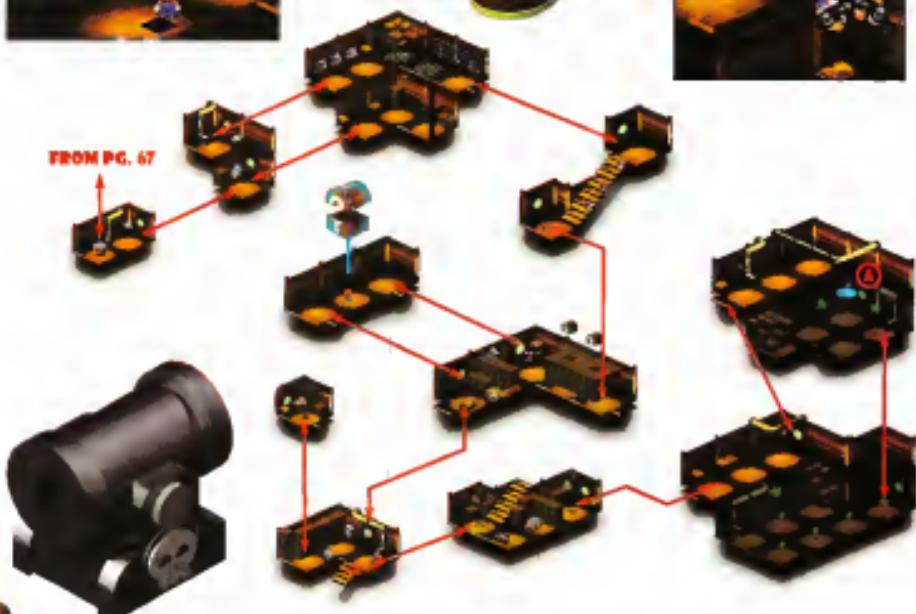


OTHER TOUGHIES

Other tough rooms in the Sunken Ship include the two-level room with Bullet Bills and the room further along where you'll find Helon hiding in a Treasure Box. To eliminate the threat from the Flying Bullet Bills, jump up and hit them from below. Once hit, a Bullet Bill won't return. If you decide to attack Helon later on, use Mario's Super Jump. You'll win 100 coins and the Safety Badge for your effort, but it won't be easy and you have more important battles ahead, so you might think twice about leaping into this fight. You can always go back later to pick up the goodies. The Safety Badge prevents Mute and Pouch attacks.



FROM PG. 67



JONATHAN JONES

jonathan Jones is the islander that Mario lives in the Sunken Ship. He collected a Star Piece when it plummeted into the sea and now he challenges Mario and his friends to a duel. At first, you'll fight blue Jonathan and if you kill him, Jonathan will turn red. Jonathan has a blue jester hat and 60 HP. Red Jonathan appears with about 440 HP left. If you win, you'll receive the fifth Star Piece, not to mention the friendship of Jonathan Jones.



WORLD MAP



NO REST FOR MARIO

After defeating Jones, you'll return to the Seaside Town and face Yandowich. Unfortunately, you'll have to give up your hard-won Star Piece, at least for a short time, in order to save an old man who is being tortured by Yandowich's thugs. After saving the town, you'll hear about Monstro Village for the first time. It is a place where reformed monsters have created a home of their own.

WHO'S WHO

JONATHAN JONES

Your relentless Jonathan Jones doesn't make friends easily. That's why you have to look him in the eye and respect him. But once you show him how tough you can be, he'll be a friend for life. You can count on Jonathan to lend a hand if you find yourself in a desperate fight anywhere near the seashore.



At the far side of "Land 'n' End," it's a town made up of reformed monsters.



LAND'S END

4 GRATE GUY'S CASINO

Remember Grate Guy, one of Booster's henchmen? He's moved into the interior of a giant beanstalk, eating one of the most delicious parts around! Oh, and did you remember to bring your money? Well, it's a casino, this reclusiveness won't accept just anybody, you know.

2 MONSTRO TOWN

Fenton Bubbles trying to climb their ways off this remote mountain have failed. Fortunately for them, these underground connections continue to pass along the heat numbers.



TO SEASIDE TOWN



3 BEAN VALLEY

More delicious to get back to nature, but the flora and fauna of Bean Valley wouldn't let him do it. Prepare for the party by bringing lots of bus spray. In the north of Bean Valley is growing a most popular crop of canna flowers. Weed out those Piranha Plants and you'll find that their roots are growing buried treasure!



1 LAND'S END

Shaggy-headed person and evening sand whooshes through Land's End and his fellow adventurers, but the process of stupendous, rather than the simple, is always the best. Here he finds a hidden last sample, guarded by a four-eyed beast with the ability to control the future.

THE WISDOM OF FROGFUCIUS

"Toadefly is still looking for help, and it's up to you to provide it! When I was a wee tadpole, we had real music. None of this Boyz II Pumpkins nonsense. Take the song of the Monstro Town star. Beautiful, beautiful. The little guy sitting on the shelf at Monsterman's will play it for you. No, he won't write it down. What's that you say? Tone deaf, eh? If you had practiced that piano, like I said—All right, all right. Here it is! LA TI DO RE SO DO RE MI. Now leave me alone while I listen to 'How Huch is That Doggie in the Window?' Unless you have a jar of yummy Cricket Jam, that is. Oh, I'll pay a pretty penny for that lip-smacking pleasure, I will!"



LAND'S END
cocoon doc



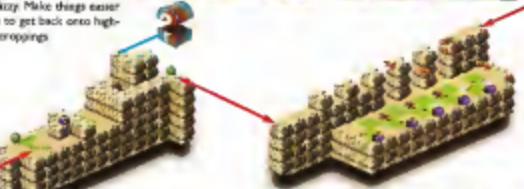
LAND'S END

Pack a canteen, a compass and plenty of Hit Points before entering this beautiful but barren landscape. The desiccated denizens love to sandbag unsuspecting travelers!



CANNONBALL FUN

The ancient ones who inhabited this harsh land never figured out how to use the wheel, so to get around they invented the pot canon and the anti-gravity bridge. The synchronizing cannons haven't missed a beat in eons. Hop inside one and press the B Button to fire yourself into the air. Press the Y Button at the same time and you'll go even farther. If you fall short of your target, just climb back in and try again. With a bit of practice, you'll be scaling sheer rock walls with the ease of a bird on the wing. Getting into the pot canons in the section patrolled by orange Goombas is tough if your timing is a little off, you'll be knocked dizzy. Make things easier for yourself by using the far left canon to get back onto higher ground, then stop over the rock outcroppings.



WORLD MAP



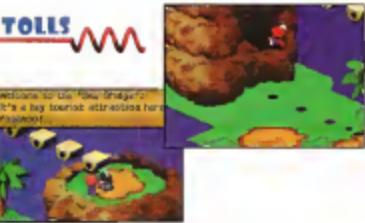
DESERT DESSERTS

On your way out of the second stage of Land's End, you may notice a shadow of a Treasure Box falling across your path. It's way too high for even a world-class jumper. Don't despair. Mario can get a boost. Stand between the canon and the plateau and jump to activate a hidden platform. Crawl back into the canon and it will fire you onto the platform. Once you've landed, the platform will do a magic carpet routine, whisking you up to the Treasure Box, which contains a Frog Coin. You can also find an invincible Treasure Box in the very first section of Land's End. Stand on the far corner of the moving platform and jump when it reaches its highest point.



FOR WHOM THE BRIDGE TOLLS

Strange creatures from a distant land, the tollkeepers of the gravity-defying Sky Bridge project themselves from the intense sun by always wearing hoods. As a result, no one has ever seen their faces. Despite their incredible appearance, they're quite stable, always willing to provide you with advice. The price for passage is five coins, but you'll get that back if you cross via the Normal Route. The bricks will fall in the Special Route, but if you succeed in crossing, you'll earn eight coins. The tough Expert Route promises the biggest payoff: one lovely Frog Coin. A pot canon on the opposite side will make life tough by firing Bokks Bokks at you. Build up your bridge-crossing skills. Take the Normal Route until you can cross successfully, then try Special before moving on to Expert.



→ TO DESERT
PG. 74



THE CAVERN CLUB

The dancing dead that's saying just out of reach throughout Land's End halts at the entrance to this dark cave beneath the Sky Bridge, almost as if it's daring you to jump into the unknown. Well, are you a Mario or a mouse? All sorts of exotic creatures live in the center of the earth, including a Chow that's guarding a Frog Coin and a bug-eyed Rabbit. Squid! When you come across a stack of barrels—doubtless containing refreshments for these denizens of the dark—you'll have to push one out of your way to get through. It provides a convenient step should you want to return to Land's End. However, just around the corner is a trampoline that will catapult you up through a pipe in the Kero Sewers! Just to your left is a Treasure Box you couldn't reach your first time through. The Treasure Box contains a jar of Cricket Jam, a succulent treat for Frogfusions. After deeling the sewers and slip-sliding down the Madas River again, rush on over to Frogfusions' study in Tadpole Pond. He'll reward you well for your gift and give you a valuable clue too!



→ TO KERO SEWERS



LAND'S END DESERT

After crossing the Sky Bridge, you'll tumble into a trackless desert. Before returing out, get some helpful information from the mouse by the trampoline. The oases on the desert's fringe support a few Singers, Link Flowers and Octodivers. Equip the Transform Pin to protect yourself against their spellbinding attacks. In the heart of the desert, sandy paths shimmering in the sun seem to promise a way out, but they lead to dead ends. In this inhospitable environment, only the nine Shogun can survive. Members of a small, tight-knit clan of sand ants, Shogun don't cower to outsiders and will fight fiercely to protect their parched turf. They're so zealous to intruders, in fact, that they'll give up ten coins each time you jump on one. However, these armored ants are the only creatures who've charted the sand whirlpools. These fantastic geologic phenomena will suck you in and hurl you out in another part of the desert. They offer the only route back to civilization. Put on your goggles, hold your nose and sandle up!



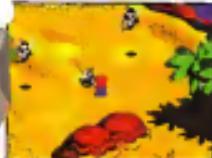
You may think you've escaped the desert when you reach this sheer cliff, but how are you going to climb it?

WORLD MAP



SHOGUN

Novice explorers often have a tough time keeping up with these whirling dervishes, especially in the areas with the fast-moving whirlpools. If you can push a Shogun's whirlpool into a corner, though, the dusty devil won't disappear quite as quickly. As soon as a Shogun vanishes, step in after it. If you jump, you may miss the whirlpool or fall into the wrong one and go back one screen.



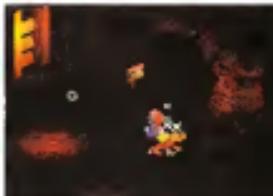
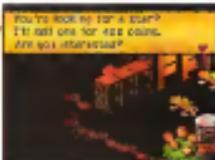
FROM LAND'S END
Pg. 71

LAND'S END



STAR POWER

If you have the Experience Booster Ring, equip it now! The first Treasure Box in your path contains an Invincibility Star. Once you've activated it, and then Y Button and wipe out every enemy in sight. Your invincibility will probably expire before you reach the room filled with Gedets. Don't despair, just check your cash situation. If you have at least 400, hop over the stack of crates on the left. An unseen stranger will offer to sell you a star for 400 coins. If you turn down the offer, you won't get it again. If you fork over the dough, poof! A Treasure Box will magically materialize inside is another Invincibility Star. You can work this deal again after saving your game in Monstro Town. Not quite a Star Piece, but hey, pretty good, right? Now go get those Gedets!



TO BELOME'S TEMPLE



COME FLY WITH ME

When you return to the cliff after meeting Sergeant Flutter in Monstro Town, his Sky Troopers will fan out and hover until you jump on their backs. Then they'll fly slowly to the next Troopa. You'll make it to the top if you simply step from one shell to another, but to reap a reward you'll have to risk a few jumps. Fortunately, falling from a flying Troopa won't hurt Mario. Each time he falls, Sergeant Flutter resets the timer.



SERGEANT FLUTTER

Identified Some first-timers take a picture of Sergeant Flutter with his goggles and olive-green leather cap and conclude that he's a real-life biggie, one. However, experienced aviators admire the discipline with which he commands his squad of eight Sky Troopers. You won't meet this colorful character until you make it through Belome's Temple to Monstro Town, where he's paying a social call on Mankeymama. Beneath his gruff exterior, beats a heart of 24-karat gold. Sergeant Flutter will give you a pep talk if you stumble and fall. Do very well and he'll richly reward you. Bravo, Mario!

Make it up the cliff in less than 14 seconds and you have a 1-in-3 chance of snaring a Frog Coin. The first time you best 12 seconds, Sergeant Flutter will give a Skyscaper Pin to your chest. Best 11.49 seconds and you're assured of winning a Frog Coin. If you're quicker than 11 seconds, you'll win two Frog Coins.

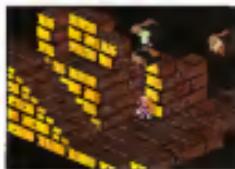
SERGEANT FLUTTER:
Mission accomplished
pinched that frog coin.



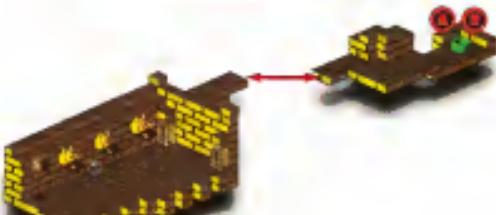


BELOME'S TEMPLE

Eons of drifting sand have covered this once-great temple, but legends of its splendors have lived on in the hearts of men. Many a bold explorer has been lost forever trying to find the secret entrance. Now, Mario has succeeded where the others have failed!



After collecting your fortune, grab this hidden Frog Coin. Another Treasure Box is hidden above the Treasure Box on the left.



TO LAND'S END

UNSCROLL THE FUTURE

You've reached a dead end, unless you decide to pay the shrewed Shaman 50 coins to determine your fortune. Stand under the gargoyle's songes and leap. The order in which you do this will determine your fortune. If you don't like to be surprised, consult the crystal-ball chart on the right. After you flip the gargoyle switches, a pedestal and scroll bearing your fortune will miraculously appear. Read the scroll, then drop down the pipe in the next room. Depending on your fortune, sometimes you'll find a Treasure Box and sometimes you'll find enemies. The gate will then open, admitting to

you a room with four Treasure Boxes, two of which are hidden. Jump from the top of the wall onto the willie box on the left, then jump straight up to unlock a Treasure Box with one Frog Coin. Another Treasure Box is hidden in the middle of the room. Proceed to the next room, where the Shaman will instruct you to flip another gargoyle switch. Then it's down, down, down on Belome's elevator. Will the big boozie agree to a duel, or will he be getting some beauty sleep?



Do you want your fortune told?
It'll cost 50 coins.

YOUR FATE AWAITS

LEFT + CENTER + RIGHT - MAPS B & C
Odd are even that you'll get a Yoshi's cookie or a Mushroom. However, you won't be able to meet Belome.

LEFT + RIGHT + CENTER - MAPS B & D
You'll find a Yoshi's Cookie in a Treasure Box, then face Belome.

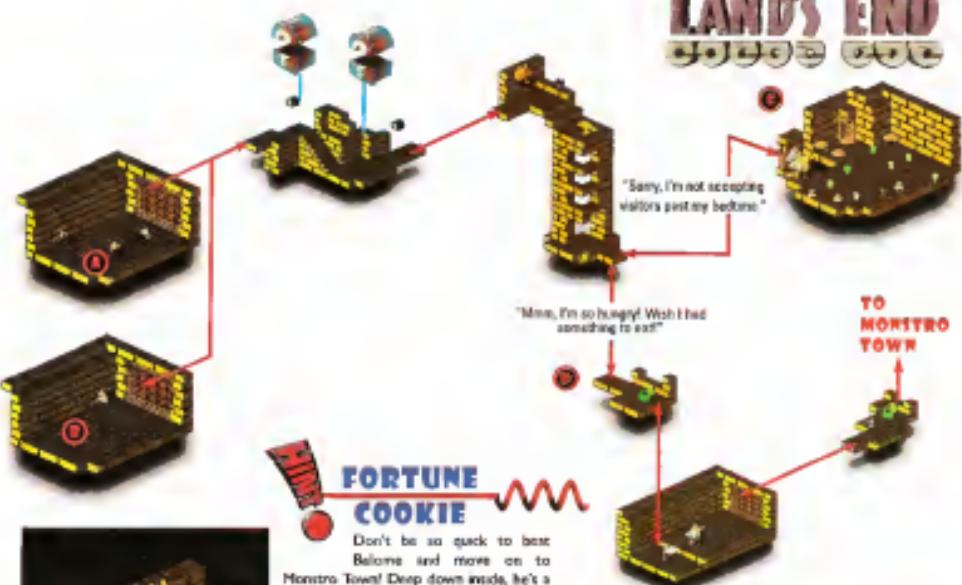
CENTER + LEFT + RIGHT - MAPS A & D
Beat three Chows, then face Belome.

CENTER + RIGHT + LEFT - MAPS A & C
You might run into three Chows or one Shy Away in the next room. You can beat them, but you won't be able to reach Belome. Instead, you'll have to come back and read your fortune again.

RIGHT + LEFT + CENTER - MAPS B & C
Two out of three times, you'll get 100 coins. The other time you'll find a Frog Coin. You won't be able to meet Belome, though.

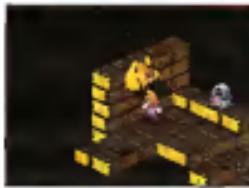
RIGHT + CENTER + LEFT - MAPS B & D
Hop down the pipe next door and you'll find a Treasure Box filled with 100 coins. You'll then meet Belome.

LAND'S END



FORTUNE COOKIE

HINT
Don't be so quick to beat Belome and move on to Monstro Town! Deep down inside, he's a puppy dog with a huge appetite. He's willing to swap the fantastic treasures in his vault for a yummy Temple Key. To get the key, you'll first have to defeat him, then proceed to Monstro Town. Enter the room beneath the ledge with the Temple Key on it. Each time you talk to the frowning Thwomp, he'll demonstrate his earth-shaking leaping ability. You'll have to chat with him seven times to make the key drop from the ledge to the ground outside the door. Return to the temple and choose a fortune in which Belome refuses to fight. If you give him the key instead, he'll usher you right into the vault. Take your time to gather a Royal Syrup, Max Mushroom, Fire Bomb, eight (count 'em!) Frog Coins and four Flowers. Once the vault is ransacked, you won't find any more goodies. However, you can go back and have your fortune told again and again. Consult the chart on the left and you'll pretty much be able to pick and choose the goodies you find. Note that by flipping the left, right, then center switches, you'll get a Yoshi Cookie every time. And the price is a mere 50 coins!



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Give me the key, and the Thwomp will let you pass through.



BELOME

The four-eyed Thwomp from Koopa Sewer is just too a grumpy, and this time he has quite a thick up his slimy sheen. He'll swallow any of Mario's party, split them back out, and then spit out a close fight Belome with Mallow and the Parasols. He's particularly vulnerable to Hollow's Thunder attack, while the evil Hollow and Piranha Plant clones have the fewest Hit Points.





MONSTRO TOWN

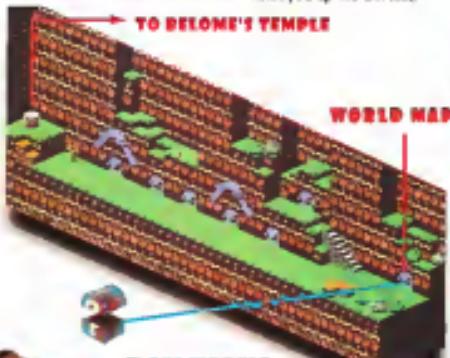
Reformed monsters ponder the errors of their former ways in this cliff-side village. Fortunately for Mario, they're incurable gossips!

SIXTH STAR SENSE

Swallow your fear and talk to every creature in Monstro Town. Don't worry. They won't hurt you! Inside the first house, Monstermama reveals that the sixth Star Piece might be above the clouds. The route there takes you through Bean Valley Fine, you say, but there's that little problem of the cliff in Land's End傲慢. Not a problem, replies Monstermama, who summons a squad of Sky Troopers commanded by Sergeant Butter. This eccentric old-timer thinks things were better when Blimpies ruled the skies. His well-trained Sky Troops will help lift you up the cliff face.



TO BELOME'S TEMPLE



BOX TALKS

It looks like Belome brought a buddy with him when he scrambled from the Kero Sewers. Upstairs at Monstermama's Pandorite will tell you how many hidden Treasure Boxes you have yet to find.



MONSTERMAMA

This cheerful soul makes sure the town's residents don't relapse into their notorious old ways. Think of her as the resident dan mother, always chiding with her uncomfortable "adjusting the table fan to alleviate?" Monstermama will advise you to talk to the star upstairs. It turns out to be a Skomoco that plays a third tune for Melody Bay. Also upstairs, a Kao Funk will suggest you visit an old man behind the Item Shop in Rose Town.



SUPER JUMP CONTEST



Make 30 jumps in one attack and you'll win the Jump Scarf, which adds 30 points to each of your attack and defense capabilities and fortifies instant death. The trick to getting more than 17 jumps is to press the Y button less frequently. One hundred jumps wins you a Super Jumper.



LAND'S END

THE HIDING PLACES



JINX'S DOJO



WHO
WHO

JINX

MARIO

After Smithy took over Bowser's Keep, Bowser's lieutenants scattered to the four winds. One of them, Jagger, has been putting his time on the Jimi to good use. Making his way to Monstro Town, Jagger enrolls in the dojo, or martial arts school, of the great master Jimi. While waiting for Jinx to show up, Jagger challenges Mario to a match. When you defeat Jagger, you'll hear a tiny voice: "Woo-hoo! It's Jimi! Jimi! Jimi!" He's a little cocky when the tiny tutor steps forward. But beware! Jimi relies on self-discipline and a burning spirituality to defeat eight ten-times-his-size Melty Toy with you for open rounds. If you survive those, he'll roll out some really nasty attacks. In round eleven...

...you will be stronger than ever. So don't think it's...



LOCKED DOOR

To unlock this door, Mario will have to purchase the Shiny Stone from the little girl in Molleville. Inside is a traveler from a distant galaxy. Before returning home, Culex would like to challenge Mario to a duel. The entire contingent, including Culex, Fire Crystal, Water Crystal, Earth Crystal and Wind Crystal, pack a whopping 12,396 HP! Don't even try to fight this master of time and space unless each member of your party has reached at least level 25. Begin by using all Rock Candy you may have. If you're fortunate, you'll get some free replacements. After that, it's best to brute it out with Regular Attacks. After the battle, visit Goomba's Weapon and Armor Shop next door, but don't deal with his TriPless. The Mushrooms they're peddling will earn you into a mushroom! Your reward for victory is the potent Quartz Churn.





BEAN VALLEY

Don't be deceived by the verdant vistas of Bean Valley. Man-eating flora and fauna lurk in the rustic hills and dales, ever ready to pounce upon the unwary traveler!



There's something mighty powerful in Shy Guy's watering can. When he sprinkles a little bit of the stuff on dinky sprouts, Post Revenants Smilaxes appear! When you go into battle with them, you'll typically be faced with two Smilaxes, two Geckos and one big Krefid, which looks like an arachnid with an attitude problem. Eliminate as many as possible with multi-energy attacks, then focus your attacks on the Krefid, who will probably be the last one on the field of battle. Once you've uprooted a Smilax from a pipe, do the Mario thing and hop down it. Sure, there's some bad seeds crawling around in the Bean Valley basement, but there's a lot of power-ups, too.

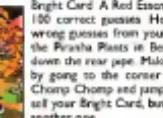


Shy Guy's quite-nasty Cinnabar Sproutone Smilax, then two Smilaxes, then three! Furthermore, since part of Yoshi's initial quest will involve the multiple maniacs with Mame-Milax, you'll have to beat Shy Guy's not done yet! He adds a little more juice, and here come two more Smilaxes and one Megasmilax. The Princess needs to do a Group Hug right away, because Megasmilax's hunger can turn everyone into a toadstool. Concentrate on defeating the little spuds first, then turn your direction to Megasmilax. After defeating this enemy, Shy Guy will again to Ninetail Land and a piece of paper will drift down. Don't read it just yet...



CASINO

It's swank, it's trendy, it's a good way to lose your shirt. Consider taking the Bright Card that got you in to any Item Shop, where it's good for 777 coins. A quick-change artist in Marrymore also has his eyes on this rare item.



RAMBLE TO GAMBLE

Trek across the world back to Booster Tower, where you'll run into Krefid Guy juggling (ignore the red balls and try to guess in which hand the yellow ball winds up. If you win, Krefid Guy will give you a Wit Shroom, Rotten Mash or some other piece of putrid produce. Once in while you'll win a halfway edible item, such as a Super Mashroom. Don't leave until you've guessed correctly 12 times and Krefid Guy will reward you with a Bright Card. A Red Essence is your prize for 100 correct guesses. However, he deflates wrong guesses from your total. Now, go to the Piranha Plants in Bean Valley and jump down the rear pipe. Make a platform appear by going to the corner to the left of the Chompy Chomp and jumping. You can always sell your Bright Card, but you can never win another one.

EASY COME, EASY GO

The Green Guy is no fool; he's going to get rich off people playing these games. Occasionally, you can win something good at Look The Other Way. In the long run, you'll almost surely lose at blackjack. The slot machine is a good choice if you need Frog Coin desperately, but you can lose 100 or more regular coins for each Frog Coin you win.



BLACKJACK



SLOT MACHINE



LOOK THE OTHER WAY

Talk to Green Guy enough times and he'll offer to play this game. Head Left or Right on your Control Pad. If you choose the way Green Guy is pointing, you won't lose anything, but if you choose the other way, you'll get a Frog Coin. It's also lose if you tip the dealer's table.



NIMBUS LAND

1 NIMBUS LAND

Is that going kind really
heaves Malawi? Yeah, and if you believe
that we've done some
wonderful new scenes to
add to your collection.
Brrr... Yes, it better
watch your back
while navigating the
corridors of power in
Nimbus Castle.

TO BOWSER'S KEEP



THE WISDOM OF FROGUCIUS

"The best things in life are free, but don't give
them away once you have them, or you'll never
return to a comfy resort like Tidpole Pond. Shopkeepers will pay big
bucks for your rare finds. They'll also pony up dough for your out-
of-date armor and unused accessories. You'll only get half what you
originally paid, but
that's better than
nothing. Selling off
extra items will
also open up precious space in your
inventory."

TO DEAN VALLEY



HE LOVES IT YEAH, YEAH, YEAH

Thirty years after saving the United Kingdom,
Bowser Mania™ has hit the Mushroom Kingdom.
This time around, the shrimpmen takes the
shape of a Boo in the center of the Mushroom
Kingdom. In playing the game intently, he'll
decide to eat it for \$500. The objective is to
shove him into the King Boo's belly. Boost your
score dramatically by creating a chain reaction.
Shoving little boos for extra life. Buying the game
won't affect your quest for Shmooz, so consider
purchasing them when you're done. To start over
with your \$500 bonus.

Troopa Troploach and his
two Blooms are back.
He takes a return trip across
the world to the Mushroom
Kingdom.

The boy in Mushroom
Kingdom has enjoyed when
you talk to him. Sound familiar?
He also drives a hard
bargain.

Now, remember to appear at the
beginning of the level when the
boss appears. Read well and
you have to intercept.

Press the A Button quickly to
move your boomer boots.

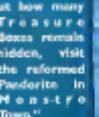
2 BARREL VOLCANO

If you can stand the heat, you can eat the volcano. The one-eyed barmy
boiling below are the toughest you'll find at the
end of the Smelly Slag.



THE WISDOM OF FROGUCIUS

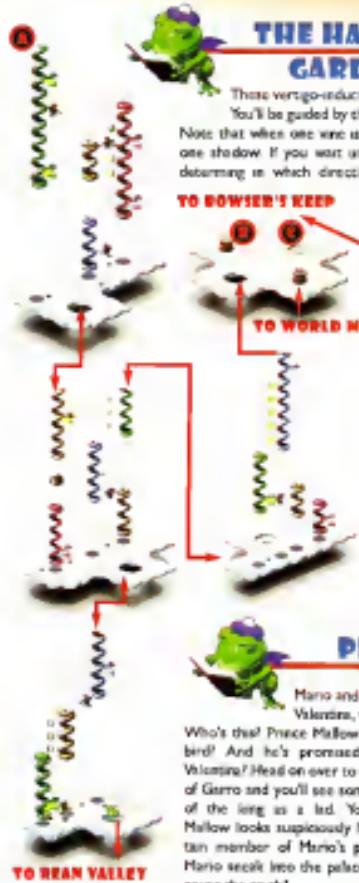
"Nothing sounds finer than Toadstool's
sweet music. Except, that is, the tiny
king of the Signal Ring alerting you to a hidden treasure.
What's the Signal Ring, you say? It seems that Croco, the hor-
rible lizard, has been using this jangling jewel to find
treasures all over the world. Surprise him in
the act of looting a Nimbus Land home,
though, and he'll drop the ring. Equip it
and it will sound a most pleasant tone
whenever you wander into an area with a
hidden Treasure Box. The Signal Ring
won't tell you exactly where the Treasure
Box is, though. If you're ever curious about how many
Treasure Boxes remain hidden, visit
the reformed Pandorite in
Monsanto Town."





NIMBUS LAND

Two lowlifes have hatched a sinister plot to seize the throne of this high-flying kingdom. Mallow leads a desperate effort to stop them!



THE HANGING GARDENS

These vertigo-inducing vines put Mario's jumping ability to the test. You'll be guided by the shadows the vines cast on the clouds below. Note that when one vine is directly over another, the two will cast only one shadow. If you want vines you've reached the top of a vine before determining in which direction to jump, you may find yourself missing repeatedly. Don't worry if you can't get all the regular coins, but do make the lucrative detour to the two Treasure Boxes. One

contains a Rare Scarf, which boosts the Princess' regular and magic defense. Besides, it nicely complements her regal duds. Don't worry about filling off a cloud anywhere in Nimbus Land.



PRINCE OF THIEVES

Mario and friends arrive just in time to hear a blare of trumpets. Out marches a beauty named Valentine, who informs the people that the king is sick. Valentine introduces Prince Mallow Hoy!

Who's that? Prince Mallow is a glib bird! And he's promised to wed Valentine! Head on over to the studio of Garro and you'll see some statues of the king as a lad. Young King Mallow looks suspiciously like a certain member of Mario's party. Can Mario sneak into the palace and discover the truth?



WHO'S
WHO

DODO



Too lazy to lift a wing, this flightless fool has settled for a comely life in Nimbus Castle. Much like his sister Valentine's boasting him around, Dodo dreads the thought of getting a real job even more than his feathers, though, and he turns into a ferocious opponent!

WHO'S
WHO

VALENTINA



Swaggering around in a high-fashion dress with a cockatoo in hand, Valentine sure looks like she might be a bitlerious. Don't be deceived by appearances, though. Behind that posh face lurks a conniving master of palace politics. Valentine has tossed the King and queen in prison and hornswoggled the trusting folk of Nimbus Land into believing that Dodo is really Prince Mallow. Valentine is an unusual tyrant in that she can care less about anything of an art buff. She's carded the castle guards to admit do or die except the renowned sculptor Gario when he's bringing statues. However, Valentine's refined taste might offer Mario a chance to sneak into the palace, but he'll have to keep a stiff upper lip!

FROM PG. 21



DREAM CUSHION



A night at the Nimbus Land Inn will set you back 30 coins. Another 30 smackers will get you the Dream Cushion. When cringing some shut eye on the baby, Mario might dream that those ornery Marimores coils are springing him up for the oven. At other times, Yoshi or the Mushroom Kingdom Chinchilla might wish him good luck. You get nothing for these weird visions, so if you've saved your game before hitting the sack, you might want to hit Reset now and save your money. Once in a while, though, Mario will dream that Toad is actually a Greaser! Next morning, the real Toad will appear and try to make Mario feel better by giving him a valuable Red Essence. Rendering one hero invulnerable for three turns in battle, the Red Essence will come in handy in the duel with Dodo and Valentine.



Off the beaten path, you'll find a secret "Dream Cushion" to rest, then off that'll lie 20 more eggs.



SEE YA LATER, ALLIGATOR



Remember Croco, the larcenous lizard? Most crooks would have seen the error of their ways and headed straight to Montero Town, but not this incorrigible. If you manage to thwart Valentine's mad plan, the joyous townspeople will party through the streets. Croco will take advantage of the celebration to ransack homes. Deep down, though, the croc is a kindly-oh. Accost him and he'll take off so fast that he'll leave a Signal Ring behind. When equipped, this ring will sound an alert when you enter an area with a Hidden Treasure Box. The Signal Ring works anywhere in the world, but doesn't help in battle, so take it off if you're in enemy territory.



TO BARREL VOLCANO



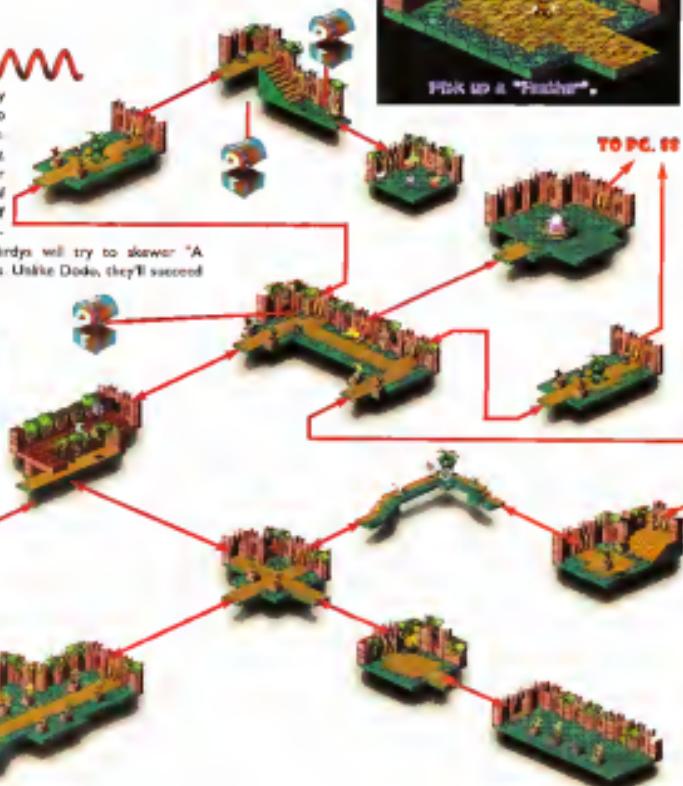
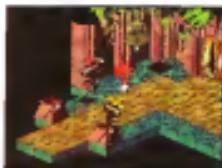
A PECK OF TROUBLE

Valentina has installed Garro's new sculpture, "A Plumber's Lament," in a gallery alongside a series of statues of herself. She then orders Dodo to polish the entire collection. Before Dodo enters, slip back onto the pedestal and make like you're, well, a statue. Unfortunately, Dodo decides to take out his frustration by pecking every statue in sight. When he stands in front of Mario and goes into his windup, jump! At one point, Dodo will leave the room and try to catch you unaware by sneaking around a back way. You're too clever to fall for that old trick, aren't you? If you avoid all of Dodo's pecks, you'll find a Feather in the next room. This pretty item makes the wearer's turn come up slightly more often in battle.



BIRDYS

Mario isn't the only one around who can make like a statue and freeze. Bump into Birdy statues and they, too, will come to life. Unlike other enemies, Birdys will not reappear if you leave a room and return. If Dodo hasn't uncovered your disgust, a couple of disgruntled Birdys will try to skewer "A Plumber's Lament" with their pikes. Unlike Dodo, they'll succeed in unmasking Mario.



PINWHEEL

Remember that fun in Montiemere's house? It's actually a good Pinwheel who remains psychically linked to its bad brethren in Nimbus Castle. If you turned the good Pinwheel to "Break," these Pinwheels will turn slowly, too, allowing you to pass through the breezy corridors. However, flipping the good Pinwheel to top speed will create mini-hurricanes here, forcing you to take detours.

**A KEY FIND**

Valentia is holding five Nimbus folk prisoner in this side room, but that doesn't seem to have dimmed their good spirits. Talk to all of them. One, a former guard, will give you a Castle Key. Another will give you a Flower Jar. Hey, didn't anybody search these people before throwing them in the hogewash? After defeating the Jawful outside, turn left and walk out into space. When you can't go any farther, jump to reveal a hidden Treasure Box with a Frog Coin inside. Now fight your way back to the big chamber with the three doors. Defeat the Heavy Troopa standing guard over the center door. Inside you'll find the singing Shy Away who watered the Megamillax in Bean Valley back at work. Even though he burgled that job, he's wrangled an impressive promotion. La-dee dah, this time he's caring for a giant egg.



Get a "Castle Key!"

BIRDO

Whatever's inside that egg promises you another key if you'll play. You won't suffer any attacks while cracking the shell. Inside is a giggling bird, with a bozo-like break. Birdo's idea of fun is shooting high-powered eggs at her playmates! If you press the B Button twice to select Defense mode, the eggs will sometimes bounce off you and hit Birdo. You can also use Regular Attacks. She'll leave a Castle Key later, so open the door behind her. Fight your way past the Pinwheel and Jawful, and you'll knock off her locked door. Inside is King Nimbus!





AFTER THAT QUEEN!

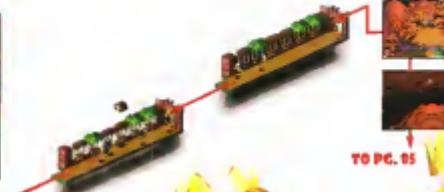
Birdo's Key will admit you to a hall with another locked door. A sign outside the door says King Nimbus is inside. Bowser offers to batter down the door, but Mallow cautions caution. Too late, though, for Shy Away is sounding the alarm. Follow the forked path into the throne room, where you'll find Valentina. The would-be queen clearly believes that she who fights and runs away shall live to fight another day. Chase her through the back door, but before you find her you'll run into some Bluebirds of unhappiness patrolling the narrow corridor. Mallow's Thunderbolt is ineffective against them, so go one step too far and fall into Nimbus Land.



So long... (chumps)!



DODOS! Looks like it's up to us to get us out of yet another jam...



TO PG. 85



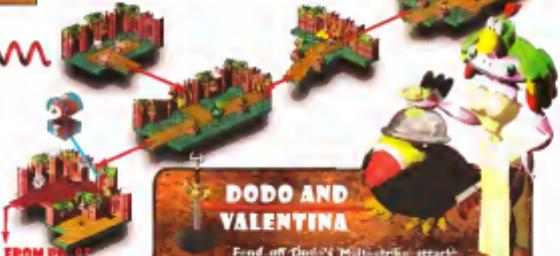
KING AND QUEEN NIMBUS

Judging from the looks of things, there's no doubt that these are Mallow's real parents. Tidy in white, tall and standing and as thin as sticks, celebrities for sure.

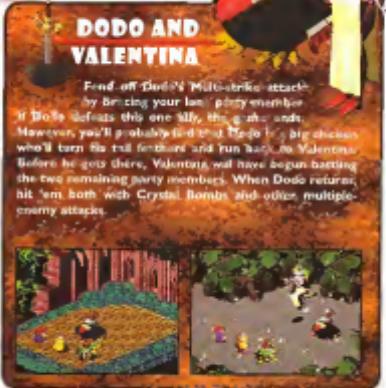
Both the King and Queen will forget their royal standing and invite you to join them for a photograph. Both the King and Queen will press Mallow to continue on the quest for Shy Away. Before embarking on the next leg of your journey, consider returning to Tadpole Pond for some Karokiro coins. After fighting Valentina's crew, you'll probably be awash in cash. Karokiro coins cost a shopping 200-coins apiece, but you'll need all the help you can get in... Barzel Volcano. Afterward, you can get full price on the unused ones at the Nimbus Land Item Shop.

MAKE 'EM SEE STARS

Here's your chance to play James Bond again by saving your game outside the throne room. Now, study the guard's moves. If you're careful, you can get to the Treasure Box without going into battle once. Leap to activate a platform under the Treasure Box. Once you're on the platform, wait until Dodo moves close. Leap once more to activate the Invincibility Star inside the Treasure Box, then head straight for the red-noted rogue. After brushing him aside, make a sharp U-turn and blast through the Bluebirds. If you can, bump the two Bluebirds guarding the previous room. This Invincibility Star lasts only a few seconds, so move quickly! It's not worth the trouble fighting Dodo here. If you can't knock him while you're invincible, press Reset and start again at the Save Box. Once you've beaten both Dodo and Valentina, the Treasure Box will give up a Flower.



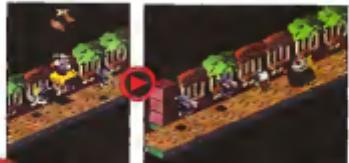
FROM PG. 87



DODO AND VALENTINA

Fend off Dodo's multi-strike attack by bringing your last party member.

If Dodo defeats this one ally, the guards and... However, you'll probably find that Dodo has big chicken who'll turn the tail feathers and run back to Valentina. Before he gets there, Valentina will have begun beating the two remaining party members. When Dodo returns, hit 'em both with Crystal Bombs and other multiple-enemy attacks.



HOT SPRINGS, HOT LAVA

After leaving the King and Queen, go to the room where they had been held prisoner. Inside you'll find the guard who gave you the first Castle Key. This time, he'll give you a Flower Jar. Next, return to the cloud you fell onto while chasing Valentina. This time, the guards will recognize Prince Mallow and let you visit the hot springs, where a quick dip will replenish your HP and IP. Don't stay too long or you might get hot under the collar!



When you're good and record, follow the path leading away from the hot springs. Careful! That last step is a doozy!



STALK THE SHELLS

When you leave the house where you found the Signal Ring, walk straight out into thin air and you meet the Shy Away. He'll give you Ferileze. Return to the place in Bean Valley where you defeated the Megaraxx. You'll find a Seed attached to the note. Take both seeds to the Gardener behind the Item Shop in Rose Town. He'll grow a magical bean stalk. Climb it and you'll reach those two Treasure Boxes you saw when you fell from Nimbus Castle. They contain the Lazy Shell weapon and armor. Equip Mario with the weapon and the Princess with the armor.





NIMBUS LAND

BARREL VOLCANO

Far below the lofty haven of Nimbus Land lies the Barrel Volcano. Thrill seekers may choose to explore the inner workings of this hot spot, but many don't return.

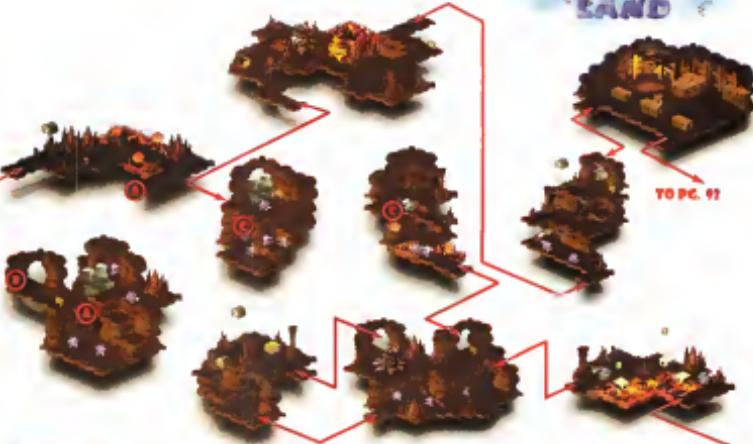


IN THE HEAT

Visitors to the volcano can look forward to heated exchanges with the local wildlife, including Armored Ants and the hard-shelled Magnas, but there are other dangers less obvious. One misstep may lead to disaster if you tread in a pool of lava. You should take the precaution of buying the Fire Shirt or other fire garments to keep your party members cool. A companion who has a mastery of snow attacks, such as Hallow, will prove invaluable.



WORLD MAP

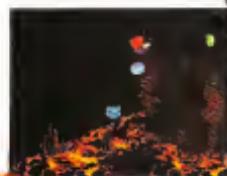


TOP PG. 91



NOTEFOOTED

As you explore the volcano, you'll find several Frog Cores in seemingly unreachable positions. In fact, you can leap to these cores from the correct position. You'll land in the lava a lot while trying to reach the cores, but just keep at it. Look for the Frog Core shown here above the arch. If you jump in the lava after exiting and returning through the arch, you'll land on top of the arch. From there, it's an easy matter to walk over and take the Frog Core. Just beyond the arch, you'll find two more Frog Cores hovering above some steps. Jump to the steps, then jump up to get the cores.



This enemy has a real corker of an attack. He bites unsuspecting spelunkers with his huge cork head or sends a giant sandstorm to attack your crew. Corkpedite also offers you two targeting targets: the head and the body. The body can withstand 300 HP and the head another 200 HP. Since it is worth 30 Experience Points and often appears with Magnas, chances are that you'll get lucky and have the chance to double your EP. You'll run into this character twice during your visit to the volcano.



HINOPIO'S SHOP

Just past the chamber of the Stumper and up some steps, you'll find an odd-looking fellow named Hinopio. Hinopio runs an Item Shop, as he and an Armor Shop in the heart of the volcano. Here, you can purchase the ultimate in thermal protection, otherwise known as the Fire garments. In the item shop, you can pick up extra Mid Mushrooms, Maple Syrup, Pick Me Ups, Able Juice, and Freshen ups.



WHO'S WHO

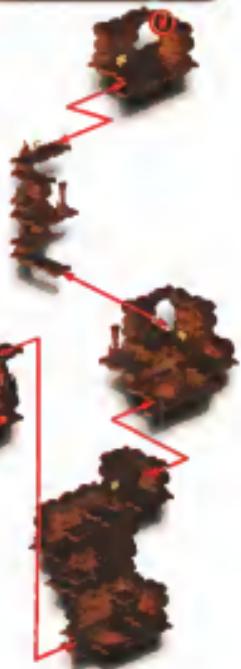
Hinopio moved out of the Mushroom Kingdom long ago to set up shop far below him in the Barrel Volcano. He's a little bit of everything you need in his shop, but he also has things that you don't need, like the model airplane, so the stack of coins. This greasy guy might be the worst Jinn in the game, making you sleep in a bed of coals if you stay the night. Even the Tiki-ki in the Hinopio has a different squad from the rest of the game. What does it all add up to? Buy what you need, because the Gear Dragon is just ahead. In particular, stock up on Mid Mushrooms and Maple Syrup.





CAZ DRAGON & ZOMBONE

Before you begin on this Volcano, you'll have to get past the Czar Dragon and his Army of Zombone. But before you can even get to this dragon, you have to cross over the Bridge of Fire. The blocks won't stay put for long with Mario's weight, pushing them toward the lava. Jump quickly, avoiding the leaping Pyrospheres, until you reach the relative safety of the far side. The safety is only relative because the Czar Dragon lies just ahead. When you meet the serpent, be prepared with protective flame-retardant clothing from Hiaplo's store for each party member. The Czar Dragon uses Fire and Sleep Special Attacks, so be sure to equip at least one party member with a Wake Up Pio. It also throws the dangerous Water Block at your party. Eventually, the Czar Dragon wears down (after 1,400 HP) and summons the even worse Zombone (with 1,800 HP). The battle begins anew, but Zombone uses Shovelwind Blast, capable of hitting your characters for 60 and 80 HP, respectively. The Zombone is susceptible to Ice Attacks such as Snowy, Geno Beam and Pure Wind. For this reason, Geno should be in your party. Hallow's Thunderbolt and Snowy Special Attacks will also be useful, but Toadstool's healing capacity may be more important if you don't have a good supply of Mid Mushrooms.



FROM
PG. 41



NIMBUS LAND

TO
BLADE



AXEM THIEVES

Following the heated battles in the volcano, you'll

find yourself facing the five Axem Rangers who grab the sixth Star Piece and flee. You'll chase them all the way out of the volcano and onto their flying fortress, Blade. As weird as the Rangers appear, they are a tough mob that won't fall easily. If you defeat them all, and Blade, too, you'll finally have the sixth Star Piece all to yourself.



AXEM RANGERS

The five funky Axem Rangers make up Bowser's mightiest soldiers. Each of the five Rangers has its own special skills and types of attacks. Axem Pink, for instance, heals up the rest of the party of Rangers. Therefore, your first target should be Axem Pink. Axem Red will be your final target; so concentrate your attack on the other Rangers, one-at-a-time. Mario, Luigi, and Toadstool once again make up the top team to take against the

Rangers. Good Flash works well if you have lots of Flower Petals and Maple Syrup. In the end, you'll force Axem Red to retreat to Blade's dragon-like Roar. Just keep attacking and healing your party. After defeating the Rangers, the sixth Star Piece will appear and you'll claim it atop the volcano.

AXEM
PINK

AXEM
BLACK

AXEM
RED

AXEM
YELLOW

AXEM
GREEN

Discounted price! We've got this tour running again! Come on down!

10% off admission!



ON TO THE CASTLE

Now, when you return to Nimbus Land you can find the Signal Ring, which helps you locate hidden Treasure Boxes.

When you enter a new area when the Signal Ring is equipped, you'll hear a bell chime. You may not be able to see the Treasure Box, but you'll know it's there. You'll also be able to take the Nimbus Land bus to Bowser's Castle to Mallo's pirates, the King and Queen, and everyone else in Nimbus Land, then go up the steps to the left of the palace to catch the bus. A quick flight will take you to the door of the castle, where the final quest begins.



SMITHY FACTORY

1 BOWSER'S KEEP



Bowser's Keep lies in the northern corner of the Mushroom Kingdom, but Mario and his companions have no choice but to enter and win it back. Even the Fireflies, Dry Bones, Goombas, Goomba Troopers and others harrassing its citizens, can't stand it.

TO NIMBUS LAND



2 SMITHY FACTORY

Smithy's Factory charts out an armful of robotic monsters that stand between you and the proprietor. Only the most determined heroes will pass through alive!



MORE WISDOM



"At the end of any great quest, a tadpole expects and deserves some recognition from the simple peons whose very existence depended on it's heroic actions. In short, it expects a party. At the very least, the grateful citizens of the land should throw it a festive parade and light up the night with a sparkling fireworks display. Ahh, and there's the rub. How do you acquire the fireworks? In fact, there is a little known law of economics that says, if you buy it, it shall be used. Recall the fellow in Moleville who sells fireworks! The more dazzling will be the fireworks show after you defeat Smithy. The chart below shows just how it works. For instance, if you buy three fireworks from the Moleville merchant, the fireworks display will be a dramatic flower. If you buy five fireworks, you'll gaze in awe at the star that bursts overhead during the parade."



3 VISTA HILL



FIREWORKS DISPLAY

- | | |
|---|----------------|
| 0 | MUSHROOM |
| 1 | MUSHROOM |
| 2 | MUSHROOM |
| 3 | FLOWER |
| 4 | FLOWER |
| 5 | STAR |



THE WISDOM OF FROGFCIUS

"A wise amphibian once said, take the short path. I believe I said it, actually. Of course, my Tadpoles swim in circles and never get out of the pond. But you can reach either end of a play course by approaching it from the closest World Map location. To reach the end of a course, approach it from the World Map location that you reached after completing that course."



FRUIN BEACH VALLEY

FROM SEASIDE TOWN





BOWSER'S KEEP

Bowser's old digs have never been exactly comfortable, but now it's downright hostile with Smithy's minions haunting the halls. The fortress holds puzzles, battles and tests of dexterity.



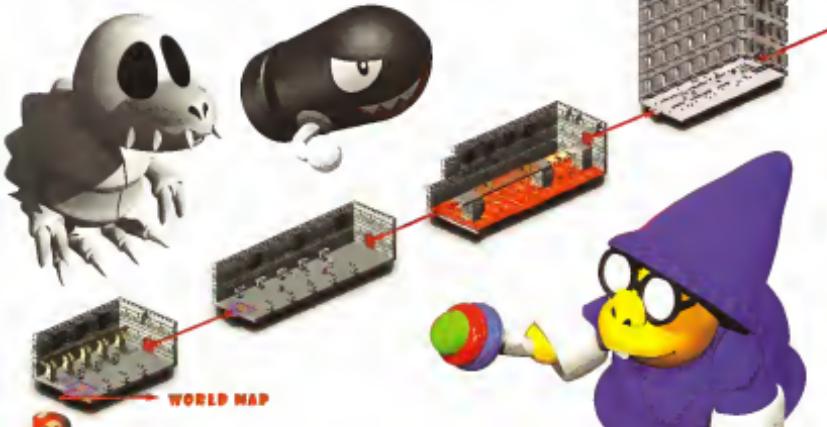
HOME, SWEET HOME

For the King of the Koopas, this pile of rocks hold the sweet scent of home, but things have changed since Bowser last was master of these halls. Even so, Bowser's presence is enough to send feeble foes scampering away at the sight of the towering turtle without putting up a fight. For this reason alone, Bowser should be in the party that you use to storm the fortress. The third party member is up to you. Here, in the upper halls, the worst enemies don't amount to much. Even the Forkies can be defeated easily with a little strategy. The Forkies remain entranced until you hit them, so leave them to the last and then use all of your party members to attack them. You'll finish off the Forkies in no time at all.



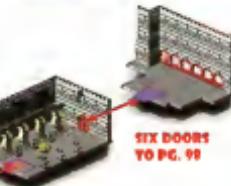
Many feet will simply head for the hills when they see Bowser. Perhaps they are ashamed that they turned against him, or perhaps they can smell his breath. Some things will never change, but Bowser's presence makes the going much easier.

Magikoopa comes to his services and helps out his old employer by filling up your party's HP and FP. You'll need it for the trial of the Six Doors just ahead.



THE DOORS

The path ahead lies beyond six secret doors. Behind the doors, you will find cutting puzzles, tests of bravery, trials of agility and a Super Slap for all your trouble. Your party must brave four of the six doors and the random courses that lie beyond them in order to pass through this area and reach Magikoopa. After some of the courses, you'll receive gifts, such as the Star Gun for Gena and the Super Slap for Princess Toadstool. Two of the courses contain puzzles, two make you fight your way through a gauntlet run of enemies, and two present you with action menus, traps and obstacles. The fighting courses are easier, the puzzles are second easiest and the traps can be difficult.



THE TREASURE TROVE

The richness sits in the game waits behind the six doors. If you complete four of the courses and defeat Magikoopa (piece of cake), then you'll find yourself at the Treasure Box that never runs out of coins. The downside is that you can carry only 999 coins. Your old friend, Croco, will be on hand to sell you supplies.

AFTER CLEARING FOUR OF THE SIX DOORS (BOTH PG. 98)

FROM THE SIX DOORS



BATTLE

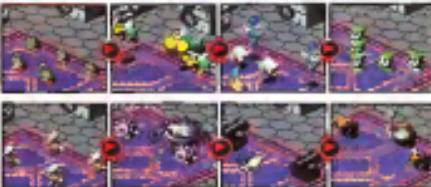


PUZZLE



The Battle Courses behind two of the doors shouldn't present many problems. Each course consists of several corridors filled with enemies. Move down the corridor and fight the enemies. Mire, Bossier and other Mellow or Rena make up the best party to face these enemies.

BATTLE 1-1



BATTLE 2-1



PUZZLE 1-1

In this puzzle, you and a Hammer Bro. named Dr. Topper compete to avoid taking the 21st coin in the box. You can take up to four coins at a time, then Topper takes one. Keep count and don't let Topper leave you with the 21st coin. To avoid that humiliation, you never allow Topper to begin a turn on the 17th coin, because if you do, he can take four coins, leaving you with the 21st.

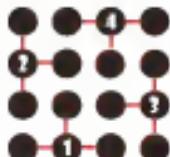


PUZZLE 1-2



PUZZLE 1-3

Dr. Topper's button puzzle begins with a room filled with 16 buttons in the On or Up position. Your job is to push all of them Off or Down. When you jump on a button, the buttons immediately surrounding it are reversed. Use the patterns shown here to blaze through the puzzle. It's simple once you see how the buttons compose four T patterns.



Now, Dr. Topper has set out 16 cannibals. Eliminate one cannibal by kicking another cannibal over it. You have to eliminate all but the final cannibal in this manner. Follow the suggested strategy set out below. Kick in the direction of the arrow for positions 1, 8 and 11. All you have to remember is to keep the cannibals together in grouped pairs.

ACTION



ACTION 1-1

This room is filled with boiling lava, but you can stay out of the heat by staying on the movable catwalks. If you jump, you will reveal the catwalk for a short time, allowing you to pick out your path. Be sure to collect the cool stuff such as the Ice Bath in the Treasure Boxes.



ACTION 1-2

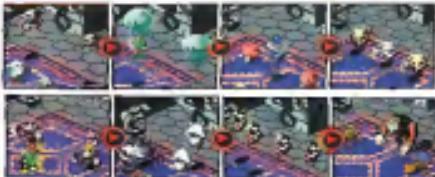
In this room, the trick is to jump from one moving platform to another. The route is very direct. Take the platforms that move straight ahead from the ledge where you begin. Keep taking platforms that move you toward the far door.



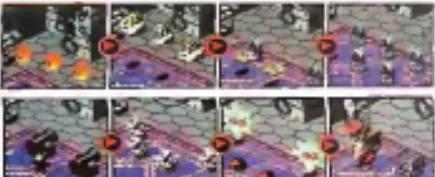
ACTION 1-3

Mario's first nemesis returns, rolling barrels down four ranges of the plumber. Sprint to the first jumping point and leap up to the second tier. You can ride barrels to avoid the platforms at certain points.

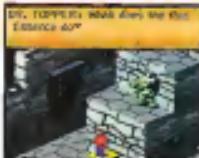
BATTLE 1-1



BATTLE 1-2



BATTLE 2-1



PUTTER 2-1

Dr. Toppin's quiz questions can be learned from playing the game. Each time you answer a question correctly, the platform moves up one notch. You have 12 questions and you need to answer eight correctly to reach the door. If you fail a question, though, you drop down two notches.



PUTTER 2-2



PUTTER 2-3

The barrel counting puzzle may seem difficult at first, but it's easy if you look at the patterns and use multiplication for each level. You'll have an easy warm-up round, then the real thing. For the first round, you'll have ten seconds. But you'll have twenty seconds in the second round. In most cases, you'll have four rows of three barrels each and three levels. That's 36 barrels. Counting up the leftovers should get you your final number.



Use the following clues to determine how the speakers finished the triathlon. First place: I outraced [name] on my bike, and [name] was never able to pass me. 2nd place: I fell into 4th place during the bike race, but finally ended up in the same place as I did in the swimming event. 3rd place: I placed the same in the swimming and cycling events, but 2 others beat me in the marathon. 4th place, I came in 3rd for swimming.



ACTION 2-1

Roll the blocks up and down and jump to the next block. This skill course requires good timing in order to leap to the next block while it is low enough for you to reach.



ACTION 2-2

Roll the ball to the base of the pillars, then jump up. The trick is that the controller functions are reversed. Turn your controller around and let the Bob-ombs do the far side of the switch to give you more time.



ACTION 2-3

The platforms are on the move again in this action course. In this case, one player circles another. You have to jump on the moving platform so that you move toward the far end. You can jump to the Treasure Boxes, as well, but it isn't necessary to finish the course.





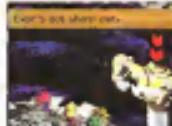
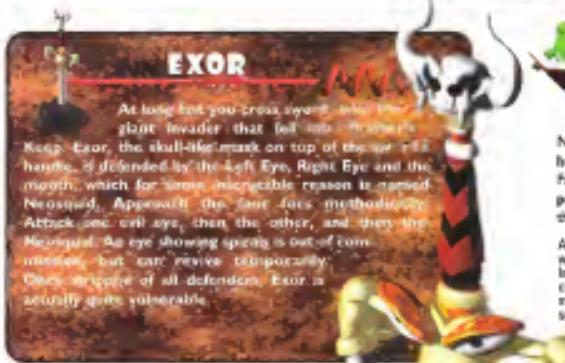
BOOMER

Once more, Mario battles with a blowhard... on Bowser's chandeliers. Sound familiar? Save your Flower Power by sticking to Regular Attacks. Occasionally Boomer will take a swipe at you with his sword, but will seldom cause much damage, especially if you've protected your troops with a Crystalline. Boomer will also replenish his energy, changing from red to blue as he does. Eventually this wannabe tough guy will take a dive, leaving Chandelier-skull-like-flip to haul you to the top of Bowser's Keep.



EXOR

At long last you cross swords with the giant invader that fell from the sky. Meet Exor, the skull-faced mask on top of the world's tallest handle, as defended by the Left Eye, Right Eye and the mouth, which for some inexplicable reason is named Neosquid. Approach the four foes methodically. Attack one eye, then the other, and they'll begin to squirm. An eye showing sprout is out of commission, but can't recover temporarily. Once stripped of all defenses, Exor is actually quite vulnerable.



It's easier to survive the night of the long knife with a Crystalline boost.



If you poised up your defenses, Exor & Co.'s fleshly attacks will inflict relatively little damage. Given breathing space, the Princess unleashes some surprisingly tough attacks.

PLUNGING TO PERIL

After defeating Exor, Mario and friends scarcely have time to celebrate before Neosquid opens wide one last time and sends the five heroes in a terrifying spiral through space to Smoochy factory. They'll land in a strange, cloud-bound world suspended between earth and the stars.

A trampoline nest in white Mario and friends land offers their last chance to revisit the normal world below. A quick snapshot of Mario's Pad might be just what they need before crawling through the factory gates.



SMITHY FACTORY

Mario and friends find themselves in a place unlike any place on earth. Smithy's Gang has carefully built up this maze of conveyor belts, stamping mills and giant bolts for one purpose only: to manufacture doom and destruction!

COWARDLY KOOPA

Figuring that he's got his castle back at last, Bowser doesn't see any more reason to stick his neck out for his allies. Geno nips this would-be master in the bud, arguing that Smithy could always return to rock Bowser's world unless he's beaten for good. When Bowser realizes that he can't be sure of having his Keep for keeps, he agrees to tag along. Good thing, too. Thanks to his brute force, Bowser is one Troops you definitely want on your side as you go into the home stretch.

BOWSER: He's! He's! I only joined so that I could get my castle back.



AKKUS: Captain, you're completely awfully the point.



Leave it to the King of the Ring doll to teach the royal Koopa Troopa a thing or two about loyalty.

DREAM TEAM

MARIO

Pin the Safety Badge to Mario's Hero Shirt and arm him with the Luigi Shovel weapon. Shovel after entering the factory, you'll come across a Treasure Box containing an Ultra Hammer. Ignore this weapon. It actually lowers Mario's attack strength.



PRINCESS TOADSTOOL

The Princess' weapon of choice is the Flying Pan, while her favorite armor is the Luigi Shell. The Blue Guard boosts her defenses even more. Croco cannot you if he sold you the Royal Dress. It doesn't offer nearly as much protection as the Luigi Shell.



BOWSER

You won't need Bowser's Special Attacks much if you've found the Drill Claw. Attach the Head Shell to Bowser's back with the Jaxx Belt and you've really got yourself a lean, mean fighting machine.



Some players like to equip the Princess or Bowser with the Experience Ring and send Geno or Mallow into battle, especially against the lightweight enemies early in this stage.



TO PG. 102

Stand on the screw bridge and jump straight up to get yourself flying. If you miss, you'll just teleport back to where you slipped. Geno and Mallow are your best choices for fighting the Grappler hovering overhead.



COUNT DOWN

Slam down Count Down, then ring the bells of the two Ding-Dongs up top. You'll want to clean the clock first to ward off its impressive recovery magic. If you can't, up all Count Down's life! It's time to unleash a potent attack like the Aurora Flash. Rely on your Regular Attacks if you want to beat the fearsome Dr. Eggman in a timely manner. Mario's Jump Attacks don't fare Count Down, but they really hurt his partners in crime.



NINJA

After you've abandoned with all their Hit Points, these block-clad belligerents deliver one last attack before slipping off into the night. Despite their sinister appearance, Ninja seldom cause more than a pin-prick's worth of damage.

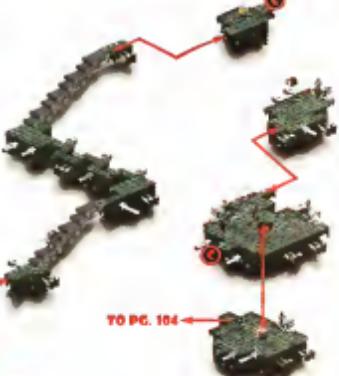


FROM PG. 101



LAST MINUTE SHOPPING

When Domino and Cloaker scream, they'll leave a trampoline behind. But Mario can practically smell Smithy up ahead, so why should he want to turn back now? Head up and left and you'll find yourself in the heart of Smithy Factory. But wait. Who's this hard on your heels? Wrig, it's Toad, with a bagful of goodies for your last-minute shopping needs! Before splurging, note that his HP and PP will automatically refill after every battle from here on out. Anticipate Smithy's attacks on the Princess by stocking up with at least three Pick Me Ups.



TO PG. 104



THE FACTORY TRAPDOOR

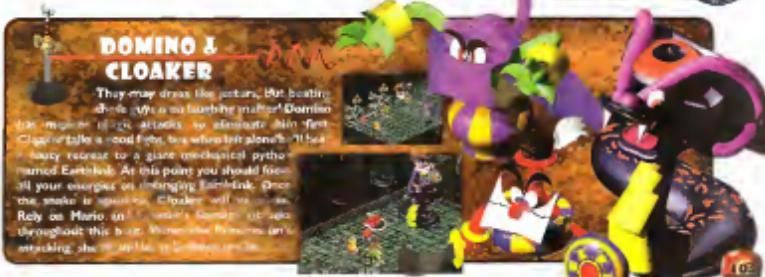


When you reach the Ninja, fight your way to the upper end of the platform. Enter a back room where you'll find a Flower and a Mushroom in two Treasure Boxes. Return to Niggleville and leap on the raised platform where the Machine-made Yandowches keep landing. With a great shudder, the platform will give way, plunging you into a duel with Domino and Cloaker!



DOMINO & CLOAKER

They may dress like jester, but别
别被他们那滑稽的外表蒙蔽。Domino
和 Cloaker 是些狡猾的对手，要击败它们，你得
花点时间。它们会打个盹，但当它们醒过来时，
它们会变成一个巨大的机械章鱼，名叫 Earthhook。在
这个阶段，你应该把所有的精力都放在打败它们上。
Cloaker 将会使用他的风球，而 Domino 将会使用
他的翻滚。无论何时，只要它们开始翻滚，就
立刻攻击它们，这样它们就不会翻滚。



SMITHY FACTORY

22 3 325



SAVE RAY

TO SMITHY

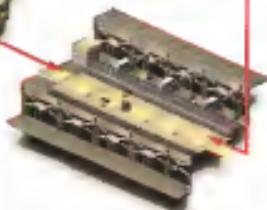
After firing Smithy's Clerk, Manager and Director, you'll come across the game's last Save Block. You can return to Toad any time before you hop on the last switch, which takes you to Smithy. In the last room you'll find the Factory Director and his bizarre but powerful new weapon: Gun Yolk!



FROM PG. 102

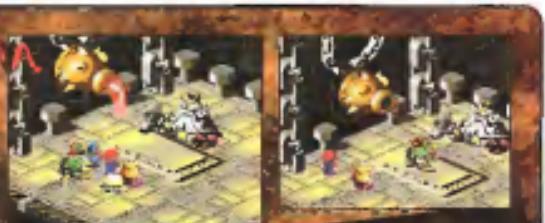
MAKING MISCHIEF

To his horror, Mario discovers that middle management has stepped up production of a whole new generation of mecha-warriors. Throw a monkey wrench in the assembly line by lighting the Clerk, Manager and Director. Each time, you should concentrate on the boss and ignore his lackluster henchmen. However, the Factory Manager and Gun Yolk make a troublesome team. Make quick work of them with Mario's Ultra Jump and the Bowser Crash, while the Princess hurls bombs.



SMITHY

Jump down the hot pipe to the palate of all the world's chauvinists. With his bowing white beard, Smithy looks like a diabolical Santa Claus, pounding out spring-loaded Shakers with his huge dodgemhammer. Because these new weapons will immediately go into battle, you should cut off Smithy's fire-dice by smashing Smasher. Peppermint Toadstool can score major hits if she uses her Frying Pan and Psycho-Bomb. Eventually, Smithy's violent attacks will shudder the factory, spack, planking everyone into a nightmarish pit of giant gears and hideous magics. Burning with rage, Smithy will drop his leviathan disguise and reveal his true self: a moustached bald-banging metalhead. This is a whole new battle so use a new Crystalline and Power Blast if you have them. Mario should head for Smithy's head while Bowser and Toadstool zero in on his chest. Occasionally, Smithy's dark magic will prevent all attacks on his chest. Even in this inferno, the Fire Bomb will scorch Smithy's head and chest for 144 HP spikes.



SUPER MARIO RPG LEGEND OF THE SEVEN STARS

Is a belligerent about to get the better of you? Wondering if that clever shopkeeper is giving you a good deal or the shaft? Unsure which ring, scarf or belt to wear into battle? Then read on. The pros at Nintendo have put together an exhaustive encyclopedia of Mario's world. And it's all for your gaming pleasure!

HANDBOOK FOR HEROES





ENEMIES WHO'S WHO

Occasionally, a vanquished enemy will surrender the indicated item. When two items are listed, the odds of winning the first item are much higher.



ENEMIES

| NAME | WEAK | HP | ATTACK | DEFENSE | MAGIC ATTCK | MAGIC DEFENSE | EXPERIENCE | COST | ITEM | SPECIAL DEFENSE | | | | | | WEAK POINT | |
|--------------|------|-----|--------|---------|-------------|---------------|------------|------|--------------|-----------------|------|---------|-----|------|--------|------------|---|
| | | | | | | | | | | AMP | PIPE | TRAMMER | ICE | FEAR | Poison | SLEEP | |
| ALLEY RAT | 4 | 105 | 70 | 55 | 13 | 12 | 8 | 3 | MUSHROOM | | | | | | | | - |
| AMANITA | 2 | 52 | 35 | 20 | 31 | 18 | 3 | 0 | MUSHROOM | | | | | | | | - |
| AMEROID | 7 | 220 | 130 | 1 | 38 | 120 | 10 | 0 | ROYAL SYRUP | * | | | | | | | - |
| APPRENTICE | 3 | 120 | 50 | 50 | 20 | 20 | 1 | 4 | MUD MUSHROOM | | | | | | | | - |
| ARACHINE | 2 | 82 | 35 | 35 | 8 | 0 | 6 | 6 | ABLE JUICE | | | | | | | | - |
| ARMORED ANT | 8 | 230 | 130 | 120 | 24 | 80 | 36 | 5 | | * | | | | | | | - |
| ARTICHOKE | 3 | 200 | 50 | 54 | 27 | 24 | 12 | 10 | PEABOMB | * | | | | | | | - |
| BAHAMUTT | 7 | 500 | 220 | 120 | 120 | 80 | 50 | 200 | | * | | | | | | | - |
| BANDANA BLUE | 4 | 150 | 80 | 60 | 20 | 30 | 20 | 10 | | | | | | | | | - |
| BANDANA RED | 4 | 120 | 78 | 60 | 25 | 25 | 18 | 10 | MUSHROOM | | | | | | | | - |
| BIG BERTHA | 7 | 350 | 170 | 130 | 0 | 6 | 36 | 7 | | | | | | | | | - |
| BIRDY | 6 | 150 | 110 | 75 | 55 | 13 | 18 | 8 | ENERGIZER | * | | | | | | | - |
| BLASTER | 3 | 120 | 70 | 70 | 0 | 10 | 32 | 9 | PICK ME UP | | | | | | | | - |
| BLOOPER | 4 | 130 | 80 | 38 | 21 | 18 | 12 | 0 | | | | | | | | | - |
| BLUEBIRD | 6 | 200 | 95 | 50 | 80 | 94 | 14 | 6 | BRACER | | | | | | | | - |
| BOB-O-ME | 3 | 50 | 50 | 38 | 1 | 10 | 4 | 1 | PICK ME UP | | | | | | | | - |
| BOX BOY | 5 | 900 | 180 | 110 | 80 | 40 | 100 | 150 | | * | * | * | * | * | * | * | - |
| BUTTER | 2 | 43 | 31 | 15 | 4 | 1 | 4 | 1 | | | | | | | | | - |
| CARROBOSCH | 3 | 90 | 55 | 44 | 28 | 22 | 10 | 4 | ABLE JUICE | | | | | | | | - |

| NAME | WORLD | HP | ATTACK | DEFENSE | MAX ATTACK | MAX DEFENSE | EXPERIENCE | CAGE | ITEM | SPECIAL DEFENSE | | | | | WEAK POINT | | | | | |
|-------------------|-------|-----|--------|---------|------------|-------------|------------|------|-----------------------------|-----------------|------|---------|-----|------|------------|-------|-------|------|------|---------|
| | | | | | | | | | | JUMP | FIRE | TWISTER | ICE | FEAR | Poison | AUTOR | SLICE | JAMP | FIRE | TRAINER |
| CHAINED KONG | 6 | 355 | 150 | 80 | 20 | 50 | 35 | 8 | MAX MUSHROOM | - | - | - | - | - | - | - | - | - | - | * |
| CHESTER | 7 | 550 | 170 | 100 | 80 | 20 | 10 | 0 | - | - | - | - | - | - | - | - | - | - | - | * |
| CHEWY | 5 | 90 | 110 | 82 | 70 | 52 | 14 | 0 | SLEEPY BOMB | - | - | - | - | - | - | - | - | - | - | * |
| CHOMP | 3 | 100 | 60 | 65 | 5 | 31 | 10 | 0 | MUSHROOM | - | - | - | - | - | - | - | - | - | - | * |
| CHOMP CHOMP | 5 | 150 | 100 | 92 | 14 | 30 | 12 | 5 | - | - | - | - | - | - | - | - | - | - | - | * |
| CHOW | 3,5 | 80 | 82 | 77 | 8 | 28 | 15 | 3 | - | - | - | - | - | - | - | - | - | - | - | * |
| CLUSTER | 3 | 60 | 50 | 50 | 21 | 10 | 8 | 8 | PICK ME UP | - | - | - | - | - | - | - | - | - | - | * |
| CORKPEDITE (HEAD) | 6 | 200 | 130 | 110 | 80 | 20 | 50 | 10 | FEAR BOMB | - | - | - | - | - | - | - | - | - | - | * |
| CORKPEDITE (BODY) | 6 | 300 | 180 | 99 | 6 | 1 | 30 | 0 | HONEY SYRUP, ROYAL SYRUP | - | - | - | - | - | - | - | - | - | - | * |
| CROOK | 2 | 38 | 35 | 32 | 12 | 25 | 10 | 10 | HONEY SYRUP | - | - | - | - | - | - | - | - | - | - | * |
| CRUSTY | 4 | 90 | 180 | 100 | 12 | 35 | 25 | 7 | HONEY SYRUP, ROYAL SYRUP | - | - | - | - | - | - | - | - | - | - | * |
| DOPPEL | 7 | 333 | 140 | 60 | 44 | 50 | 40 | 12 | PURE WATER | - | - | - | - | - | - | - | - | - | - | * |
| DRY BONES | 4 | 0 | 24 | 0 | 7 | 0 | 12 | 5 | PURE WATER, MAX MUSHROOM | - | - | - | - | - | - | - | - | - | - | * |
| ENIGMA | 3 | 150 | 55 | 40 | 30 | 35 | 10 | 5 | MAPLE SYRUP | - | - | - | - | - | - | - | - | - | - | * |
| FAUTSO | 7 | 420 | 130 | 100 | 60 | 60 | 5 | 0 | - | - | - | - | - | - | - | - | - | - | - | * |
| FINK FLOWER | 3,5 | 200 | 95 | 32 | 63 | 90 | 20 | 2 | MAX MUSHROOM | - | - | - | - | - | - | - | - | - | - | * |
| FIREBALL | 3 | 10 | 55 | 18 | 30 | 16 | 8 | 0 | PICK ME UP | - | - | - | - | - | - | - | - | - | - | * |
| FROGOG | 2 | 80 | 15 | 8 | 6 | 8 | 8 | 4 | MUSHROOM | - | - | - | - | - | - | - | - | - | - | * |
| GECKIT | 5 | 300 | 84 | 83 | 20 | 8 | 18 | 0 | ABLE JUICE | - | - | - | - | - | - | - | - | - | - | * |
| GECKO | 4 | 92 | 68 | 46 | 9 | 32 | 10 | 0 | - | - | - | - | - | - | - | - | - | - | - | * |
| GLUM REAPER | 7 | 180 | 120 | 55 | 60 | 80 | 35 | 3 | PURE WATER | - | - | - | - | - | - | - | - | - | - | * |
| GORY | 2 | 40 | 23 | 14 | 2 | 10 | 3 | 2 | MUSHROOM | - | - | - | - | - | - | - | - | - | - | * |

| NAME | WORLD | HP | ATTACK | DEFENSE | MAGIC ATTACK | MAGIC DEFENSE | EXPRESSIVE | EXPRESSIVE | GHOSTS | ITEM | SPECIAL DEFENSE | | | | WEAK POINT | | | | | | |
|------------------------------|-------|-----|--------|---------|--------------|---------------|------------|------------|--------|------------------------------|-----------------|------|---------|-----|------------|--------|-------|--------|------|------|---------|
| | | | | | | | | | | | JUMP | FIRE | THUNDER | ICE | WATER | Poison | Sleep | Bounce | JUMP | FIRE | THUNDER |
| GOOMBA | 1 | 15 | 9 | 3 | -1 | -1 | 1 | 0 | - | - | - | - | - | - | - | - | - | - | - | - | - |
| GOOMBEETTE | 4 | 100 | 90 | 10 | 30 | 30 | 0 | 0 | - | - | - | - | - | - | - | - | - | - | - | - | - |
| GORGON | 4 | 140 | 85 | 73 | 24 | 52 | 20 | 0 | - | MID MUSHROOM | - | - | - | - | - | - | - | - | - | - | - |
| GU GOOMBA | 7 | 132 | 115 | 65 | 13 | 68 | 15 | 1 | - | MAX MUSHROOM | - | - | - | - | - | - | - | - | - | - | - |
| GUERRILLA | 2 | 135 | 42 | 32 | -1 | -5 | 8 | 8 | - | ABLE JUICE | - | - | - | - | - | - | - | - | - | - | - |
| HEAVY TROOPA | 6 | 250 | 160 | 100 | 1 | 50 | 32 | 4 | - | - | - | - | - | - | - | - | - | - | - | - | - |
| HIBON | 4 | 600 | 70 | 80 | 60 | 30 | 50 | 100 | - | - | - | - | - | - | - | - | - | - | - | - | - |
| HIPPOPO | 7 | 400 | 150 | 100 | 85 | 53 | 80 | 55 | - | - | - | - | - | - | - | - | - | - | - | - | - |
| HOBGOBLIN | 2 | 50 | 22 | 22 | 8 | 12 | 4 | 3 | - | PURE WATER | - | - | - | - | - | - | - | - | - | - | - |
| JABUT | 7 | 150 | 120 | 95 | 29 | 34 | 0 | 0 | - | - | - | - | - | - | - | - | - | - | - | - | - |
| JAWFUL | 6 | 270 | 150 | 110 | 8 | 12 | 27 | 0 | - | SLEEPY BOMB | - | - | - | - | - | - | - | - | - | - | - |
| JESTER | 3 | 151 | 48 | 35 | 22 | 35 | 10 | 10 | - | - | - | - | - | - | - | - | - | - | - | - | - |
| K-9 | 1 | 30 | 13 | 13 | -1 | 10 | 2 | 0 | - | - | - | - | - | - | - | - | - | - | - | - | - |
| KINKLINK | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | - | - | - | - | - | - | - | - | - | - | - | - | - |
| KRIEGED | 5 | 320 | 95 | 100 | 50 | 40 | 35 | 6 | - | - | - | - | - | - | - | - | - | - | - | - | - |
| LAKITU | 3 | 164 | 450 | 43 | 35 | 16 | 10 | 3 | - | MID MUSHROOM, MAPLESYRUP | - | - | - | - | - | - | - | - | - | - | - |
| LEUKO | 4 | 220 | 65 | 50 | 42 | 40 | 20 | 3 | - | MID MUSHROOM, HONEY SYRUP | - | - | - | - | - | - | - | - | - | - | - |
| LI'L POO | 2 | 66 | 120 | 20 | 74 | 120 | 26 | 0 | - | - | - | - | - | - | - | - | - | - | - | - | - |
| MACHINE MADE (AXEM BLACK) | 7 | 120 | 120 | 110 | 4 | 40 | 25 | 0 | - | MAX MUSHROOM | - | - | - | - | - | - | - | - | - | - | - |
| MACHINE MADE (AXEM GREEN) | 7 | 80 | 105 | 80 | 80 | 120 | 10 | 0 | - | ROYAL SYRUP | - | - | - | - | - | - | - | - | - | - | - |
| MACHINE MADE (AXEM PINK) | 7 | 100 | 95 | 90 | 30 | 100 | 30 | 0 | - | MAPLE SYRUP | - | - | - | - | - | - | - | - | - | - | - |
| MACHINE MADE (AXEM RED) | 7 | 180 | 135 | 85 | 28 | 80 | 50 | 0 | - | ROYAL SYRUP | - | - | - | - | - | - | - | - | - | - | - |

| NAME | WORLD | RANK | ATTACK | DEFENSE | MAX ATTBK | MAX DEFNS | EXPERIENCE | GEMS | ITEM | SPECIAL DEFENSE | | | | | WEAK POINT | | |
|----------------------------|-------|------|--------|---------|-----------|-----------|------------|------|--------------|-----------------|------|---------|-----|------|------------|-------|---|
| | | | | | | | | | | JAMP | FIRE | THUNDER | ICE | FEAR | POISON | SLEEP | |
| MACHINE MADE (AXEM YELLOW) | 7 | 300 | 140 | 130 | 16 | 20 | 25 | 0 | MAX MUSHROOM | - | - | - | - | - | - | - | - |
| MACHINE MADE (BOWTER) | 7 | 1000 | 160 | 120 | 90 | 80 | 50 | 40 | ICE BOMB | - | - | - | - | - | - | - | - |
| MACHINE MADE (DRILL BIT) | 7 | 180 | 120 | 82 | 31 | 69 | 0 | 0 | - | - | - | - | - | - | - | - | - |
| MACHINE MADE (MACK) | 7 | 300 | 160 | 120 | 95 | 40 | 20 | 30 | FREEBOMB | - | - | - | - | - | - | - | - |
| MACHINE MADE (SHYSTER) | 7 | 120 | 135 | 95 | 90 | 65 | 0 | 0 | - | - | - | - | - | - | - | - | - |
| MACHINE MADE (YARIDOVICH) | 7 | 800 | 180 | 130 | 90 | 50 | 180 | 50 | - | - | - | - | - | - | - | - | - |
| MACMITE | 9 | 26 | 45 | 70 | 3 | 1 | 5 | 1 | - | - | - | - | - | - | - | - | - |
| MACMUS | 6 | 50 | 110 | 140 | 3 | 25 | 18 | 3 | BRACER | - | - | - | - | - | - | - | - |
| MALAKOOPA | 7 | 95 | 130 | 120 | 47 | 98 | 23 | 3 | HONEY SYRUP | - | - | - | - | - | - | - | - |
| MASTADOOM | 4 | 180 | 90 | 85 | 30 | 50 | 20 | 0 | MUD MUSHROOM | - | - | - | - | - | - | - | - |
| MOKURA | 5 | 620 | 0 | 0 | 50 | 80 | 30 | 0 | - | - | - | - | - | - | - | - | - |
| MR. KIPPER | 4 | 132 | 76 | 45 | 44 | 10 | 6 | 2 | ABLE JUICE | - | - | - | - | - | - | - | - |
| MUCKLE | 6 | 320 | 90 | 44 | 90 | 44 | 5 | 3 | ICE BOMB | - | - | - | - | - | - | - | - |
| MUKUMUKU | 4 | 106 | 60 | 42 | 22 | 35 | 8 | 1 | MAPLE SYRUP | - | - | - | - | - | - | - | - |
| NINJIA | 7 | 235 | 180 | 76 | 51 | 67 | 32 | 6 | MAPLE SYRUP | - | - | - | - | - | - | - | - |
| OCTOILOT | 2 | 99 | 38 | 27 | 25 | 30 | 6 | 4 | HONEY SYRUP | - | - | - | - | - | - | - | - |
| OCTOYADER | 5 | 250 | 90 | 56 | 63 | 50 | 30 | 8 | - | - | - | - | - | - | - | - | - |
| OERLIKON | 6 | 85 | 120 | 125 | 17 | 50 | 22 | 0 | ENERGIZER | - | - | - | - | - | - | - | - |
| ORB USER | 3 | 8 | 42 | 80 | 28 | 40 | 5 | 2 | HONEY SYRUP | - | - | - | - | - | - | - | - |
| ORBSTON | 6 | 30 | 112 | 140 | 63 | 65 | 18 | 6 | PURE WATER | - | - | - | - | - | - | - | - |
| PANDORITE | 2 | 304 | 30 | 20 | 20 | 20 | 20 | 30 | FLOWER JAR | - | - | - | - | - | - | - | - |

| NAME | LEVEL | HP | ATTACK | DEFENSE | MAGIC ATTACK | MAGIC DEFENSE | EXPRESSIVE | CHARM | ITEM | SPECIAL DEFENSE | | | | | WEAK POINT | | |
|---------------|-------|-----|--------|---------|--------------|---------------|------------|-------|------------------------------|-----------------|------|----------|-----|------|------------|-------|---|
| | | | | | | | | | | JUMP | TRAP | SLOWDOWN | ICE | FEAR | PUSHIN | SLEEP | |
| PINWHEEL | 6 | 99 | 129 | 90 | 70 | 68 | 23 | 0 | PICK ME UP | - | - | - | - | - | - | - | - |
| PIRANHA PLANT | 2 | 169 | 45 | 14 | 29 | 22 | 5 | 5 | SLEEPY BOMB | - | - | - | - | - | - | - | - |
| POUNDER | 7 | 180 | 130 | 70 | 45 | 60 | 24 | 2 | - | - | - | - | - | - | - | - | - |
| POUNDETTE | 7 | 150 | 140 | 60 | 66 | 45 | 23 | 3 | - | - | - | - | - | - | - | - | - |
| PULSAR | 4 | 89 | 75 | 90 | 33 | 35 | 15 | 12 | PICK ME UP | - | - | - | - | - | - | - | - |
| PUPPOX | 7 | 300 | 145 | 110 | 29 | 32 | 30 | 10 | - | - | - | - | - | - | - | - | - |
| PYROSHERE | 6 | 167 | 105 | 66 | 100 | 48 | 17 | 2 | - | - | - | - | - | - | - | - | - |
| RAT FUNK | 2 | 32 | 20 | 14 | 0 | 6 | 2 | 6 | ABLE JUICE | - | - | - | - | - | - | - | - |
| REACHER | 4 | 18 | 4 | 95 | 75 | 90 | 30 | 8 | - | - | - | - | - | - | - | - | - |
| REMO CON | 3 | 89 | 55 | 52 | 25 | 30 | 8 | 7 | HONEY SYRUP | - | - | - | - | - | - | - | - |
| RIBBRITE | 5 | 250 | 115 | 20 | 31 | 29 | 22 | 8 | - | - | - | - | - | - | - | - | - |
| ROB-O-MR | 3 | 42 | 54 | 63 | 1 | 20 | 8 | 1 | PICK ME UP | - | - | - | - | - | - | - | - |
| SACKIT | 4 | 152 | 70 | 63 | 13 | 20 | 20 | 30 | MAX MUSHROOM, ROYAL SYRUP | - | - | - | - | - | - | - | - |
| SHADOW | 2 | 85 | 24 | 5 | 20 | 20 | 3 | 2 | PICK ME UP | - | - | - | - | - | - | - | - |
| SHAMAN | 8 | 150 | 92 | 60 | 80 | 90 | 17 | 4 | MAPLE SYRUP HONEY SYRUP | - | - | - | - | - | - | - | - |
| THOGUN | 5 | 150 | 100 | 80 | 1 | 32 | 24 | 10 | PICK ME UP | - | - | - | - | - | - | - | - |
| TRY AWAY | 5 | 140 | 90 | 50 | 39 | 73 | 1 | 30 | HONEY SYRUP | - | - | - | - | - | - | - | - |
| TRY GUY | 2 | 78 | 29 | 30 | 29 | 6 | 2 | 1 | - | - | - | - | - | - | - | - | - |
| TRY RANGER | 3 | 300 | 100 | 80 | 4 | 10 | 60 | 1 | - | - | - | - | - | - | - | - | - |
| TRYPER | 2 | 30 | 20 | 36 | 18 | 10 | 3 | 2 | HONEY SYRUP | - | - | - | - | - | - | - | - |
| SKYTROOPA | 1 | 10 | 4 | 16 | 8 | 4 | 1 | 1 | MUSHROOM | - | - | - | - | - | - | - | - |
| SLING TRY | 6 | 120 | 108 | 80 | 42 | 21 | 3 | 20 | HONEY SYRUP | - | - | - | - | - | - | - | - |



ENEMIES WHO'S WHO

Top enemies will seldom surrender items, but vanquishing them will give you lots of Experience.



THE MAJOR MEANIES

| NAME | WEIGHT | HP | ATTACK | DEFENSE | MAGIC ATTACK | MAGIC DEFENSE | EXPERIENCE | CANDIS | ITEM | SPECIAL DEFENSE | | | | WEAK POINT | | | |
|------------------------------------|--------|------|--------|---------|--------------|---------------|------------|--------|------------------------|-----------------|------|-------|-----|------------|--------|-------|--------|
| | | | | | | | | | | JUMP | FIRE | THIEF | ICE | FEAR | Poison | SLEEP | SUBERO |
| AXEM BLACK | 8 | 550 | 140 | 120 | 14 | 40 | 40 | 0 | | - | - | - | - | - | - | - | - |
| AXEM GREEN | 8 | 450 | 110 | 80 | 90 | 120 | 20 | -0 | | - | - | - | - | - | - | - | - |
| AXEM PINK | 8 | 400 | 120 | 80 | 80 | 100 | 10 | -2 | | - | - | - | - | - | - | - | - |
| AXEM RANGERS | 8 | 999 | 0 | 100 | 120 | 100 | 50 | 0 | SIXTH STAR | - | - | - | - | - | - | - | - |
| AXEM RED | 8 | 800 | 150 | 100 | 24 | 80 | 40 | 0 | | - | - | - | - | - | - | - | - |
| AXEM YELLOW | 8 | 800 | 170 | 130 | 6 | 90 | 30 | 0 | | - | - | - | - | - | - | - | - |
| BELOME | 2 | 500 | 30 | 25 | 15 | 20 | 30 | 40 | | - | - | - | - | - | - | - | - |
| BELOME | 5 | 1200 | 120 | 80 | 20 | 40 | 80 | 20 | | - | - | - | - | - | - | - | - |
| BIRDO | 6 | 777 | 190 | 130 | 6 | 100 | 60 | 30 | CASTLEKEY2 | - | - | - | - | - | - | - | - |
| BOOMER | 7 | 2000 | 200 | 140 | 25 | 25 | 0 | -0 | | - | - | - | - | - | - | - | - |
| BOOSTER | 3 | 800 | 75 | 55 | 4 | 40 | 60 | 100 | FLOWER | - | - | - | - | - | - | - | - |
| BOWTER CLONE | 5 | 300 | 130 | 100 | 12 | 0 | 0 | 0 | | - | - | - | - | - | - | - | - |
| BOWTYER | 2 | 720 | 50 | 40 | 30 | 35 | 90 | 50 | FLOWER, SECOND STAR | - | - | - | - | - | - | - | - |
| BUNDT | 3 | 900 | 65 | 10 | 25 | 50 | 25 | 0 | | - | - | - | - | - | - | - | - |
| CANDLE | 3 | 10 | 0 | 0 | 0 | 0 | 0 | 0 | | - | - | - | - | - | - | - | - |
| CLERK | 7 | 501 | 160 | 100 | 47 | 0 | 6 | 0 | | - | - | - | - | - | - | - | - |
| CLOAKER | 7 | 1204 | 170 | 130 | 12 | 20 | 60 | 0 | | - | - | - | - | - | - | - | - |
| CLOAKER (ON EARTH LINK) | 7 | 1200 | 180 | 130 | 12 | 25 | 60 | 0 | | - | - | - | - | - | - | - | - |
| COUNT DOWN | 7 | 2400 | 0 | 80 | 120 | 80 | 140 | 100 | | - | - | - | - | - | - | - | - |

| NAME | WHP | HP | ATTACK | DEFENSE | HITNG ATTACK | MAGIC DEFENSE | ESCAPE | GEMS | ITEM | SPECIAL DEFENSE | | | | | WEAK POINT | | | | |
|------------------------------|-----|------|--------|---------|--------------|---------------|--------|------|-----------------------------|-----------------|---------|-----|------|--------|------------|---------|------|------|-------|
| | | | | | | | | | | FIRE | THUNDER | ICE | TEAR | POISON | SLEEP | SILENCE | JUMP | TRAP | FLASH |
| CROCO | 1 | 320 | 25 | 25 | 30 | 15 | 15 | 10 | WALLET, RARE FROG COIN | - | - | - | - | - | - | - | - | - | - |
| CROCO | 3 | 750 | 52 | 50 | 27 | 50 | 38 | 50 | FLOWER JAR, BAMBINO BOMB | - | - | - | - | - | - | - | - | - | - |
| CULEX | 5 | 4096 | 250 | 100 | 100 | 80 | 600 | 0 | QUARTZ CHARM | - | - | - | - | - | - | - | - | - | - |
| CLEAR DRAGON | 6 | 1400 | 160 | 100 | 120 | 70 | 100 | 0 | - | - | - | - | - | - | - | - | - | - | - |
| DING-A-LING | 7 | 1200 | 180 | 120 | 20 | 50 | 30 | 0 | - | - | - | - | - | - | - | - | - | - | - |
| DIRECTOR | 7 | 1000 | 190 | 120 | 57 | 60 | 0 | 0 | - | - | - | - | - | - | - | - | - | - | - |
| DODO (1ST EIGHT) | 6 | 1000 | 140 | 100 | 9 | 60 | 40 | 0 | - | - | - | - | - | - | - | - | - | - | - |
| DODO (2ND EIGHT) | 6 | 800 | 140 | 100 | 9 | 60 | 20 | 0 | - | - | - | - | - | - | - | - | - | - | - |
| DOMINO | 7 | 900 | 65 | 140 | 120 | 150 | 60 | 0 | - | - | - | - | - | - | - | - | - | - | - |
| DOMINO (ON MAD ADDER) | 7 | 800 | 65 | 80 | 120 | 150 | 60 | 0 | - | - | - | - | - | - | - | - | - | - | - |
| DRILL BIT | 5 | 80 | 85 | 70 | 40 | 55 | 0 | 0 | - | - | - | - | - | - | - | - | - | - | - |
| EARTH CRYSTAL | 5 | 3200 | 0 | 70 | 80 | 33 | 0 | 0 | - | - | - | - | - | - | - | - | - | - | - |
| EARTH LINK | 7 | 2500 | 220 | 120 | 5 | 10 | 200 | 0 | - | - | - | - | - | - | - | - | - | - | - |
| EGGBERT | 6 | 10 | 210 | 0 | 0 | 0 | 0 | 0 | - | - | - | - | - | - | - | - | - | - | - |
| EXOR | 7 | 1600 | 0 | 120 | 0 | 60 | 100 | 0 | - | - | - | - | - | - | - | - | - | - | - |
| FACTORY CHIEF | 7 | 1000 | 200 | 120 | 70 | 90 | 0 | 0 | - | - | - | - | - | - | - | - | - | - | - |
| FIRE CRYSTAL | 5 | 2900 | 0 | 100 | 130 | 90 | 0 | 0 | - | - | - | - | - | - | - | - | - | - | - |
| GENO CLONE | 5 | 250 | 120 | 60 | 80 | 30 | 0 | 0 | - | - | - | - | - | - | - | - | - | - | - |
| GRATE GUY | 3 | 900 | 80 | 40 | 25 | 40 | 40 | 15 | - | - | - | - | - | - | - | - | - | - | - |
| GUN TOLK | 7 | 1500 | 200 | 150 | 120 | 80 | 6 | 0 | - | - | - | - | - | - | - | - | - | - | - |
| HAMMER BRO | 1 | 50 | 6 | 13 | 6 | 8 | 3 | 10 | FLOWER JAR, HAMMER | - | - | - | - | - | - | - | - | - | - |

| NAME | WORLD | HP | ATTACK | DEFENSE | WATER ATTACK | WATER DEFENSE | EARTH BOUNCE | GAMES | ITEM | SPECIAL DEFENSE | | | | | | WEAK POINT | | |
|------------------|-------|------|--------|---------|--------------|---------------|--------------|-------|------------|-----------------|-------|---------|-----|------|-----|------------|--------|-------|
| | | | | | | | | | | JUMP | FLAME | THUNDER | ICE | FIRE | ICE | FEAR | POISON | SLEEP |
| JAGGER | 5 | 600 | 120 | 80 | 0 | 50 | 0 | 0 | | - | - | - | - | - | - | - | - | - |
| JINX (1ST MATCH) | 5 | 600 | 140 | 100 | 0 | 80 | 0 | 0 | | - | - | - | - | - | - | - | - | - |
| JINX (2ND MATCH) | 5 | 800 | 100 | 120 | 0 | 90 | 0 | 0 | | - | - | - | - | - | - | - | - | - |
| JINX (3RD MATCH) | 5 | 1000 | 100 | 140 | 0 | 100 | 0 | 0 | JINX BELT | - | - | - | - | - | - | - | - | - |
| JONATHAN JONES | 4 | 820 | 85 | 80 | 25 | 60 | 90 | 50 | | - | - | - | - | - | - | - | - | - |
| KING BÖMR | 3 | 500 | 10 | 130 | 80 | 0 | 0 | 0 | | - | - | - | - | - | - | - | - | - |
| KING CALAMARI | 4 | 600 | 100 | 80 | 30 | 40 | 100 | 100 | | - | - | - | - | - | - | - | - | - |
| KNIFE GUY | 3 | 700 | 70 | 65 | 20 | 10 | 50 | 10 | FLOWER JAR | - | - | - | - | - | - | - | - | - |
| LEFT EYE | 7 | 300 | 153 | 130 | 47 | 80 | 30 | 0 | | - | - | - | - | - | - | - | - | - |
| MACK | 1 | 480 | 22 | 25 | 15 | 20 | 24 | 20 | FIRST STAR | - | - | - | - | - | - | - | - | - |
| MAD ADDER | 7 | 1500 | 150 | 70 | 90 | 180 | 250 | 0 | | - | - | - | - | - | - | - | - | - |
| MACHKOOPA | 7 | 1800 | 100 | 60 | 120 | 100 | 0 | 0 | | - | - | - | - | - | - | - | - | - |
| MAILLOW CLONE | 5 | 150 | 80 | 65 | 70 | 80 | 0 | 0 | | - | - | - | - | - | - | - | - | - |
| MANAGER | 7 | 800 | 170 | 110 | 60 | 70 | 0 | 0 | | - | - | - | - | - | - | - | - | - |
| MARIO CLONE | 5 | 200 | 100 | 90 | 33 | 55 | 0 | 0 | | - | - | - | - | - | - | - | - | - |
| MEGASTMILAX | 5 | 1000 | 140 | 80 | 70 | 80 | 120 | 0 | SEED | - | - | - | - | - | - | - | - | - |
| MEZZO BOMB | 3 | 150 | 70 | 40 | 0 | 40 | 5 | 0 | | - | - | - | - | - | - | - | - | - |
| MICRO BOMB | 3 | 30 | 42 | 30 | 5 | 30 | 0 | 0 | | - | - | - | - | - | - | - | - | - |
| NEOSQUID | 7 | 800 | 160 | 80 | 45 | 50 | 40 | 0 | | - | - | - | - | - | - | - | - | - |
| PUNCHINELLO | 3 | 1200 | 60 | 42 | 22 | 45 | 6 | 0 | THIRD STAR | - | - | - | - | - | - | - | - | - |
| RASPBERRY | 3 | 600 | 70 | 20 | 30 | 20 | 6 | 0 | | - | - | - | - | - | - | - | - | - |
| RIGHT EYE | 7 | 500 | 125 | 100 | 82 | 39 | 50 | 0 | | - | - | - | - | - | - | - | - | - |

| NAME | WORLD | HP | ATTACK | DEFENSE | MAGIC ATTACK | MAGIC DEFENSE | EXPENSE | CONS | ITEM | SPECIAL DEFENSE | | | | | WEAK POINT | |
|------------------------|-------|------|--------|---------|--------------|---------------|---------|------|--------------|-----------------|------|---------|-----|------|------------|---------|
| | | | | | | | | | | JUMP | FIRE | THUNDER | ICE | FLAM | PURGE | |
| SHELLY | 6 | 500 | 0 | 85 | 0 | 0 | 0 | 0 | | - | - | - | - | - | - | AIR |
| SHYPER | 7 | 400 | 170 | 80 | 70 | 50 | 0 | 0 | | - | - | - | - | - | - | FIRE |
| SWEETER | 7 | 1500 | 0 | 120 | 0 | 100 | 0 | 0 | | - | - | - | - | - | - | THUNDER |
| SMILAX | 5 | 200 | 100 | 80 | 70 | 50 | 0 | 0 | | - | - | - | - | - | - | ICE |
| SMITHY (1ST FIGHT) | 7 | 2000 | 230 | 130 | 100 | 100 | 0 | 0 | | - | - | - | - | - | - | FLAM |
| SMITHY (BODY) | 7 | 1000 | 180 | 80 | 20 | 60 | 0 | 0 | | - | - | - | - | - | - | SILENCE |
| SMITHY (HEAD) | 3 | 8000 | 180 | 80 | 80 | 50 | 0 | 0 | | - | - | - | - | - | - | AIR |
| SMITHY (MAGMA HEAD) | 7 | 8000 | 135 | 50 | 130 | 150 | 0 | 0 | | - | - | - | - | - | - | FLAM |
| SMITHY (MASK HEAD) | 7 | 8000 | 40 | 150 | 70 | 100 | 0 | 0 | | - | - | - | - | - | - | ICE |
| SMITHY (TANK HEAD) | 7 | 8000 | 250 | 130 | 10 | 50 | 0 | 0 | | - | - | - | - | - | - | THUNDER |
| SMITHY (TREASURE HEAD) | 7 | 8000 | 150 | 120 | 78 | 80 | 0 | 0 | SEVENTH STAR | - | - | - | - | - | - | FLAM |
| TENTACLES, LEFT | 4 | 260 | 82 | 50 | 35 | 40 | 0 | 0 | | - | - | - | - | - | - | ICE |
| TENTACLES, RIGHT | 4 | 260 | 87 | 70 | 35 | 25 | 0 | 0 | | - | - | - | - | - | - | FLAM |
| TOADSTOOL CLONE | 5 | 1200 | 90 | 90 | 32 | 70 | 0 | 0 | | - | - | - | - | - | - | AIR |
| TORTE | 3 | 100 | 60 | 50 | 8 | 27 | 0 | 0 | | - | - | - | - | - | - | ICE |
| VALENTINA | 8 | 2000 | 120 | 80 | 80 | 60 | 120 | 200 | | - | - | - | - | - | - | FLAM |
| WATER CRYSTAL | 6 | 1800 | 0 | 130 | 120 | 50 | 0 | 0 | | - | - | - | - | - | - | ICE |
| WIND CRYSTAL | 5 | 800 | 0 | 200 | 60 | 88 | 0 | 0 | | - | - | - | - | - | - | FLAM |
| YARIDOVICH | 4 | 1500 | 125 | 85 | 30 | 35 | 120 | 60 | SHED KEY | - | - | - | - | - | - | AIR |
| YARIDOVICH (DOUBLE) | 4 | 500 | 100 | 40 | 60 | 10 | 0 | 0 | | - | - | - | - | - | - | ICE |
| ZOMBONE | 6 | 1300 | 190 | 60 | 80 | 100 | 50 | 0 | | - | - | - | - | - | - | FLAM |

ITEMS

Knowing each item's capabilities is critical, especially since you can't carry more than 29 at once. Don't be surprised if you find yourself making hard choices about which items to sell or throw away and which to keep.



| ITEM | AFFECTS | IN BATTLE | PRICE | RESULT | COMMENTS |
|---------------|-------------|-----------|-------|--|---|
| ABLE JUICE | ONE ALLY | + | 4 | RETURNS ALLY'S STATUS TO NORMAL. | CURES AN ALLY OF SCARECROW, POISON, SLEEP AND OTHER BAD-MAGIC ATTACKS. |
| BAD MUSHROOM | ONE ENEMY | + | 36 | Poisons enemy and causes semi of damage. | PURCHASE IN SEASIDE TOWN BEFORE FIGHTING WARRIOR. |
| BRACER | ONE ALLY | + | 2 | Increases defense power by 100%. | MUST BE PURCHASED WITH FROG COINS. |
| BRIGHT CARD | | + | 0 | Allows you to trade GATE GUY'S CASINO. | GET FROM KNIFE GUY IN BOOSTER'S TOWER. |
| CARROT COOKIE | | | 0 | Can be given to the mole on the bucket in moleville. | CANT BE BOUGHT. |
| CRYSTALLINE | ALL ALLIES | + | 5 | Increases defense power by 100%. | MUST BE PURCHASED WITH FROG COINS. |
| EARLIER TIMES | | + | 15 | Resets the current battle. | PERMANENT MUST BE PURCHASED WITH FROG COINS. |
| ELIXIR | ALL ALLIES | + | 24 | Recovers 30 HP. | SOLD IN TADPOLE POND. PRICE VARIES DEPENDING ON WHICH MUSIC CARD YOU HAVE. |
| ENERGIZER | ONE ALLY | + | 2 | Increases offense power by 50%. | MUST BE PURCHASED WITH FROG COINS. |
| FIRE BOMB | ALL ENEMIES | + | 200 | Causes 100 HP of damage. | CAUSES LITTLE DAMAGE IN ENEMIES STRONG AGAINST FIRE ATTACKS. |
| FIREFWORKS | | | 900 | Can be traded for THE SHINY STONE. | BUT THEM FROM MOLEVILLE INVENTOR. |
| FLOWER BOX | ALL ALLIES | + | 4 | Increases maximum FP by five points. | CANT BE BOUGHT. |
| FLOWER JAR | ALL ALLIES | + | 9 | Increases maximum FP by three points. | CANT BE BOUGHT. |
| FLOWER TAB | ALL ALLIES | + | 9 | Increases maximum FP by one point. | CANT BE BOUGHT. |
| FRESHEN UP | ALL ALLIES | + | 50 | Returns party's status to normal. | CURES ALL ALLIES OF SCARECROW, MUTE AND OTHER BAD-MAGIC ATTACKS. |
| FRIGHT BOMB | ALL ENEMIES | + | 100 | Scare enemies and causes 100 HP of damage. | |
| FROGGIE DRINK | ALL ALLIES | + | 16 | Recovers 30 HP. | SOLD IN TADPOLE POND. PRICE VARIES, DEPENDING ON WHICH MUSIC CARD YOU HAVE. |
| GOODIE BAG | | + | 4 | Gives you one coin each time it is used in battle. | SELL AS SOON AS POSSIBLE. |
| HONEY SYRUP | ALL ALLIES | + | 10 | Recovers 10 FP. | |
| ICE BOMR | ALL ENEMIES | + | 250 | Causes 140 HP of damage. | |



| ITEM | AFFECTS | HEAL | BATTLE | PRICE | RESET | COMMENTS |
|---------------|-------------|------|--------|-------|--|--|
| KEROKERO COLA | ALL ALLIES | + | + | 200 | RECOVERS ALL HP AND FP | WORTH 200 COINS WHETHER BUYING OR SELLING, OR PAY 100 COINS TO MAINTAIN MORE ROOM SERVICE. |
| LAMB'S LURE | ONE ENEMY | - | - | 0 | LURES AN ENEMY AWAY LIKE A LAMB | USE 48 TIMES TO GET SHEEP ATTACK. |
| LUCKY JEWEL | | + | + | 100 | MAKES THE SHILL GAME APPEAR AT THE END OF A BATTLE | DISAPPEARS AFTER 10 USES. |
| MAPLE SYRUP | ALL ALLIES | + | + | 30 | RECOVERS 40 HP | |
| MAX MUSHROOM | ONE ALLY | + | + | 30 | RECOVERS ALL HP | |
| MEGALIXIR | ALL ALLIES | + | + | 90 | RECOVERS 150 HP | TENOR CARD REQUIRED, PRICE VARIES. |
| MED MUSHROOM | ONE ALLY | + | + | 20 | RECOVERS 80 HP | |
| MOLDY MUSH | ONE ALLY | - | - | 0 | RECOVERS 1HP | CANT BE BOUGHT, WIN IT IN KNIFE GUY'S JUGGLING GAME OR AT GRATE GUY'S CASINO. |
| MUKU COOKIE | ALL ALLIES | + | + | 60 | RECOVERS 60 HP | OBTAIN BY ATTACKING MURKUMUKU WITH YOSHI COOKIE. |
| MUSHROOM | ONE ALLY | + | + | 4 | RECOVERS 30 HP | |
| MUSHROOM | ONE ALLY | + | + | 4 | RECOVERS 30 HP BUT TURNS THE ALLY INTO A MUSHROOM. | SOLD IN MONSTRO TOWN BY BOOMBA'S TRIPLETS. |
| MYSTERY EGG | | + | + | 200 | RECOVES THE LAMB'S LURE WHEN USED 10 TIMES | ONLY EFFECTIVE IF PRINCESS USES IT. EQUIP HER WITH BUBBLE RING FIRST. |
| PICK ME UP | ONE ALLY | + | + | 5 | REVIVES A FALLEN ALLY IN BATTLE | |
| POWER BLAST | ALL ALLIES | + | + | 5 | INCREASES OFFENSE POWER BY 50% | MUST BE PURCHASED WITH FROG COINS. |
| PURE WATER | ONE ENEMY | + | + | 0 | DEADS THE UNDEAD ENEMIES INSTANTLY | CANT BE BOUGHT, BUT IS FREQUENTLY WON IN BATTLE. |
| RED ESSENCE | ONE ALLY | + | + | 0 | MAKES AN ALLY INVISIBLE FOR THREE BATTLE TURNS | CANT BE BOUGHT. |
| ROCK CANDY | ALL ENEMIES | + | + | 0 | CAUSES 200 HP DAMAGE | CANT BE BOUGHT. |
| ROTEN MUSH | ONE ALLY | - | - | 0 | RECOVERS 5 HP | CANT BE BOUGHT, WIN IT IN KNIFE GUY'S JUGGLING GAME OR AT GRATE GUY'S CASINO. |
| ROYAL SYRUP | ALL ALLIES | + | + | 0 | RECOVERS ALL FP | CANT BE BOUGHT. |
| SEE YA | | + | + | 0 | PERMANENT | MUST BE PURCHASED WITH FROG COINS. |
| SHEEP ATTACK | ALL ENEMIES | + | + | 0 | TURNS ENEMIES INTO LAMBS, THEN CHASES THEM AWAY | YOU WONT GET EXPENSIVE OR COINS WHEN USING SHEEP ATTACK. |
| SHINY STONE | | + | + | 0 | OPENS DOOR TO DULEX | GET FROM MOLEVILLE GIRL'S PUR-YEND STORE. FROG+TRIFERWORKS. |
| SLEEPY BOMB | ALL ENEMIES | + | + | 1 | FUTS ENEMIES TO SLEEP | MUST BE PURCHASED WITH FROG COINS. |
| STAR EGG | ALL ENEMIES | + | + | 0 | CAUSES 100+ HP DE-LUMAGE | PERMANENT, GET IT BY WINNING THE LOOK AWAY GAME IN THE CASINO 10 TIMES. |
| WALLET | | + | + | 0 | TRADE IT FOR A FLOWER TAB | RECOVER FROM CROC IN BANDIT'S WAY. |
| WILT SHROOM | ONE ALLY | - | - | 0 | RECOVERS 10 HP | CANT BE BOUGHT, WIN IT IN KNIFE GUY'S JUGGLING GAME OR AT GRATE GUY'S CASINO. |
| YOSHI-ADE | ONE ALLY | + | + | 0 | INCREASES OFFENSE & DEFENSE POWER BY 100% | OBTAIN ON YISTER ISLAND. |
| YOSHI CANDY | ONE ALLY | + | + | 0 | RECOVERS 100 HP | RECEIVE FROM YOSHI IN BATTLE. |
| YOSHI COOKIE | ONE ENEMY | + | + | 0 | MAKES YOSHI TURN AN ENEMY INTO AN ITEM | IF YOSHI FAILS TO TURN AN ENEMY INTO AN ITEM, HE'LL GIVE YOU YOSHI CANDY. |



HIDDEN TREASURE BOXES



Here's your guide to every hidden Treasure Box floating over the world. If you're unsure how many remain untapped, consult the reformed Pandorite at Monstermama's house in Monstro Town.



2 MUSHROOM KINGDOM

FLOWER

Cross the stairs of the Item Shop to the basement. A friendly chick-dealer will give you a little lesson in finding hidden Treasure Boxes. When he says "Jump," don't ask how high. Just do it!



4 BANDIT'S WAY

KEROKERO COLA

Stand over the running deer. Jump up and slightly to the right to reveal the Treasure Box. Because it rewards Points and Reward Points in your party, Kerokero Cola is one of the best elixirs you can find.



6 ROSE TOWN

FROG COIN

After hogging from the man's head to reach his house on the hill, go upstairs. The hidden Treasure Box is over the bed. Next, stop on the switch to make the front steps re-arrange.



8 FOREST MAZE

FROG COIN

Boda the Rat Funk in the first underground station, then hop on a trapdoor to get underground once more. Go left and jump to reveal the Treasure Box. This is one part of his plan where Mario likes to not stump.



10 FOREST MAZE

FLOWER

Wiggler patrol seven sections hidden deep in the woods. Hog into the first light stamp, and 11 belligerent Buzzards and angry Adorables, then strafe the patch of light in the foreground and jump.



1 MUSHROOM KINGDOM

FROG COIN

Hop on Toad's head until you enter the Mushroom Castle the first time. As Toad approaches the door to the throne room, jump to reveal a platform. From the platform you can reach the Treasure Box.



3 MUSHROOM KINGDOM

FLOWER

After telling you about hidden Treasure Boxes, the little chimp in the Item Shop basement will take a walk. Jump on his head. When he reaches the corner, jump to reveal the Treasure Box.



5 ROSE TOWN

FROG COIN

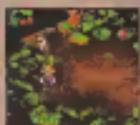
Jump on the bookshelf behind the counter in the Item Shop to reach this Treasure Box. Don't worry about appearing rude. The shopkeeper and his family don't seem to mind that you've burrowed underneath their dining room table.



7 FOREST MAZE

KEROKERO COLA

In Rose Town it's winter, but that doesn't stop Wiggler from having a secret many treasures in the deep dark Forest Maze. Begin your exploration by going to the left side of the very first section of the Forest Maze. Jump to reveal the Treasure Box.



9 FOREST MAZE

KEROKERO COLA

When you reach the area with Wiggler crawling out of some stumps, hop down the stamp on the far left. Once in the canon, go to the far left corner and leap to reveal the Treasure Box.



11 FOREST MAZE

EMPTY

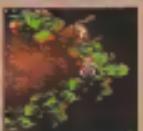
In the section with the 8-ton elephant, jump down the left stamp in the second row. Jump in the corner directly behind the trampolines to reveal the Treasure Box. Unfortunately, it's empty. Fool of ya!



12 FOREST MAZE

FROG ESSENCE

Before exiting the section with the hollow shrub and the Save Block, head right and jump to reveal a Treasure Box. Red Essence renders you invulnerable for three battle turns.



14 PIPE VAULT

FROG COIN

Anoth' hide-a-B.-star. Box hovers two blocks beyond the first one. To get the Frog Coin below, press Right and hold the Y Button to run, then press Down to slide.



16 BOOSTER PASS

FLOWER

Who woulda thought a lovely flower could grow in a cursed booster Pass? In the very first section, stand on the plott, over the cave entrance and jump to reveal the Treasure Box.



18 BOOSTER TOWER

FROG COIN

Ev. do the Shiftn while climbing the first flight of stairs. A Treasure Box floats over the boulder. Simply stand on the dark square and jump. You want to get out of this room without fighting, stick to the back wall and jump over the nosing Shiftn's.



20 BOOSTER TOWER

GOONIE BAG

At the top of Booster Tower, you'll find yourself in a room with giant legs projecting from the wall and a Save Block. Grab the leg as usual; you can hop on top of a visible Treasure Box, then jump again to reveal the hidden one.



22 MARYMORE

FROG COIN

Spent the night at the regular room in Marymore Inn. When you walk in, climb the bookshelf and jump to make the hidden Treasure Box appear.



24 LAND'S END

FLOWER

Reach the penultimate platform by firing yourself out of the first pot corner you reach. Stand on the far corner of the platform and jump away when the platform reaches its high point.



11 PIPE VAULT

FROG COIN

Run down the second of six steps sprouting Phanta Plants. Jump at the end of the row of blocks to make a platform appear. Walk to the second block and jump to reveal the Treasure Box.



15 YESTER ISLE

FROG COIN

After emerging from Pipe Vault, size up the game. A Treasure Box floats slightly to the left of the Save Block. Now head south for some fun and games on the island of the music-loving creatures.



17 BOOSTER PASS

ROCK CANDY

There are two routes from the first section, one through a cavern and the other over the hill. Just to the right of the save-ground, jump to reveal this Treasure Box. Rock Candy blocks may have an enemy in every corner on the battlefield.



19 BOOSTER TOWER

FROG COIN

It takes a sharp eye to spot your way through the ghostly clowns that is Boo-Boo Tower. After the Thwomp sends you to the stool well with the parashutin' Specters, go to the right corner to find this Treasure Box.



21 BOOSTER TOWER

MUSHROOM

Just before leaving the room with the hidden Treasure Box (leaving over a visible one, take a quick pig to Mario's right and jump to reveal another Treasure Box. It's far better to set that Goonie Bag you just stored than to board it).



23 SUNKEN SHIP

FLOWER

After defeating King Cola-Man, Mario will enter an open room where he canos towards a torurous lair with his ghostly alter ego. The real Mario will have to jump on top of mirror Mario, then jump to reveal this Treasure Box.



25 LAND'S END

FLOWER

In the second stage, stand between the cannon and the plateau and jump to activate a hidden platform. Come back to the cannon and shoot onto the platform. Once you've landed, look up to... if this Treasure Box.



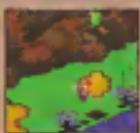


HIDDEN TREASURE BOXES

26 LAND'S END

FROG COIN

Just before you reach the Sky Bridge, jump between the two stationary purple flowers to reveal the Treasure Box. Just don't get a bite in your bottom about the troublemakers swimming around this area. O.K.?



27 LAND'S END

FROG COIN

After the first part of your fortune is fulfilled, a path will open and admit you to a passage-way with two visible Treasure Boxes. Leap from the wall onto the Treasure Box on the left, then jump straight up.

27 LAND'S END

FROG COIN

Hop into the cave beneath the Sky Bridge and follow the secret passage to Kero Sowers. In the first section, go to the corner in the back. Blud the Chow Red leap to reveal the Treasure Box.



28 BELOME'S TEMPLE

FROG COIN

After the first part of your fortune is fulfilled, a path will open and admit you to a passage-way with two visible Treasure Boxes. Leap from the wall onto the Treasure Box on the left, then jump straight up.



29 MONSTRO TOWN

FLOWER

On your way out of the rocky mountain hamlet, stand between the flowering bush and the wall and jump to reveal the Treasure Box. The residents would have grabbed this flower, but their fighting days are over.



30 BEAN VALLEY

KEROKERO COLA

In the area with the two Prunie Plants growing out of the gaps, defeat the Prunie Plant on the lower right and climb down its tree. Circle around to the far side of the room and jump to reveal the Treasure Box.



31 BEAN VALLEY

FROG COIN

Enter the Ican Shop and climb on top of the wooden inventory in the back, then jump toward the shop's entrance and a Treasure Box appear.



32 BEAN VALLEY

FROG COIN

After defeating Birdo, head out the back door to the room where King Nardus is being held prisoner. Pause on your way to jump on the Treasures Box hovering over the lower passageway. A hidden Treasure Box over it contains a Frog Coin.



33 BEAN VALLEY

FROG COIN

To find Frog Coin in Nimbus Land, head to the area with the three doors. Enter the door on the left. Once at the second set of stairs, just before you enter the room with the Saw Block, a hidden Treasure Box hovers overhead.



34 NIMBUS LAND

FROG COIN

After defeating Birdo, head out the back door to the room where King Nardus is being held prisoner. Pause on your way to jump on the Treasures Box hovering over the lower passageway. A hidden Treasure Box over it contains a Frog Coin.



35 NIMBUS LAND

FROG COIN

29 BEAN VALLEY

FROG COIN

Belome is so concerned with eating that he's left a few treasures unguarded. After opening the first hidden Treasure Box, descend the stairs. Stand in this corner and jump to reveal a Treasure Box with a Frog Coin inside.



33 BEAN VALLEY

RED ESSENCE

Defeat the Piranha Plant on the far right and hop into its pipe. Walk right. This Treasure Box is half way between the trampoline and the yellow stars.



34 NIMBUS LAND

FROG COIN

Enter Nimbus Castle and head for the grand hallway with the three doorways. Go to the far left door and say "Hi" to the bird, then stand in the corner and jump to reveal the Treasure Box.



35 NIMBUS LAND

FROG COIN

Starting in the hallway with the three doors, enter the door on the left. Once at the second set of stairs, just before you enter the room with the Saw Block, a hidden Treasure Box hovers overhead.



36 NIMBUS LAND

MUSHROOM

Shortly after bolting from the area with the multiple screws and avoiding the Armless, you'll come across this next stop with a Saw Block. Just to its left is a hidden Treasure Box.





WEAPONS

The Special Attacks look great, but most of your baddie-busting will be done with Regular Attacks. Buy and equip more powerful weapons as soon as you can.

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ATTACK POWER

WEAK

STRONG

COMMENTS

| WEAPON | ATTACK POWER | WEAK | STRONG | COMMENTS |
|--------------|--------------|------|--------|--------------------------------|
| HAMMER | 10 | 1 | 70 | DEFEAT HAMMER BROS. |
| MOKNOK SHELL | 20 | 2 | 20 | GET FROM TOAD AT MOAS RIVER. |
| PUNCH GLOVE | 30 | 3 | 35 | SOLD IN MOLEVILLE. |
| MASHER | 50 | 3 | 0 | FIND IT IN BOOSTER TOWER. |
| SUPER HAMMER | 40 | 3 | 70 | A MARYMORE PURCHASE. |
| TROOPA SHELL | 50 | 4 | 90 | A SEASIDE SHELL. |
| MEGA GLOVE | 60 | 5 | 102 | BUT IT IN MONSTRO TOWN. |
| ULTRA HAMMER | 70 | 7 | 115 | FIND IT IN SMITHY FACTORY. |
| LAZY SHELL | 90 | 2 | 200 | HELP NOSE TOWN GARDENER. |
| HAMMER | 0 | 4 | 123 | LUCKY! APPEARS IF TIMED RIGHT. |

ATTACK POWER

WEAK

STRONG

COMMENTS

| WEAPON | ATTACK POWER | WEAK | STRONG | COMMENTS |
|---------------|--------------|------|--------|------------------------------|
| CHOMP | 10 | 4 | 0 | FIND IT IN BOOSTER TOWER. |
| CHOMP SHELL | 9 | 3 | 60 | TRADE UP IN MARYMORE. |
| SHRUNK GLOVES | 20 | 4 | 92 | WATCH FLYING MARIO. |
| SPIKED LINK | 30 | 5 | 94 | A MONSTRO TOWN MADE. |
| DRILL CLAW | 40 | 7 | 118 | A KEEPER FROM BOWSER'S KEEP. |
| SLAP GLOVE | 40 | 3 | 0 | BASIC PRINCESS PROTECTION. |
| PARASOL | 50 | 4 | 84 | POWERFUL WHEN OPENED. |
| WARP FAN | 60 | 6 | 100 | BUT IT IN NIMBUS LAND. |
| SUPER SLAP | 70 | 7 | 110 | FIND IT IN BOWSER'S KEEP. |
| FRYING PAN | 90 | 3 | 300 | "METAL PLATE" IN MOLEVILLE. |



ARMOR

Maybe armor is so pricey because most outfits are custom-made for only one hero, or maybe it's because high fashion always costs a pretty penny.


MARIO

| ARMOR | WORLD | DEFENSE | MATERIAL | PRICE |
|---------------------|-------|---------|----------|-------|
| SHIRT | 1 | 4 | 6 | 7 |
| THICK SHIRT | 2 | 10 | 8 | 14 |
| MEGA SHIRT | 3 | 8 | 10 | 22 |
| HAPPY SHIRT | 3 | 24 | 12 | 38 |
| SAILOR SHIRT | 4 | 30 | 15 | 50 |
| FUZZY SHIRT | 6 | 36 | 18 | 70 |
| FIRE SHIRT | 6 | 42 | 21 | 90 |
| HERO SHIRT | 7 | 48 | 24 | 100 |

GENO

| ARMOR | WORLD | DEFENSE | MATERIAL | PRICE |
|--------------------|-------|---------|----------|-------|
| MEGA CAPE | 3 | 6 | 3 | 22 |
| HAPPY CAPE | 3 | 12 | 8 | 38 |
| SAILOR CAPE | 4 | 18 | 9 | 50 |
| FUZZY CAPE | 6 | 24 | 12 | 70 |
| FIRE CAPE | 6 | 30 | 15 | 90 |
| STAR CAPE | 7 | 36 | 18 | 100 |

EVERYONE

| ARMOR | SPD | ATTACK | DEFENSE | MATERIAL | PRICE |
|---------------------|-----|--------|---------|----------|-------|
| WORK PANTS | 5 | 10 | 15 | 10 | 5 |
| SUPER JACKET | 30 | 50 | 50 | 50 | 50 |
| LAZY SHELL | 50 | 50 | 127 | 50 | 127 |

COMMENTS

UNUSUAL IN THAT IT BOOSTS ATTACK CAPABILITIES.
MARIO WINS IT BY JUMPING 100 STRAIGHT TIMES.
FIND ATOP THE ROSE GARDENER'S VINE

MALLOW

| ARMOR | WORLD | DEFENSE | MATERIAL | PRICE |
|---------------------|-------|---------|----------|-------|
| PANTS | 1 | 6 | 3 | 7 |
| THICK PANTS | 2 | 12 | 6 | 14 |
| MEGA PANTS | 3 | 18 | 9 | 22 |
| HAPPY PANTS | 3 | 24 | 12 | 38 |
| SAILOR PANTS | 4 | 30 | 15 | 50 |
| FUZZY PANTS | 6 | 36 | 18 | 70 |
| FIRE PANTS | 6 | 42 | 21 | 90 |
| PRINCE PANTS | 7 | 48 | 24 | 100 |

BOWSER

| ARMOR | WORLD | DEFENSE | MATERIAL | PRICE |
|----------------------|-------|---------|----------|-------|
| HAPPY SHELL | 3 | 6 | 3 | 38 |
| COURAGE SHELL | 5 | 12 | 6 | 60 |
| FIRE SHELL | 6 | 18 | 9 | 90 |
| HEAL SHELL | 7 | 24 | 12 | 100 |

PRINCESS

| ARMOR | WORLD | DEFENSE | MATERIAL | PRICE |
|----------------------|-------|---------|----------|-------|
| POLKA DRESS | 3 | 24 | 12 | 0 |
| NAUTICA DRESS | 4 | 30 | 15 | 50 |
| FUZZY DRESS | 6 | 36 | 18 | 70 |
| FIRE DRESS | 6 | 42 | 21 | 90 |
| ROYAL DRESS | 7 | 48 | 24 | 100 |



ACCESSORIES

A few accessories, such as the Experience Ring, work even if the wearer doesn't go into battle. Many of the best accessories can only be found or won, never purchased.



| ACCESSORY | SPD | ATK | DEF | MAGIC | WEIGHT | HP | COMMENTS |
|---------------------|-----|-----|-----|-------|--------|-----|---|
| AMULET | -5 | 7 | 7 | 7 | 7 | 200 | WIN IT IN BOOSTER'S CURTAIN CONTEST. |
| ANTIDOTE PIN | | | 2 | | 2 | 25 | PROTECTS AGAINST POISON ATTACKS. |
| ATTACK SCARF | 30 | 30 | 30 | 30 | 30 | 0 | MARIO WINS IT BY JUMPING 30 TIMES; ONLY HE CAN WEAR IT. |
| B' TUB RING | | | | | | 145 | ONLY PRINCESS CAN WEAR IT. DECREASES MAGIC ATTACKS BY 50%. |
| COIN TRICK | | | | | | 35 | DOUBLES COINS EARNED. MUST BE PURCHASED WITH FROG COINS. |
| EXP. BOOSTER | | | | | | 22 | DOUBLES EXPERIENCE EARNED. MUST BE PURCHASED WITH FROG COINS. |
| FEARLESS PIN | | 5 | | 5 | 100 | | PROTECTS AGAINST FEAR ATTACKS. |
| FEATHER | 20 | | 5 | 5 | 888 | | INCREASES SPEED WITH WHICH WEARER'S TURN COMES UP. |
| GHOST MEDAL | | | | | | 0 | INCREASES DEFENSE POWER BY 2, MAGIC POWER BY 2. |
| JINX BELT | 12 | 27 | 27 | | | 0 | PREVENTS INSTANT DEATH. |
| JUMP SHOES | 2 | | 7 | 5 | 6 | 30 | ALLOWS MARIO TO USE JUMP ATTACKS ON ANY ENEMY. |
| QUARTZ CHARM | | | | | | 7 | PREVENTS INSTANT DEATH, INCREASES OFF. AND DEF. BY 50%. |
| RARE SCARF | 15 | | 15 | 150 | 0 | | NESTLED AMONG NIMBUS LAND VINES. |
| SAFETY BADGE | | 5 | | 5 | 500 | | PROTECTS AGAINST MUTE AND POISON ATTACKS. |
| SAFETY RING | 5 | | 5 | 5 | 800 | | PREVENTS INSTANT DEATH. PROTECTS WEARER FROM MAGIC ATTACKS. |
| SCROOGE RING | | | | | 50 | | DECREASES FP USE BY 50%. MUST BE PURCHASED WITH FROG COINS. |
| SIGNAL RING | 10 | | | | 600 | | EMITS A TONE WHEN A HIDDEN TREASURE BOX IS NEAR. |
| TROOPA PIN | 20 | | | | 0 | | INCREASES ATTACK POWER BY 15, MAGIC POWER BY 15. |
| TRUEFORM PIN | | 4 | | 4 | 60 | | PROTECTS AGAINST MUSHROOM AND SCARECROW ATTACKS. |
| WAKE UP PIN | | | 3 | | 3 | 42 | PROTECTS AGAINST SILENCE AND SLEEP ATTACKS. |
| ZOOM SHOES | 10 | | 5 | 5 | 100 | | INCREASES SPEED WITH WHICH WEARER'S TURN COMES UP. |



INN & SHOP GUIDE

Fighting an alien invasion isn't all fun and games. You have to feed your troops, clothe them, find places for them to spend the night, and provide the equipment that can provide the difference between winning and losing.

MUSHROOM KINGDOM

INN



MUSHROOM KINGDOM

3 COINS



Help Yoshi find his 100th egg and visit Luigi's! Get a jump start on the game by buying items here. Other shopkeepers you'll encounter aren't so particular, though. Unless Mario dons the Jump Shoes sold here, his Jump Attack will prove ineffectual against the specters haunting Kero Sewers.

The bearded proprietor doesn't cotton to customers coming behind the counter or jumping on the shelving. Other shopkeepers you'll encounter aren't so particular, though. Unless Mario dons the Jump Shoes sold here, his Jump Attack will prove ineffectual against the specters haunting Kero Sewers.

ITEM SHOP

| TYPE | NAME | PRICE |
|-----------|--------------|-------|
| ITEM | HONEY SYRUP | 10 |
| ITEM | PICK ME UP | 5 |
| ITEM | ABLE JUICE | 7 |
| ARMOR | SHIRT | 7 |
| ARMOR | PANTS | 7 |
| ACCESSORY | JUMP SHOES | 30 |
| ACCESSORY | ANTIDOTE PIN | 28 |

POND TO PIPES



TADPOLE POND



The items sold here are a big help in battle. Instead of squandering turns boosting the HP of one ally at a time, these items give you a fast group-fix. Late in the game, when enemies wreak havoc on your HP and FP, you'll be thankful you put up a good supply of Kerokero Cola. You'll need a music card from Melody Bay to enter the Juice Bar.

JUICE BAR

| TYPE | NAME | PRICE |
|------|---------------|-------|
| ITEM | FROGGE DRINK | WARES |
| ITEM | ELIXIR | WARES |
| ITEM | MEGALIXIR | WARES |
| ITEM | KEROKERO COLA | 200 |

FROG COIN EMPORIUM

These rare items give you a big boost in battle. Once Geno joins the party with his powerful Geno Boost, you should forego the Bracer and Energizer in favor of the Crystalline and Power Blast. The Sleepy Bomb helps out when you're facing a troop of troublemakers, but be sure that your intended victim is vulnerable to sleep attacks.

| TYPE | NAME | PRICE |
|------|-------------|---------|
| ITEM | SLEEPY BOMB | 1 COIN |
| ITEM | BRACER | 2 COINS |
| ITEM | ENERGIZER | 2 COINS |
| ITEM | CRYSTALLINE | 5 COINS |
| ITEM | POWER BLAST | 5 COINS |

INN**ROSE TOWN****FREE**

During your first trip to Rose Town, visit the Inn and play with Dixie, the innkeeper's son. For helping Dixie with his chores, subsequent stays will be on the house.

**ITEM SHOP**

The Thick Shirt and Thick Pants are your best buys here. The Antidote Pin will protect you against toxic treble-blowers in the Forest Maze, but the Fearless Pin is overpriced. Able Juices will cure the bad-magic attacks deployed by the forest dwellers.

ITEM

| TYPE | NAME | PRICE |
|------|-------------|-------|
| ITEM | MUSHROOM | 4 |
| ITEM | HONEY SYRUP | 10 |
| ITEM | PICK ME UP | 5 |
| ITEM | ABLE JUICE | 4 |

ACCESSORIES

| TYPE | NAME | PRICE |
|-----------|--------------|-------|
| ARMOR | THICK SHIRT | 14 |
| ARMOR | THICK PANTS | 14 |
| ACCESSORY | JUMP SHOES | 30 |
| ACCESSORY | ANTIDOTE PIN | 28 |
| ACCESSORY | WAKE-UP PIN | 42 |
| ACCESSORY | TRUEFORM PIN | 60 |
| ACCESSORY | FEARLESS PIN | 130 |

MOLE MOUNTAINS**INN****MOLEVILLE****INN 10 COINS****FIREWORKS
500 COINS**

An amateur inventor is tinkering with the latest in pyrotechnology. Just outside his home, you can create his Fireworks for the little girl's Toyery Store. This will admit you to the battle with Golem in Moleville.

MINE FINDS

The Metal Plate is actually Princess Teardrop's best weapon. Once equipped, it's called the Frying Pan. It's not for sale until you've passed through Nimbus Land. The Lucky Jewel allows you to play double or nothing after defeating an enemy.

| TYPE | NAME | PRICE |
|--------|-------------|-------|
| ITEM | LUCKY JEWEL | 100 |
| ITEM | MYSTERY EGG | 200 |
| WEAPON | METAL PLATE | 300 |

ITEM SHOP

| TYPE | NAME | PRICE |
|--------|--------------|-------|
| WEAPON | PUNCH GLOVE | 35 |
| WEAPON | FINGER SHOT | 50 |
| WEAPON | CYMBALS | 42 |
| ARMOR | MEGA SHIRT | 22 |
| ARMOR | MEGA CAPE | 22 |
| ARMOR | MEGA PANTS | 22 |
| ITEM | WORK PANTS | 22 |
| ITEM | MID MUSHROOM | 20 |
| ITEM | MAPLE SYRUP | 30 |

SWAP SHOP

| TYPE | NAME | PRICE |
|------|------------|---------|
| ITEM | FIGHT BOMB | 100 PTS |
| ITEM | FIRE BOMB | 100 PTS |
| ITEM | ICE BOMB | 100 PTS |



This Moleville auction will give you points for your items. When you have 100 points, you can purchase a Fire Bomb, Ice Bomb or Fright Bomb. She drives a herd hercules, so don't make a deal unless you really want to have a blast!

HOTEL

**MARRYMORE**REGULAR ROOM - 10 COINS
SUITE - 200 COINS

'ARE YOU CRAZY?!'



That's what you should say to the sharpie in the lobby who wants to buy your Bright Card for a measly 100 coins.

Turn down his follow-up offer of five Frog Coins and hell make his final offer: 10 Frog Coins! Incidentally, tip the bellhop 10 coins every time you stay in the suite. When you leave, tell him you had a wonderful time and he'll give you a nice token of his esteem.



Staying over checkout time in the suite costs you 100 coins per night. If you're out of cash, you'll have to work off your bill as a bellhop.

ROOM SERVICE

| TYPE | NAME | PRICE |
|------|---------------|-------|
| ITEM | PICK ME UP | 10 |
| ITEM | KEROKERO-COLA | 150 |

HOTEL

**SEASIDE TOWN**

15 COINS

MUSHROOM BOY'S SHOP



Hidden in the Forest Maze are some mighty fine fungi. Pluck all that you can, then come here and feed your finds to the proprietor. You won't get anything for the regular mushrooms, but a Rippin' Mushroom merits a powerful Rock Candy and a Berry Mushroom will win you a Maple Syrup. There's even a Flower Mushroom, good for a Flower Tab. Your reserves will diminish on subsequent foraging expeditions, but you can usually find a few Berry Mushrooms.



ITEM SHOP

| TYPE | NAME | PRICE |
|-----------|--------------|-------|
| WEAPON | SUPER HAMMER | 70 |
| WEAPON | HAND GUN | 75 |
| WEAPON | WHOMP GLOVE | 72 |
| WEAPON | CHOMP SHELL | 60 |
| ARMOR | HAPPY SHIRT | 38 |
| ARMOR | HAPPY PANTS | 38 |
| ARMOR | HAPPY CAPE | 38 |
| ARMOR | HAPPY SHELL | 38 |
| ACCESSORY | BTUB RING | 145 |
| ITEM | MUD MUSHROOM | 20 |
| ITEM | MAPLE SYRUP | 30 |

WEAPON & ARMOR SHOP

| TYPE | NAME | PRICE |
|--------|---------------|-------|
| WEAPON | TROGGA SHIRT | 90 |
| WEAPON | PARASOL | 88 |
| WEAPON | HURLY GLOVES | 92 |
| WEAPON | DOUBLE PUNCH | 88 |
| WEAPON | RIBBIT STICK | 86 |
| WEAPON | NOKNOK SHELL | 20 |
| WEAPON | PUNCH GLOVE | 36 |
| WEAPON | FINGER SHOT | 50 |
| WEAPON | CYMBALS | 42 |
| WEAPON | CHOMP SHELL | 60 |
| WEAPON | SUPER HAMMER | 70 |
| WEAPON | HAND GUN | 78 |
| WEAPON | WHOMP GLOVE | 72 |
| WEAPON | SLAP GLOVE | 100 |
| WEAPON | HAMMER | 123 |
| ARMOR | SAILOR SHIRT | 50 |
| ARMOR | SAILOR PANTS | 50 |
| ARMOR | SAILOR CAPE | 50 |
| ARMOR | NAUTICA DRESS | 50 |
| ARMOR | SHIRT | 7 |
| ARMOR | PANTS | 7 |
| ARMOR | THICK SHIRT | 14 |
| ARMOR | THICK PANTS | 14 |
| ARMOR | MEGA SHIRT | 22 |
| ARMOR | MEGA PANTS | 22 |
| ARMOR | MEGA CAPE | 22 |
| ARMOR | HAPPY SHIRT | 38 |
| ARMOR | HAPPY PANTS | 38 |
| ARMOR | HAPPY CAPE | 38 |
| ARMOR | HAPPY SHELL | 38 |

Goal to win your game.
Will you have a chance to
accumulate more Frog Coins?



FREE RECOVER POINTS

MARIO'S PAD

Turn out the light
and flap-ups to that
bright green bed
spread! For a
refreshing snooze.



ROSE TOWN

Because Mario
played with Boo, the
innkeeper will let
him stay free every
time he returns.



MONSTRO TOWN

The 3 Musty Fairs
are so busy scaring
people, they forget
to work their cash
register!



HOT SPRING

Take a sooty-ing dip
in this world-renowned spa near
Number Land.



BOWSER'S KEEP

Knock some sense
into this Mag
kappa and he'll
build up your HP
and FP whenever
you need it.



FROG COIN SHOP

| TYPE | NAME | PRICE |
|-----------|---------------|-------|
| ITEM | SEE YA | 30 |
| ITEM | EARLIER TIMES | 35 |
| ACCESSORY | EXP BOOSTER | 22 |
| ACCESSORY | COIN TRICK | 36 |
| ACCESSORY | SCROOGE RING | 50 |

WEAPON AND ARMOR SHOP

| TYPE | NAME | PRICE |
|-----------|---------------|-------|
| ACCESSORY | JUMP SHOES | 30 |
| ACCESSORY | ANTIDOTE PIN | 28 |
| ACCESSORY | WAKE UP PIN | 42 |
| ACCESSORY | FEARLESS PIN | 130 |
| ACCESSORY | TRUE FORM PIN | 90 |
| ACCESSORY | ZOOM SHOES | 100 |

ITEM SHOP

(BEFORE DEFEATING
TARIDOVICH)

| TYPE | NAME | PRICE |
|------|--------------|-------|
| ITEM | BAD MUSHROOM | 30 |
| ITEM | MILK COOKIE | 69 |
| ITEM | FRIGHT BOMB | 100 |
| ITEM | FIRE BOMB | 200 |
| ITEM | ICE BOMB | 250 |

HEALTH FOOD STORE



HEALTH FOOD STORE

| TYPE | NAME | PRICE |
|------|--------------|-------|
| ITEM | MUSHROOM | 4 |
| ITEM | MID MUSHROOM | 20 |
| ITEM | HONEY SYRUP | 10 |
| ITEM | MAPLE SYRUP | 30 |
| ITEM | PICK ME UP | 5 |
| ITEM | ABLE JUICE | 4 |
| ITEM | FRESHEN UP | 50 |

SEA ITEM SHOP

| TYPE | NAME | PRICE |
|--------|---------------|-------|
| WEAPON | HURLY GLOVES | 92 |
| WEAPON | SUPER HAMMER | 70 |
| WEAPON | HAND GUN | 75 |
| WEAPON | WHOMP GLOVE | 72 |
| ARMOR | SAILOR SHIRT | 50 |
| ARMOR | SAILOR PANTS | 50 |
| ARMOR | SAILOR CAPE | 50 |
| ARMOR | NAUTICA DRESS | 50 |
| ITEM | MID MUSHROOM | 20 |
| ITEM | MAPLE SYRUP | 30 |
| ITEM | PICK ME UP | 5 |
| ITEM | ABLE JUICE | 4 |
| ITEM | FRESHEN UP | 50 |

BEETLES ARE US

Pay one of Booster's erstwhile minions 150 coins for the dubious pleasure of dashing up Booster Hill in a harbrained attempt to grab flying beetles. Depending on the rarity of each bug you bag, you'll earn 1 coin, 50 coins or even 1 Frog Coin for the extremely elusive Golden Beetle. Only ace action players do well at this game. Even if you don't buy a Beetle Box, you should toddle up Booster Hill again and again until you've plucked eight Flowers.



The only way you can speed up is to jump on the rolling barrels. You'll lose ground if a Softy touches you.

LAND'S END

COCOC COCO

When one of the Triplets' Mushrooms is used in battle, it changes the friend it's supposed to help into a mushroom! It's a fine fugue if used between battles, but why take the risk during a battle?

MONSTRO TOWN

WEAPON SHOP



| TYPE | NAME | PRICE |
|--------|---------------|-------|
| WEAPON | SPINDED LINK | 84 |
| ARMOR | COURAGE SHELL | 60 |
| ITEM | MUD MUSHROOM | 20 |
| ITEM | MAPLE SYRUP | 30 |
| ITEM | PICK ME UP | 5 |
| ITEM | ABLE JUICE | 4 |
| ITEM | FRESHEN UP | 50 |
| ITEM | MUSHROOM | 4 |

ITEM SHOP

| TYPE | NAME | PRICE |
|--------|--------------|-------|
| ITEM | MUD MUSHROOM | 20 |
| ITEM | MAPLE SYRUP | 30 |
| ITEM | PICK ME UP | 5 |
| ITEM | ABLE JUICE | 4 |
| ITEM | FRESHEN UP | 50 |
| WEAPON | MEGA G. OVAL | 102 |
| WEAPON | WARR PANG | 100 |
| WEAPON | HAND CANNON | 105 |
| WEAPON | STICKY GLOVE | 55 |
| ARMOR | FUZZY SHIRT | 70 |
| ARMOR | FUZZY PANTS | 70 |
| ARMOR | FUZZY CAPE | 70 |
| ARMOR | FUZZY DRESS | 70 |

NUMBUS LAND

Aside from its considerable entertainment value, little comes of renting this peculiar pillow. Once in a great while, though, Toad will apologize for causing you to have a nightmare and offer a Red Essence as a way to make up. Save it for your showdown with Valentine or the Clear Dragon in Barrel Volcano.

INN



DREAM CUSHION-30 COINS

HINOPPIO'S BED

As they say in the hospitality biz, location is everything. How else could the Hin man charge 30 coins for the pleasure of sacking out on some old wooden crates? He doesn't even offer The Lava Channel on cable TV.



30 COINS

SMITHY FACTORY

CROCO'S SHOP 1

| TYPE | NAME | PRICE |
|-------|--------------|-------|
| ITEM | MAPLE SYRUP | 30 |
| ITEM | PICK ME UP | 5 |
| ITEM | FRESHEN UP | 50 |
| ITEM | FIRE SHIRT | 90 |
| ITEM | FIRE PANTS | 90 |
| ITEM | FIRE PANTS | 90 |
| ITEM | MUD MUSHROOM | 20 |
| ITEM | MAPLE SYRUP | 30 |
| ITEM | PICK ME UP | 5 |
| ITEM | FRESHEN UP | 50 |
| ARMOR | FIRE SHIRT | 90 |
| ARMOR | FIRE PANTS | 90 |
| ARMOR | FIRE CAPE | 90 |
| ARMOR | FIRE SHELL | 90 |
| ARMOR | FIRE DRESS | 90 |

TOAD'S SHOP

HINOPPIO'S ITEM SHOP

| TYPE | NAME | PRICE |
|-------|--------------|-------|
| ITEM | MUD MUSHROOM | 20 |
| ITEM | MAPLE SYRUP | 30 |
| ITEM | PICK ME UP | 5 |
| ITEM | ABLE JUICE | 4 |
| ITEM | FRESHEN UP | 50 |
| ARMOR | FIRE SHIRT | 90 |
| ARMOR | FIRE PANTS | 90 |
| ARMOR | FIRE CAPE | 90 |
| ARMOR | FIRE SHELL | 90 |
| ARMOR | FIRE DRESS | 90 |

CROCO'S SHOP 2

| TYPE | NAME | PRICE |
|-------|--------------|-------|
| ITEM | MUD MUSHROOM | 20 |
| ITEM | MAPLE SYRUP | 30 |
| ITEM | PICK ME UP | 5 |
| ITEM | FRESHEN UP | 50 |
| ARMOR | HERO SHIRT | 100 |
| ARMOR | PRINCE PANTS | 100 |
| ARMOR | STAR CAPE | 100 |
| ARMOR | HEAL SHELL | 100 |
| ARMOR | ROYAL DRESS | 100 |



FROGUCIUS SAYS...

PPA

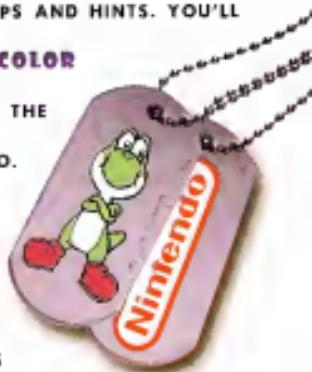
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NINTENDO POWER AND GET A FREE YOSHI DOG TAG!"



'I USED TO BE A **MEEK LITTLE TADPOLE**, ALWAYS WORRYING THAT I'D BECOME FISH FOOD. BUT THEN I FIGURED OUT WHAT IT TOOK TO **LEAP AHEAD** OF THE COMPETITION. NO, NOT THIS LONG WHITE BEARD. IT WAS SMARTS. INTELLIGENCE. MOST OF ALL, **INSIDE INFO**. THE KIND YOU GET EVERY MONTH WITH **NINTENDO POWER MAGAZINE**. THE PROS AT NINTENDO PACK EACH ISSUE WITH TONS OF TIPS AND HINTS. YOU'LL FIND THE LATEST CODES, **FULL-COLOR MAPS** AND IN-DEPTH REVIEWS OF THE HOTTEST GAMES THIS SIDE OF THE GRATE GUY'S CASINO.

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Once you plunge into Mario's greatest adventure, you may find yourself in deep water, not to mention deep trouble. Angry Goombes are on the march. Stars rain from the sky. Wishes are no longer granted. And Mario can't find Princess Toadstool anywhere. This time around, it won't be enough to know how to stomp Koopas and hurl fireballs. You're going to have to learn some strategy.

The Super Mario RPG Player's Guide from the pros at Nintendo holds all the answers. This invaluable guide helps you plan special attack strategies, memorize map layouts, unlock puzzles, discover secret treasures, expose enemy weak points and, in the end, defeat Smithy and his mechanical minions.

With this guide to the Legend of the Seven Stars in your toolbox, you'll be able to restore the Star Road and make all your wishes come true. Don't enter the Mushroom Kingdom without it!



