

Super Mario RPG (Switch) Normal RTA (No Super Suit) Speedrun Guide

This guide was created by me, but ideas and strategies that are implemented in the Super Suit route created by the SMRPG community were taken and are used here as well. Thank you to all who have contributed!

Time starts at Normal difficulty selection.

-Bowser's Keep-

- Encounter Terrapin guarding the door

Terrapins (2)

2 Exp. | 2 Coins

- 2x Untimed Jump

Bowser

- 2x Untimed Jump on Chaindelier

-Mario's Pad-

- Press B to jump off wall
- Run outside, talk to Toad from right side
- After talking to Toad, leave and go to Bowser's Keep
- -Bowser's Keep Cutscenes-

- Back at Mario's Pad, go back into house and talk to Toad
- Try to leave, go through text, selecting **Yes. (2nd option)**

-Mushroom Way-

1st Screen

- Grab 10 Coins total between chests

2nd Screen

- Go to the spinning wheel with the Goomba on it
- Jump ever so slightly to the left of it (from the bottom) to land on the flower, and jump up to grab the **Flower** in the chest
- Fall left and pick up the **Flower Tab**
- **Use the Flower Tab**

3rd Screen

- Walk through the top route to the Hammer Bros.

2x Hammer Bros. (50 HP Each)

6 Exp. | 20 Coins | Flower Jar

- Untimed Jump on right Bro
- Untimed Jump left Bro
- Timed Jump left Bro
- Timed Jump on the remaining Bro

-Mushroom Kingdom-

- Visit Shop (walking from bottom)
 - **Sell:**
 - 4x Mushrooms
 - **Purchase:**
 - 1x Honey Syrup
 - Jump Shoes & Equip
- Walk into the castle
- As soon as Toad is done talking, jump on Toad's head and ride him to the door
- Once at the door, jump on the arch and then jump again to reveal a chest and grab the **Frog Coin**
 - **Frog Coins: 0 to 1**
- -Cutscenes w/the Chancellor-

- Go through text, selecting **Absolutely no need at all (2nd option)** when asked for a tutorial
- Go outside to trigger Mallow cutscene
- Leave by the shop to open entry to Bandit's Way

-Bandit's Way-

1st Screen

- Take bottom path

2nd Screen

- Jump on spinning flower (Mario should face slightly left from the direction he needs to jump)
- Grab 3 Coins
- Grab hidden **Croaka Cola** off spinning flower

4th Screen

- Use star to kill K-9s
 - Each K-9 yields 1 Exp.
 - 18+ minimum, 19 is optimal for less level up screens later
 - **Mario to Level 2 = Magic**
 - **Mallow to Level 3 = Magic**

Croco I (320 HP)

8 Exp. | 10 Coins | Flower Tab | Wallet

- Mario Jump, Mallow defend (Repeat 3 times)
- Mario Jump, Mallow use Honey Syrup (**FP should be 10/12**)
- Mario Jump, Mallow defend for rest of battle
- **Map → Mushroom Kingdom**

-Mushroom Kingdom-

- Go into shop
 - **Sell:**
 - Croaka Cola
 - Wallet
 - **Purchase:**
 - 2x Honey Syrup
 - 2x Pick Me Up
 - 2x Cleansing Juice

- In the main room of the castle, before starting the Claymorton cutscene, use **Flower Jar and Flower Tabs**

Claymorton (480 HP)

12 Exp. | 20 Coins

- Mario Jump, Mallow Thunderbolt (Should stun Mack and kill Shysters if perfectly timed)
- Mario Jump, Mallow Thunderbolt
- Mario Jump, Mallow uses Honey Syrup
- Mario Jump, Mallow Thunderbolt
- Mario Jump, Mallow defend
- Mario Jump, Mallow Thunderbolt
 - **It's possible that Claymorton uses Fire Wall more than once. If so, use Pick Me Up and continue attacking**

Post Fight

- Attempt to walk out of room to trigger cutscene with Chancellor
- Walk out of Mushroom Kingdom
- **System** → **World Map** → **Kero Sewers**

-Kero Sewers-

2nd Screen

- Go to pipe at bottom left corner

3rd Screen

- Go to pipe at bottom right corner

4th Screen

- Hit the **I** Button and go back down the pipe you came in from
- Head southwest into the pipe and follow the path to the next pipe, which leads to Belome

Belome (500 HP)

15 Exp. | 40 Coins

- Turn 1: Mario Jump, Mallow Thundershock
- Turn 2: Mario Jump, Mallow Thundershock, see what Belome does next..
 - If Belome uses a **physical attack**..
 - Mario Jump, Mallow uses Honey Syrup

- Mario Jump, Mallow Thundershock
 - Mallow gets eaten
 - Mario Jump
 - Mario Jump
- If Belome uses **Sleep Sauce on Mario..**
 - Mallow uses Honey Syrup
 - Mario Jump until Mallow comes out
 - Mario Jump, Mallow Thundershock for rest of battle
- If Belome uses **Sleep Sauce on Mallow..**
 - Mario uses Cleansing Juice, Mallow uses Honey Syrup
 - Mario Jump, Mallow Thundershock for rest of battle
- **Mario to Level 3 = Physical**
- **Mallow to Level 4 = Magic**

-Midas River-

1st Section

- See Clip: [Midas River - 1st Section](#)
- Looking to get all visible Frog Coins and **10** Coins in this path

2nd Section (Barrel Section)

- See Clip: [Midas River - 2nd Section](#)
- Looking to get **50** Coins in this path for exactly 60 coins total
- If done correctly, should collect **1 Frog Coin** and the Koopa Shell
 - **Frog Coins: 1 to 6**

-Tadpole Pond-

Frog Sage

- Proceed to middle to start cutscenes
- After cutscenes, **Map** → **Tadpole Pond**

-Rose Way-

1st Screen

- On 4th block, ride all of the way
 - Jump and grab the Coin as you pass

3rd Screen

- On 2nd block, walk off and grab the Coin, then continue
- After this, get to and trigger Bowser cutscene
- **System** → **World Map** → **Rose Town**

-Rose Town-

- Go into the item shop
 - Go to the left corner (on top of the bookcase) and jump to reveal a chest and grab the **Frog Coin**
 - **Frog Coins: 6 to 7**
- Head to the northwest corner of town to the house up on the ledge that can't normally be reached
 - Jump on the toad's head to enter the house
 - Empty the two chests of the **Flowers**
 - Head upstairs and jump on the pillow of the bed to collect a hidden **Frog Coin**
 - **Frog Coins: 7 to 8**
- **Map** → **Rose Town** → Go into Inn
 - -Cutscenes-
 - Select **Wrong number! (2nd option)**
 - After dialogue between Gaz and his mom:
 - **System** → **World Map** → **Forest Maze**

-Forest Maze-

1st Screen

- Grab **Croaka Cola** from hidden chest in left corner

4th Screen

- Grab **Frog Coin** from hidden chest, left of stump
 - **Frog Coins: 8 to 9**

5th Screen

- Go down final stump
- Grab **Croaka Cola** from hidden chest behind the sleeping Wiggler
- Wake Wiggler

6th Screen

- Go down stump
- In 2nd section, use top route

The Maze

- Follow Geno
 - Amount of monsters are RNG; Do your best to dodge

Last Screen

- Grab **Red Essence** from hidden chest in left corner next to entrance

Bowyer (720 HP)

20 Exp. | 50 Coins | Flower Box

- Geno Toad Assist, Mario Jump, Mallow defend
- Geno Geno Beam, Mario and Mallow defend
- Geno Geno Beam, Mario and Mallow defend
- Geno Geno Beam, Mario and Mallow defend
- Geno Geno Beam, Mario and Mallow defend
- Geno Geno Beam, Mario and Mallow defend
- Geno Geno Beam, Mario and Mallow defend
- Geno attack, Mario and Mallow defend
- Geno attack

-Pipe Vault-

3rd Screen

- Go down 2nd pipe

4th Screen

- Jump to reveal block platform and get to top floor
- Grab the 2 **Frog Coins** and **Flower**
- Go to bottom floor and slide under for another **Frog Coin** and 5 Coins
 - **Frog Coins: 9 to 12**
- **System** → **World Map** → **Moleville**

-Moleville-

- Go into item shop
 - **Purchase:**
 - Punch Glove & Equip
 - Cymbals & Equip
 - Finger Shot & Equip
 - 4x Work Pants & Equip to Mario, Mallow and Geno
- Head towards the Mole Mines entrance to trigger Bowser Cutscene
- After cutscene, enter Mole Mines

Mole Mines - 1st Half

- Answer **Sure have and Of course (1st choices)**
- In 2nd screen, go through room below
- In 3rd screen, jump on spring
- After Croco cutscene, head right
- Follow Croco through each room until he blows up 2nd wall
- Walk back and forth between the current and previous rooms
- Wait for Croco to appear and run into him to start the battle

Croco II (750 HP | 20% chance of your physical attacks missing)

10 Exp. | 50 Coins | 25% chance of Flower Box

- Geno attack, Mario Jump Mallow attack for whole fight
 - If Mario can't Jump anymore, attack
 - **Mario to Level 4 = Magic**

Post Fight

- Head to top right of cave and give mole the bomb to proceed to the 2nd half

Mole Mines - 2nd Half

- Go up top path
- Grab the star in the next room
 - Kill 9 Bomb-Ombs (Just keep running forward)
 - Each Bomb-Omb yields 5 Exp.
 - **Mario to Level 5 = Magic**
 - **Mallow to Level 5 = Magic**
 - **Geno to Level 7 = HP**
- Proceed to PUNCHINELLO
 - Run directly up-right towards PUNCHINELLO, but jump when you're in line with the small bob-omb to land on top of PUNCHINELLO

PUNCHINELLO (1,200 HP)

- All attack
- Geno and Mario attack, Mallow uses Star Riders
- All attack until fights over

Minercart

- Try to end up with a sub 2 minute time
 - **Try to leave with as many coins as possible under 2 minutes**
- After Minecart game, leave house to trigger cutscene with Snifsters
- **System → World Map → Booster Pass**

-Booster Pass-

1st Screen

- Talk to 2nd bush on the right when you enter for a **Frog Coin**
 - **Frog Coins: 12 to 13**
- Go to left corner and jump (left of exit to 2nd screen) to get **Rock Candy**

-Booster Tower-

- -Bowser Cutscenes-
 - Make sure to select **No (2nd option)** to skip tutorial

2nd Screen

- Climb Stairs, grab Frog Coin from hidden chest left to the right corner
 - **Frog Coins: 13 to 14**

3rd Screen

- -Booster cutscene-
- Grab hidden **Flower Tab** in far right

4th Screen

- Jump stairs avoiding bombs and take 2nd exit

12th Screen (Room after Thwomp raises you up)

- Head to very left corner and grab **Frog Coin** from hidden chest
- Head right into hidden hallway and jump to find another **Frog Coin**
 - **Frog Coins: 14 to 16**

13th Screen (blue Lava Blubble room)

- Grab all **Frog Coins** and the Room Key for Zoom Shoes
- Use the key to unlock the door and get the Zoom Shoes
 - **Frog Coins: 16 to 20**

14th Screen

- Run from first chain chomp and keep left to avoid the 2nd one

16th Screen

- Start by moving left and jump up stairs

17th Screen

- Grab hidden chest on top of visible chest for the **Goodie Bag**

- Grab **Frog Coin** from bottom chest
 - **Frog Coins: 20 to 21**

18th Screen

- **Swap Mallow for Bowser**
- **Equip:**
 - **Bowser:** Work Pants, Zoom Shoes
- Fail Minigame to start the Booster fight

Booster (800 HP)

22 Exp. | 145 Coins | Possible Flower Box

- Swap Geno for Mallow and use Rock Candy, Bowser attack, Mario Jump
- Bowser attack, Mario Jump
- Swap Mallow for Geno and attack, Bowser attack, Mario Jump
- Geno and Bowser attack, Mario Jump for rest of fight

Post Fight

- Swap Geno for Mallow

Knife Guy (700 HP) and Grate Guy (900 HP)

30 Exp | 25 Coins | Flower Jar

- Bowser Terrorize (**This must put terror(!) over both**), Mario Fireball on Knife Guy, Mallow swap for Geno and attack Grate Guy
- Bowser and Geno attack Grate Guy, Mario Fireball on Knife Guy
- All attacks on Grate Guy until fight is over
 - **If Terrorize does not hit Knife Guy, have all characters attack Knife Guy.**
 - **Mallow to Level 6 = Magic**

-Booster Hill-

- 5 or more **Flowers** is optimal

-Marrymore-

- **Party should be Mario, Mallow, Geno**
- **Unequip:**
 - **Bowser:** Work Pants, Zoom Shoes

- **Equip:**
 - **Geno:** Zoom Shoes
- Go by the church to trigger the cutscene
- Take the hidden entrance behind the church
- Help the Snifster get through the doors
- Talk to door to trigger cutscene with Bowser
- Help Bowser get through the door
- Return items to Peach and begin battle with Bundt

Bundt (900 HP) and Raspberry (600 HP)

25 Exp.

1st Phase

- Geno attack Bundt, Mario uses Star Riders, Swap Mallow for Bowser and attack
- *Bundt moves*
- Swap Geno for Mallow and defend, Mario defend, Bowser attack Bundt
- *Bundt moves again*

2nd Phase

- Mario uses Red Essence, Mallow untimed attack
- All untimed attack
- Bowser and Mario timed attack, Swap Mallow for Geno and timed attack
- Bowser timed attack
 - **If Mallow dies, swap him for Geno and continue attacking**

3rd Phase

- Mario Jump, other 2 attack
 - **Mario to Level 6 = Physical**
 - **Bowser to Level 9 = Physical**

Post Fight

- Leave Marrymore and head back to Mushroom Kingdom

-Mushroom Kingdom-

- **Party should be Mario, Bowser, Geno**
- **Unequip:**
 - **Mario:** Punch Glove, Jump Shoes
 - **Geno:** Zoom Shoes

- **Mallow:** Cymbals
- **Peach:** Slap Glove
- **Equip:**
 - **Bowser:** Work Pants
- Go into shop and get the Cricket Pie
- Go through long cutscene in castle
- Go outside to have Peach join you
- **Map** → **Tadpole Pond**

-Tadpole Pond-

Shops

- Talk to Frogfucius to open Star Hill
- **Map** → **Booster Pass**

-Booster Pass-

- Go into secret area
- Jump across platforms and collect **Flower**, **Croaka Cola** and **Frog Coin**
 - **Frog Coins: 21 to 22**
- **Map** → **Marrymore**
- Walk out of Marrymore and go to Star Hill

-Star Hill-

1st Screen

- Top right
- Bottom right
- Middle
- Upper left
- Upper right

2nd Screen

- Upper right
- Bottom right
- Bottom middle
- Lower left
- Middle

- Upper left

3rd Screen

- Go for the Star
- **System** → **World Map** → **Seaside Town**

-Seaside Town-

- Go northwest to the very left door of the 3 door shop and talk to clerk behind desk
 - **Sell:**
 - All unused weapons and accessories
 - All items **except Pick Me Ups**
 - **Purchase (1800 Coins needed):**
 - 2x Fright Bomb (100 each)
 - 8x Fire Bomb (200 each)
- Talk to the fake elder to open the Sea
- Go upstairs and talk to Frogfucius' pupil
- **Purchase:** Exp. Booster & Equip to Mallow
- **System** → **World Map** → **Sea**

****Not keeping track of Frog Coins as it is no longer needed**

-Sea-

- Get the Star and kill all of the Starslap (14)
- Each Starslap yields 16 Exp.
 - **Mario to Level 7 = Magic**
 - **Mallow to Level 7 = Magic**
 - **Mallow to Level 8 = Magic**
 - **Geno to Level 8 = HP**
 - **Peach to Level 10 = HP**
- Leave and go to the Sunken Ship

-Sunken Ship-

4th Screen

- Grab **Flower** behind Boxes and the 100 Coins out of the chest at the bottom

7th Screen

- Dodge Ghost
 - Position yourself against the right boxes and run along the wall

9th Screen

- Password is Pearls, number of hits are modeled below
- 0 3 2
- 4 2 0

King Calamari (800 HP)

34 Exp. | 100 Coins

1st Phase

- Geno Boost Mario, Mario uses Fire Bomb

2nd Phase

- Bowser attack, Geno uses Fire Bomb

3rd Phase (King Calamari)

- Mario uses Fire Bomb, Bowser attack
- Geno attack, Mario uses Fire Bomb

Post Fight

- Swap Bowser for Mallow

5th Screen

- Use barrels in corner to climb on top floor and get 200 Coins from chests

6th Screen

- Hit box in back-center of room to reveal chest
- Jump on other Mario to get **Croaka Cola**

12th Screen

- Go through door behind barrel and get **Safety Ring**
- Get Mario to the surface and continue

Red Bandanas (120 HP | Both Fights)

54 Exp. | 90 Coins | 2x Mushroom

- Mario and Geno defend, Mallow uses Thunderbolt
 - **Mario to Level 8 = Magic**

- **Mallow to Level 9 = Magic**
- **Geno Level 9 = Physical**
- **Bowser to Level 10 = Physical**

- **Equip:**
 - **Geno: Safety Ring**
- **Use all Flower Tabs/Jars/Boxes**

Jonathan Jones (820 HP)

57 Exp. | 50 coins

- Geno uses Fright Bomb, Mario uses Fire Bomb, Mallow defend
- Geno Geno Beam, Mario Super Jump (45 Chain)
 - **Mallow to Level 10 = Magic**
- **Map → Seaside Town**

-Seaside Town-

- Hand over star to Spewardovich
- **Party should be Mario, Mallow, Geno**
- Head to upper left to start fight

Spewardovich (1,500 HP)

40 Exp | 50 Coins

- Geno Boost Mallow, Mario Jump, Mallow Shocker
- Geno uses Croaka Cola, Mallow Shocker

*****No Water Blast on his 2nd Turn*****

- Geno attack, Mallow Shocker
- Geno attack, Mallow Shocker
- **Spewardovich Splits**
 - **Focus on the real one (the one the cursor points to initially)**
- Geno attack, Mallow Shocker

*****Water Blast on his 2nd Turn*****

- Swap Geno with Bowser and use Mushroom on Mallow, Mallow Shocker
- Mallow Shocker
- **Spewardovich Splits**
 - **Focus on the real one (the one the cursor points to initially)**
- Swap Bowser for Geno and attack, Geno attack again, Mallow Shocker

- Geno attack, Mallow Shocker if needed
 - **Peach to Level 11 = HP**

Post Fight

- **Party should be Mario, Mallow, Bowser**
- Grab shed key and go rescue the town, receiving **Flower Box**
- Go to the shop (middle door) and talk to weapon shopkeeper
 - **Purchase:**
 - Paratroopa Shell & Equip
 - Double Punch & Equip
 - Hurly Glove & Equip
- Go into the middle door of the other 3 door shop and talk to the Mushroom Boy
 - Say **Nope.**
 - This will trigger the first Shogun skip in Land's End
- Go talk to the Elder to open up Land's End
- **System → World Map → Land's End**

-Land's End-

1st Screen

- Use cannon to shoot on the block platform
- Jump directly up when the block is at its highest peak to grab the **Red Essence**
- Continue through the next few areas and make your way to the desert

Desert Area

- Head into next area
- Run into the Shoguns that are in the Whirlpools

Shogun (150 HP each)

72 Exp. | 90 Coins | Possible Pick Me Ups

Skip 1st Set of Shoguns

2nd, 3rd and 4th Sets of Shoguns

- Mario uses Fire Bomb, Mallow Thunderbolt
 - If one of the Shogun is a special enemy, run away and run into it again

- Go into the whirlpool that each Shogun was in
 - Mario to Level 9 = Physical
 - Mallow to Level 11 = Magic
 - Geno to Level 10 = Physical
 - Bowser to Level 11 = Physical

Underground Area

- Use the Star to kill as many enemies as possible
- In the room where there are a bunch of Geckit still left, there is a Shaman behind the boxes who will sell you another Star for 400 coins
 - Buy it and use it to kill all of the remaining Geckit
 - Mario to Level 10 = Physical
 - Mario to Level 11 = Physical
 - Mallow to Level 12 = Magic
 - Mallow to Level 13 = HP
 - Geno to Level 11 = Physical
 - Bowser to Level 12 = Physical
 - Peach to Level 12 = HP

Belome Temple

2nd Screen

- Maneuver Mario against the wall near the Shaman and jump ever so slightly to the left to land on the Shaman's head
- Jump onto the Belome statue and continue to the next room

5th Screen

- Collect 150 Coins from chest

6th Screen

- Hit Belome statue, and check note
 - If it says, "Mmm, I'm so hungry!..", jump on the platform and carry on to Belome
 - If it says, "Sorry, I'm not accepting..", go back and forth between rooms and repeat until the note is different

Belome (1,200 HP)

28 Exp. | 20 Coins

- Mario uses Fright Bomb, Mallow Shocker, Swap Bowser for Geno and attack

- Geno attack, Mario Jump (if he's not asleep) Swap Mallow for Bowser and attack
- Geno attack, Bowser attack (if needed)
 - **Mallow to Level 14 = Magic**
- Head to Monstro Town after fight

-Monstro Town-

- Head into first door
- Go upstairs and talk to pink star
- Go back down to initiate cutscene
- After the cutscene, go next door and talk to the K-9 to get the **Attack Scarf**
- **Map** → **Land's End** → **Belome Temple**

Belome Temple

- Pay 100 Coins to the Shaman that is on the spring and jump on it

-Land's End-

- Go up into path
- Do the Sky Troopa challenge in under 11 seconds to get the Troopa Medal
- **Party should be Mario, Mallow, Geno**
- **Equip:**
 - **Mario:** Attack Scarf
 - **Mallow:** Troopa Medal
- Leave the area to Bean Valley

-Bean Valley-

1st Screen

- Enter right pipe

2nd Screen

- Enter left pipe

3rd Screen

- Head left and make way to Megasmilax

Megasmilax (1,000 HP)

40 Exp.

1st Phase

- Mario Super Fireball

2nd Phase

- Mallow Thunderbolt, Geno attack
- Mario attack

3rd Phase

- Mallow Snowy

4th Phase (Megasmilax)

- Geno attack, Mario attack, Mallow Snowy
- Geno uses Star Riders
 - **Geno to Level 12 = Physical**

Clouds

- Follow right side, all the way up, grabbing **Flower** from chest on the way

-Nimbus Land-

- -Cutscene-
- **Party should be Mario, Mallow, Geno**
- Go to shop
 - **Purchase:**
 - 1x Party Cleanse
 - Mega Gloves & Equip
 - Sticky Glove & Equip
- Go to Garro's place (above shop) and talk to Mallow statue for long cutscene

Nimbus Castle

- -Cutscene-
- Try to leave to start game with Dodo
 - Get caught and battle

Dodo (800 HP)

24 Exp.

- Mario Super Fireball, Mallow Shocker (or uses Fire Bomb if 2 are left), Geno attack
- Mario attack if needed

- **Peach to Level 13 = HP**

Post Fight

- **Equip:**
 - **Mario:** Exp. Booster
- Take upper left exit
- Avoid chests and enemies
- In the three doors room:
 - Grab **Flower** in the chest in the corner
 - Go through door on left
- Make way to basement
 - Talk to the purple robed man to get a **Flower Jar**
 - Talk to guy on very left for key
 - Go back upstairs
- Battle Heavy Troopa

Heavy Troopa (3)

- Mallow Snowy
 - **Bowser to Level 13 = Physical**

Post Fight with Heavy Troopas

- **Equip:**
 - **Mario:** Attack Scarf

Birdo (777 HP)

20 Exp. | 30 Coins

- Mario and Mallow untimed attacks, Geno untimed Geno Boost on Mario
- All timed attacks
- Mario timed attack, Mallow Shocker, Geno attack
- Mario and Geno attack, Mallow Shocker for rest of battle

Post Fight

- **Equip:**
 - **Mario:** Exp. Booster
- In next room, **Jump on Fan and run away from it** and dodge Forkies
- Battle Heavy Troopa

Heavy Troopa (3)

- Mallow Snowy
 - **Mario to Level 12 = Physical**

Post Fight with Heavy Troopa (3)

- -Cutscene-
- Should get to Save Block
- Proceed to next room and use star to kill all enemies
- You should be outside of Nimbus Land now
- **Party should be Mario, Geno, Peach**
- **Equip:**
 - **Mario:** Attack Scarf
 - **Geno:** Troopa Medal
 - **Peach:** Safety Ring
- **Use Flower Jar**
- **Map → Nimbus Land to start battle**

Valentina (2000 HP) and Dodo

54 Exp. | 200 Coins

Dodo

- Geno uses Fire Bomb (if freebie'd) or attack
- Geno attack until fight is over

Valentina

- Mario attack if possible, Peach Group Hug/Therapy as needed or defend until Geno comes back
- Mario and Geno attack, Peach Group Hug/Therapy as needed or defend

Post Fight

- -Cutscene-
- **Party should be Mario, Mallow, Geno**
- **Equip:**
 - **Mallow:** Troopa Medal
 - **Geno:** Safety Ring
- Warp to Nimbus Land and make way to Barrel Volcano

-Barrel Volcano-

4th Screen

- Get **Flower** in chest

5th Screen

- Grab the star and try to run through next 2 screens with it, killing the Corkpedite, all of the Urspike, and Vomer (Dry Bones)
 - **Mallow to Level 15 = Magic**
 - **Geno to Level 13 = HP**

11th Screen (Room with Save Block)

- Grab **Flower** from the chest

12th Screen

- Avoid the fight Stumpet, but if you battle him:
 - Mario defend, Mallow uses Snowy

14th Screen

- Fight the Corkpedite in the way
 - Mario defend, Mallow uses Snowy
 - **Mario to Level 13 = Physical**
 - **Peach to Level 14 = HP**

15th Screen

- Avoid next Stumpet
- **Use Flower Box**
- Proceed to Czar Dragon

Czar Dragon (1,400 HP) and Zombone (1,800 HP)

50 Exp.

Phase 1 (Czar Dragon - 1,400 HP)

- Mario Jump, Mallow Snowy, Geno Boost Mario
- Mario Jump, Mallow Snowy, Geno attack

Phase 2 (Zombone - 1,800 HP)

- Mario and Geno attack, Mallow Shocker
- Mario and Geno attack, Mallow Shocker
 - **Bowser to Level 14 = Physical**

Post Fight

- **Party should be Mario, Mallow, Geno**
- Cutscenes and climb to Axem Ranger battle

Axem Rangers

17 Exp.

- Mario Jump on Yellow, Mallow defend, Swap Geno for Bowser and use CCB
- Mario defend, Mallow Snowy

Blade (1,000 HP)

- Bowser use Red Essence on Mallow
- Mario attack, Mallow Shocker, Swap Bowser for Geno and attack
- Mario and Geno attack, Mallow Shocker
- After the fight, go to Nimbus Land.

-Nimbus Land-

- Go talk to Mallow's parents in the castle
- -Cutescene-
- Warp to Nimbus Land
- Go to top left corner walkway and talk to the lone Nimbus to trigger the cutscene that takes you Bowser's Keep

-Bowser's Keep-

- Make way into room with 6 doors

6 Door Room

- 2 doors lead to battles, 2 doors lead to **games/trivia**, and 2 doors lead to **obstacles**
- To save the most time, complete the doors with the games/trivia and the obstacles
- If you run into the battle rooms, just give up and don't pick that door

Obstacle Set #1 (Starts with platforms moving up & down)

Room 1

- Platform through the tiles
- Go on top and all the way back and grab the **Croaka Cola**

Room 2

- Back middle pillar for a **Flower**
- Jump to door from that pillar

Room 3

- Get Chest on the very right for a **Fire Bomb**
- Get Chest right before the exit for a **Croaka Cola**

Grab Chest for Sonic Cymbals

Obstacle Set #2 (Starts with invisible floor to walk over)

Room 1

- Get first chest in the middle for a **Fright Bomb** (if none were ever freebie'd)
- Get chest on the left for an **Ice Bomb**
- Get chest to the left of the door for a **Rock Candy**

Room 2

- Jump on first platform immediately
- Jump on the platform coming towards you from the left
- Land on it and then fall into the lava
- When the platform you're on moves up, jump to the platform in front of you that's moving left
- Upon landing, jump to the platform that is in the right corner with the chest
- Get the chest for a **Fire Bomb**

Room 3

- Climb fast, dodging the barrels (DK Room)

DON'T HIT THE CHEST

Game/Trivia #1 (Starts with Chest Mini-Game)

Room 1

- Keep count of the amount of times who hit the chest
- Whoever hits it the 21st time, loses
 - If you can get the chest to 15, you can manipulate the count to be 20, so the Hammer Bros. loses every time

Room 2

- Hit the 3rd Switch to the right on the bottom and right sides
- Hit the 3rd Switch to the left on the top and left sides

Room 3 (Ball Solitaire)

- See Clip: [Bowser's Keep - Ball Solitaire Solution](#)

Grab Chest for Rock Candy

Game/Trivia #2 (Starts with Trivia)

Room 1

- Answer questions

Room 2

- Count the barrels and answer how many there are correctly, twice

Room 3

- I outdid xxxxx...(1st)
- I fell into fourth...(2nd)
- I placed the same...(3rd)
- I came third...(4th)

Grab Chest for Rock Candy

After 6 Doors

- Party should be Mario, Mallow, Geno
- Equip:
 - Mallow: Sonic Cymbals

Wizakoopa (1,600 HP)

10 Exp. | 10 Coins

- Mario uses Fright Bomb, attacks all around until battle is done

Boomer (2,000 HP) and Exor (300 HP for Left Eye)

Boomer (2,000 HP)

19 Exp. | 9 Coins

- Mario Jump, Mallow Shocker, Geno Boost Mario
- Mario Jump, Mallow Shocker, Geno Geno Beam until he turns blue
- Once Boomer turns blue, all attack

Exor (300 HP for Left Eye)

34 Exp.

- Mario Super Fireball on Left Eye, Mallow defend or attack Left Eye if needed, Geno Whirl on Exor

-Weapon's World-

- Party should be Mario, Mallow, Geno
- Equip:
 - **Mallow:** Safety Ring

Countdown (2,400 HP) and 2 Ring-A-Dings (1,200 HP)

67 Exp. | 100 Coins

- Geno Boost Mallow, Mario attack Countdown, Mallow Thunderbolt

Turn 1: No Time is Marching On

- Geno Boost Mario, Mario attack Countdown, Mallow Thunderbolt

Turn 2: No Time is Marching On

- Geno and Mario attack Countdown, Mallow Thunderbolt

Turn 3: Countdown does not attack

- Geno and Mario attack Countdown, Mallow Thunderbolt
- Geno and Mario attack, Mallow Shocker whoever is left

Or

Turn 1: No Time is Marching On

- Geno Boost Mario, Mario attack Countdown, Mallow Thunderbolt

Turn 2: 1 Ring-A-Ding uses Time is Marching On, Countdown uses Aurora Flash

- Swap Geno for Peach and use Group Hug, Mario attack Countdown, Mallow Thunderbolt
- **For Rest of Fight:** Mario attack Countdown, Mallow Thunderbolt, Peach uses Group Hug if needed or Swap Peach for Bowser and attack Countdown

Or

Turn 1: 1 Ring-A-Ding uses Time is Marching On

- Geno Boost Mario, Mario attack Countdown, Mallow Thunderbolt

Turn 2: No Time is Marching On, Countdown does not attack

- Geno and Mario attack Countdown, Mallow Thunderbolt

Turn 3: Countdown uses Aurora Flash

- Swap Geno for Peach and use Group Hug, Mario attack Countdown, Mallow Thunderbolt
- Mario attack Countdown, Mallow Thunderbolt (or Shocker if Countdown is the only one left), Swap Peach for Bowser and attack Countdown

Or

Turn 1: Both Ring-A-Ding use Time is Marching On, Countdown uses Aurora Flash

- Swap Geno for Peach and use Come Back, Mario attack Countdown, Mallow Thunderbolt
- **For Rest of Fight:** Mario attack Countdown, Mallow Thunderbolt, Peach uses Group Hug if needed or Swap Peach for Bowser and attack Countdown

Post Fight

- **Party should be Mario, Mallow, Geno**
- **Equip:**
 - **Mallow:** Troopa Medal
- Platform to Machine Speardovich

Machine Made Speardovich (800 HP)

60 Exp. | 50 Coins

- Mario Jump, Mallow Shocker, Geno attack
- Mario Jump, Mallow and Geno attack
- Jump down to start fight with Cloaker, Domino and Bad Adder
 - **Geno to Level 14 = Physical**

Post Fight

- Heal all party members if needed and head down into the next fight

Cloaker, Domino and Mad Adder

40 Exp.

Cloaker (1,200 HP)

- Mario Jump, Mallow Shocker, Geno Boost Mario
- Mario Jump, Mallow Shocker

Mad Adder (1,500 HP)

- Geno Boost Mallow
- Mario and Mallow attack, Geno use Star Riders
- All attack for rest of battle

Post Fight

- **Party should be Mario, Mallow, Geno**
- Head into the Factory

-Factory (Inside)-

Mad Mallets (200 HP each)

- Mario attack, Mallow Thunderbolt
 - **Mario to Level 14 = Physical**

Clerk (500 HP)

- Mario attack, Mallow uses Rock Candy
 - **Mallow to Level 16 = Magic**
 - **Peach to Level 15 = HP**

Manager (800 HP)

- Geno and Mario attack Manager, Mallow Thunderbolt
- Geno and Mario attack Manager, Mallow Thunderbolt
 - **Bowser to Level 15 = HP**

Director (1,000 HP)

- Mario defend, Mallow Thunderbolt, Swap Geno for Peach and use Sleepy Time
- Mario Jump, Mallow Shocker, Swap Peach for Geno and defend
- Mario Jump, Mallow Shocker, Geno defend
- Mario Jump, Mallow Shocker

Gunyolk (1,500 HP) and Factory Chief (1,000 HP)

60 Exp | 100 Coins

- Mario attack FC, Mallow Snowy, Swap Geno for Peach and use Sleepy Time
- Mario Jump on FC, Mallow Snowy, Swap Peach for Geno and use Ice Bomb
- Mario defend, Mallow Snowy

Post Fight

- **Equip:**
 - **Peach:** Safety Ring

Smithy (Phase I - 2,000 HP)

- Mario attack, Mallow uses Star Riders, Geno Boost Mario
- Mario attack, Swap Mallow for Peach and use Group Hug, Geno Boost Geno

No Meteor Swarm

- Mario attack, Geno use Rock Candy, Peach Group Hug or defend
- Mario attack, Geno uses Rock Candy, Peach Group Hug or defend
- Mario and Geno attack

Meteor Swarm

- Mario and Geno use Rock Candy, Peach Group Hug
- Mario attack, Geno use Rock Candy, Peach Group Hug or defend
- Mario and Geno attack

Smithy (Phase II - 8,000 HP)

- **Main/First head**
 - Mario and Geno will always attack
 - Swap Peach out for Mallow and attack
- **Tank head**
 - Mario Jump, Mallow Shocker, Geno attack or uses Croaka Cola if FP are below 11
- **Whatever next phase is, Mallow use Star Riders against Mage or Treasure head, Geno uses Star Riders against Tank Head**
- **Mage Head**
 - All attack

- Mallow uses Star Riders first, then Croaka Cola if HP is low
- **Treasure head**
 - Mario uses Super Fireball, others use Fire Bombs
 - After Fire Bombs are used up, others attack
- **Safe head**
 - Mallow uses Snowy, others attack or use Rock Candy

That's it! Timer ends on fade out after the final textbox from Geno.

Congrats, gamer.