

Super Mario RPG



Safe Run Strats

Welcome to the Super Mario RPG Safe Strategies Guide!

Do you **love** Super Mario RPG? Have you always wanted to speedrun it? Can't do **Super Jumps**??? Well look no further because we have the guide for **you**!

This strategy guide was made with the user in mind, so we will explain most processes step by step on how to speedrun this timeless classic. Even if you feel like speedrunning this game is out of your league, do not get discouraged!! Using this guide, people of all skill levels can speedrun this game in a reasonable amount of time while enjoying the process.

Using elements from Cyghfer's classic speedrun pastebin, we change it up by adding the safest of strategies during moments that can be a bit risky. Also, we add in additional routes to get various weapons/flowers/coins to optimize the run, while adding on slightly more time to the run. Although this run is a bit slower than others, it will ensure you that your speedrun gets completed, and that everyone of all talent can have fun doing it.

This guide is also very adjustable! If you believe you are at a higher skill level than a beginner, feel free to skip some additional safe strategies that are listed. If you can do Super Jumps, but not 100, feel free to use them at times when you can. Use this guide as a base of your operations, as it is a stable platform to keep you alive during the game. If you are going for a faster time, drop some safe strategies, or use Cyghfer's guide altogether (if you can do 100 SJ's).

As we are putting this together, it is still and always will be a work in progress, please check back constantly to find out about updates or route optimization. (notes about improvements will be highlighted above the guide) (lol where is this area at, where are the updates :^)

If you need reference to the faster Old Route, here is the Cyghfer guide

Clarification

I want to make an addition to why this guide was made. There are plenty of great SMRPG speed run guides available that all use different strats to achieve fast times. The problem for most players are these guides may be too difficult for them to use. The reason for this guide was there was a lack of material for the beginner, the noobie speed runner. It's hard to learn this game unless you have someone teach it to you personally. You can fumble around with one concept of the game for 10 hours and still struggle with it, but this guide is here to show you EXACTLY how something is supposed to be done, and the science behind how it gets achieved. We know most of you are alone speed running this game, and you will be asking yourself questions like "When do I release the button for geno beam?". "When do I jump off the shyder's head for the Mack Jump?". Well we answer all of those questions and a lot more in depth using detailed pictures that have explain in real time how it should be done. However this guide is not the finish line. Use this as the first stepping stone into your SMRPG experience. Let this be your Rosetta Stone for all things SMRPG.

<http://pastebin.com/tQ9Qj3RN>

And the current Peach Route is below

<https://docs.google.com/document/d/1ICBgCu1WfuGgeZb16qOmz4DtMMI1mlvLp5SuellG2Ik/edit>

How to Use this Guide:

This guide is written with bullet styled points to keep the guide concise, but with explanations in each point. To keep you updated, we will use pictures, graphics, or charts to help you get through certain parts of the run.

Character names of each member in your party are **color coded** for easy reference. **Mario** is red, **Mallow** is light blue, **Geno** is dark blue, **Peach** is dark pink, and **Bowser** is green



In the guide, this means a character should level up generally around this time, but note that the level up time may vary from run to run slightly, because everyone does things a bit different. This reference is only listed until Land's End Death Abuse

ATK = Upgrade Attack

MAG = Upgrade Magic

HP = Upgrade Hit Points



Indicates that a Super Star is going to be used. Destroy the enemies listed with haste! Your time is limited. These stars you get in the boxes are the best tool for EXP in this run.



This ameboid symbol gives you info referring to strokes of good luck that may happen during your run.



This bomb-omb symbol will tell you what to do in case things go wrong, and blow up in your face.

Also: # = a battle, *** = good or bad RNG indicator, (parentheses) = side notes

Got any questions? feel free to shoot us a message at twitch.tv/shirayasha, twitch.tv/Patocz or twitch.tv/midokamizu We are more than happy to assist any speedrunner with any question with the guide or in general. If there has been changes to make the speedrun faster, please do not hesitate to add suggestions (through any of us at twitch)

Most importantly, thank you for choosing to run Super Mario RPG! I hope you have as much fun running it as we do! We put all of the time and effort into making this guide out of respect for the game and its community. Trust me, you can beat this game under 5 hours, I have no skill and can do it, so you can too!

For a list of what monsters do what attacks:

<http://shrines.rpgclassics.com/snes/smrpg/eattacks.shtml>

Leveling Strategies For Super Mario RPG Characters

*subject to change in the future

Mario: All levels upgrade ATTACK, Except Levels 2, 4, 5, 8...Do MAGIC

Geno: All upgrade ATTACK except level 7, and 8 do HP

Mallow: All upgrade MAGIC except levels 3, 4, do ATTACK

Bowser: All Attack

Peach: All MAGIC except level 10 do HP

Looking into* Geno level 11 -> Magic +3

Improvement Notes: Need to finish the guide after Exor to Smithy, need Bowyer strats in, need to input pictures of hidden chests rather than description, need to re-evaluate character levels.

Website Shout outs (Bibliography)

Special shout out to RPGClassics.com

<http://shrines.rpgclassics.com/snes/smrpg/hidden.shtml> For some hidden treasure locations, attack guides

<http://www.smrpglegacy.com/v3-smrpgbosses.htm> For boss HP knowledge, some sprites

lpaarchive.com for the roseway flower pic

talkingtime.com for the amazing moleville mine frog coin image

mariowiki.com for nimbus land photo

brentm.deviantart.com

-Game Start-

#Terrapins



>Use Jump 3 times, and 1 untimed attack

***Hopefully the terrapins attack you about twice (or less), that is good RNG

#Bowser



>2 Untimed Jumps on the Chain (not bowser!)

Mario's Pad

-cutscenes-

>Jump on the save block, but do NOT save, then talk to Toad

>go to Exor, now return to Toad

>When speaking to toad: Pick the **Second Option** both times in reference to Items and Timed Hits

Mushroom Way

-In the second screen follow the directions below to grab the flower without a fight!



(If you ran into a random encounter, grab the mushroom in the second screen)

#Hammer Bros

- >Use Jump on 1 bro, then block 2 attacks
- >Use Jump on the other bro, block 2 more attacks.
- >Now use 1 untimed attack (on a bro you dealt more than 40 damage on),
- >Now use an untimed Jump on the last bro to win.



Bad RNG here would be multiple uses of Hammertime, it waste time, but you can block them.

Mushroom Kingdom

- >Go to the Item shop, and go to the basement and grab the hidden chest flower above the lady.

Then Sell the flower Jar, and Buy: 6 Honey Syrup, 7 Pick Me Up, 2 Able Juice, Shirt, Pants, Jump Shoes

- >Equip **Mario** with : Hammer, Shirt, Jump Shoes
- >Enter Kingdom and jump on toads head, and grab the hidden frog coin (see image below)

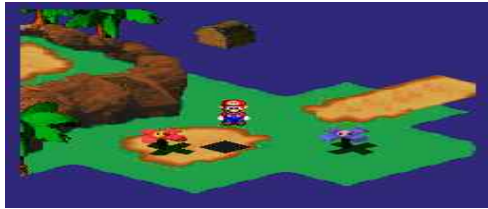


- >Proceed to cutscene
- >Acquire **Mallow**

Bandit's Way

>2nd screen, grab the coins (not necessary)

>grab KeroKeroCola from the hidden chest (see image below)



>(in the third screen, take the middle path because no encounters)

>  In the 4th screen, use the star to kill 10+ enemies. 12+ is optimal (below 10 = reset)



Mario Reaches Level 2 **MAG**

>In the 5th screen grab the mushroom box if needed, then catch croco

>(Equip Pants on **Mallow** before this fight if you needed safer routes)



#Croco First Time

>Jump with **Mario**, and Defend with **mallow**.

>After 3 Jumps, use a Honey Syrup with **Mallow**.

After 5 Jumps, Croco uses Weird Mushroom.

>Use one more Honey Syrup after 3 more Jumps

(Notes: Always Jump with **Mario**, but Pick Up **Mallow** if he dies)



Bad RNG is Croco throwing A LOT of bombs. In this case, when a bomb is thrown at **Mario**, have **mallow** use a mushroom on him. Use a Pick Me Up on **Mallow** if **Mallow** dies.



Mallow Reaches level 3 ATK

Mushroom Kingdom

Safe Strats require you to enter from bandits way, and save at the INN (just in case you don't get Mack Skip on the first try)

Attempt Mack Skip, if you do not get Mack Skip, reset and try again at the Inn, if not reset

How to Mack Skip



>After the Mack Skip, go grab the Cricket Pie at the store

Kero Sewers

>In 2nd screen, jump into the pipe on your quick right side.

>Go past the corner and into the other pipe

>In the 3rd screen, go off the right and up and hit the chest to fight...



#Pandorite

>Mario uses Jump, Mallow Defend

>Mario Jump, Mallow uses Mushroom on Mario

>Mario uses Jump



After the first two turns, Pandorite can use scream on Mario. In this event, have Mario Able Juice himself, and then Mallow use a mushroom on Mario if he took any damage at all.



If Carni-Kiss after turn 2, have Mallow revive Mario. It just wastes a turn.

Notes:(It takes 3 well timed Jumps to beat Pandorite (no 85 damages will work, or extra attack is required)

>After beating Pandorite, circle back to the same green pipe you came through, go into it, and back into it again and return to the Pandorite chest. Bop it 5 times for 50 coins

>From the stairs, jump back onto the floor with the pipe, and grab the flower in the chest, and proceed up

>  Use the star box to kill 7-8 enemies, appear at the end of the next pipe



Mario Reaches Level 3 MAG (Look into this later, maybe ATK for +2)

>Hit the button and drain the water

>head back down and get into the pipe

>Grab mushroom in box, proceed to Belome



#Belome **Three strategies listed below in case of RNG**

>Jump, **Mallow** untimed attack (Let Belome hit **Mallow**, don't block)

>Jump, **Mallow** defend



If Belome used an attack on **mario (see alternate) (best RNG)**

>Jump, **Mallow** use Honey Syrup (**Mallow** eaten)

>Jump

>Jump (**Mallow** pops out) **mallow** uses honey syrup

>Jump, defend

>Jump, defend (**Mallow** eaten)

>Jump

>Jump (**Mallow** pops out) Battle is won!



If Belome uses Sleep Sauce on Mallow (alternate 1)

>**Mario** uses Jump

>**Mario** uses Jump (**Mario** uses Pick Me Up if **Mallow** is dead here), **Mallow** uses honey syrup

>Jump, defend (**Mallow** eaten)

>Jump

>Jump (**Mallow** pops out) **Mallow** uses honey syrup

>Jump, defend

>Jump, Battle is won!



If Belome uses a Sleep Sauce on **Mario** (alternate 2)

- >Mallow defend (Mallow gets eaten)
- >Jump
- >Jump (Mallow pops out) Mallow uses Honey Syrup)
- >Mario Jump, Mallow Honey syrup
- >Jump, defend (Mallow eaten)
- >Jump
- >Jump (Mallow pops out) defend
- >Jump, Battle is won!



Mallow reaches Level 4 ATK

Midas River

>Get 60+ coins and get a frog coin (Do Safe Strats and ENSURE 60+ coins!)

The Barrel jumping part is as follows:

>3 Down, 1 Up, 3 Down, 1 Up, 3 Down, 1 Up, 3 Down.



If you mess up, and get less than 60 coins and no frog coin, the run can continue. Instead of buying 2 sleepy bombs, you can only buy one (Use it on Johnny). If you freebie that bomb, there is no consequence. If no freebie, you lose some time at Gunyolk (where it was used).

Tadpole Pond

>long cutscene: Make sure not to get the “recap” during the frog talk

>give cricket pie to frogfucius, get froggie stick

>Go to the Juice Bar on the left, and buy 4 froggie drinks. (5 for Safer Strats)

>While at the Juice Bar, equip the Nok Nok shell on **Mario**, Froggie stick, Pants, Trueform Pin on Mallow)

>Go to Frog Coin Emporium to the left of the Juice Bar, and buy **3 Sleepy Bombs**, 1 Energizer

Rose Way

>Grab the extra flower on the island, (see image below)



>grab 1 large coin in the air if you can, and 1 large coin on the island.
>hit the coin boxes on the way to Bowser cutscene

Rose Town

>Follow the image directions below to get all of the hidden treasure(3 flowers and 2 Frog Coins total) , then speak to Gaz



>Go to Gaz's house for the cutscene, tell them you are NOT **mario** (Second Option)
>The cutscene begins after Gaz says "Oops I think I missed" click that, and begin your break!
the cutscene lasts about 1:30 seconds, so go to the bathroom, or grab a drink/snack. But go with HASTE!

Forest Maze

>1st screen grab Hidden Chest KeroKeroCola on top left hand corner



>Grab frog coin in hidden chest outside of the first stump sequence, it's in the top left corner.



>In the area with many stumps, go to the last one, go behind wiggler, jump for the hidden KeroKeroCola



>Before the maze begins in save point area, there is a Red Essence in the top right corner.



>Save here for Safe Strats

🐝 🍄 How to do the Forest Maze 🐝 🍄

>Follow **Geno** wherever he goes.

>There is one path where there is no **Geno**, Go to **Mario's** right hand side, which looks like the bottom path

🧠 Each screen you enter, the amount of monsters in that screen is RNG. If you have been blessed with luck, you will have little to no monsters to avoid

💣 If your screen is packed full with monsters (Bad RNG), and you have a few encounters, you can die. RIP RUN to the bees. Try getting good at platforming this maze.



#Bowyer

>**Geno** Attack, **Mario** Jump, **Mallow** use Energizer on **Geno**



Bowyer drops the buttons

>**Geno** Attack, **Mario** Jump, **Mallow** Attack



*The A button gets locked, so no more Attack

>**Geno** use Geno Beam, have either **Mario** use Pick Me Up/Froggie Drink, **Mallow** use Honey

Syrup/Pick Me Up (If revived by **Mario** defend)

>**Geno** use Geno Beam, have one character use a Froggie Drink, other Honey Syrup



The X button gets locked, so no more items can be used

>**Geno** use Geno Beam, **Mario** defend, **Mallow** defend

>**Geno** use Geno Beam, **Mario** defend, **Mallow** defend

>**Geno** use Geno Beam, **Mario** defend, **Mallow** defend

>**Geno** use Geno Beam (win, unless you mistimed, continue on)

>**Geno** Beam again (if you did more mistiming, switch to regular attacks)

(Notes: Always use a Froggie Drink after Static E)



TIMED ATTACKS!

So this is a little push up for all who struggle with Timed Attacks! specially the ones that matter in the run! So let us start with the basic one for this fight (Bowyer) GENO BEAM!



So here's the deal! when you get in the Geno Beam phase in the Bowyer fight you push Y, select the attack and then this pretty informative but very misleading message will appear. As soon as this message is on screen you want to press Y (for power!) BUT! here's the catch!...

The whole animation for the attack will start and a star will appear in the bottom right corner of the screen, then a second star and THEN a third star. What the game makes you believe is that you have to maintain Y pressed the whole animation. BUT that's not the case

Here in this image you can see what you actually have to do for the Attack to be perfectly timed and then deal a lot more damage (90 max in this case). You have to LET GO of Y as soon as the third star begins to appear.



Practice it for a little and then kick Bowyer's ass!



If you didn't time your geno beams or attacks, and you run out of FP to use Geno Beam, have **Geno** use normal attacks to get through the rest of the battle (1-3 additional attacks probably)



If you freebie the energizer, have **Mallow** use it on Geno in the next Croco fight



Mario Reaches Level 4 ATK

Moleville

>Buy Punch Glove, Finger Shot, Cymbals, 4 Work Pants,

>Equip Punch Gloves to **Mario**, Finger Shot to **Geno**, Cymbals to **Mallow**, and Work Pants to **Everyone**

Enter the Mines

>Jump on the trampoline , and Croco and bandits appear

>Next chase down each one of Croco's 3 bandits, and kill each one off

#Crooks



>Use normal attacks to take out each crook one by one (Use untimed attacks for Mario)



They will drop a flower tab after you defeat them! Sell these later for bomb coins



Mallow Reaches Level 5 (Always MAG after this point)

#Croco Second Time!



>**Geno** Attack every turn

>**Mario** Jump every turn

>**Mallow** Attack every turn.

(When **mario** runs out of FP for jumping, use Attack.)

(Use Pick Me Ups early battle when needed. This battle requires good blocking in the second half, if you can't block, keep **mallow** alive to heal.)

How to block Chomp: The chomp is thrown in an arc. To perfectly block, guard just before it gets to the halfway point. Practice this!



There is a small chance to get a Flower Box after winning

**Good RNG in this fight are similar to the first.



Geno Reaches Level 7 HP



Mario reaches level 5 MAG

>On the screen after the mole blows up the path, take the train tracks all the way to get a frog coin. (see image below)



> ★ Then go up, grab the invincible star. Kill Bomb-ombs going forward on from that room, to the next room, and quickly go to the third room (pictured below). In this room with the chest, be sure to kill the bomb-omb here, and try to kill the Fire Ball guy as well. Empty the chest's coins. Grab the flower in the high chest and proceed to Punchinello.



#Punchinello

>Always Attack with **Geno** and **Mallow**, use Jump with **Mario**.

>When **Mario's** FP runs out, use Attacks. Keep this up until Punchinello falls.



If Punchinello uses SandStorm, and it hits **Geno**, use an Able Juice on **Geno**. **Geno** is critical to keep healthy and dealing full damage.

*** BAD RNG here is if Punchinello uses Sandstorm anytime during the fight

>Do the minecart, and try to grab as many coins as you can. The coins in this area are critical for later stages.

>**Running low on Pick me Ups???** Well right now is the time to go buy some. Make sure to have at least 5 in your inventory, you will need them for the Bundt fight.

Booster Pass

>Get a flower in a hidden chest to the left, by jumping once on top of the green bush.



Also in the first room, be sure to grab the hidden Rock Candy.



In the second screen, get the flower on the floor to the right hand side. (should be visible)

Booster Tower

>Bowser joins your party, do NOT get the "switch ally" tutorial

>In the second room, grab the hidden frog coin in the first green square left of the top right corner (see below)



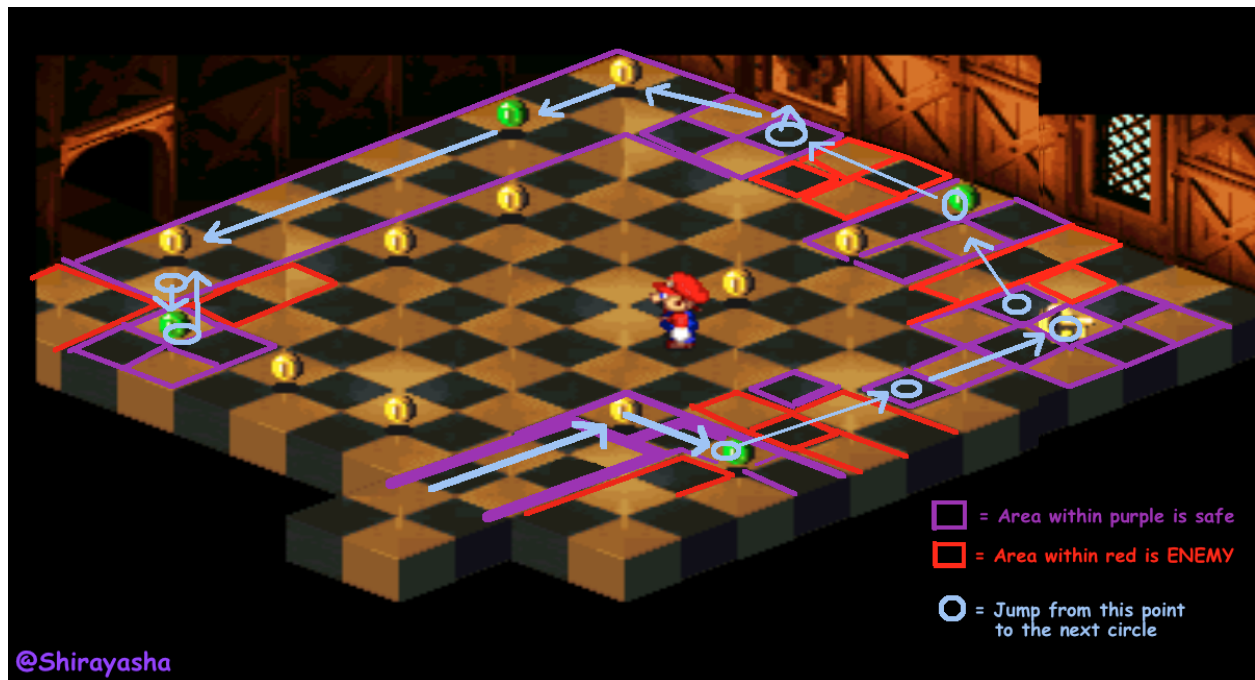
>In the Booster Train room, On the far right hand side, keep going far right, and you will get a flower tab \$\$\$

>Jump on the green button

>In the room after you get catapulted up, get the frog coin located in a hidden chest on the first level, very left corner, jump on the green tile. In the same room, jump up a few levels, and go into the hidden alley, and go right into it, and jump to get a frog coin.



BOOSTER CHECKERED ROOM Guide step-by-step



Look at the above Image!! Know it, memorize it, and BE IT.

>Stay within the purple, and

>jump from the Light blue circles to the next light blue circle. Grab the frog coins and the Zoom Shoes (located in the room which needs the key).

>In the room with elevated platforms, grab the Goodie Bag (hidden) and Frog Coin below



>In the same room, grab this hidden chest that contains a healing mushroom



>Proceed on to doing the Booster Tower Snifit Mini Game.

>Switch **Bowser** into your party, Equip **Bowser** with the Zoom Shoes, Work Pants. Equip **Mario** with the Amulet



#Knife Guy and Grate Guy

>Geno Attack Grate Guy, Bowser use terrorize (this must put terror(!) over both), then Mario uses fire orb on Knife Guy.

>Geno always attacks Grate Guy, have bowser attack Knife guy along with Mario's Fire Orb until Knife Guy falls

>Have Geno and Bowser focus attacks on Grate guy, and Mario Jump on Knife guy one more time if he still is not finished

>Focus all attacks on Grate Guy until battle is over



If Bowser's Terrorize does not hit Knife Guy at least, you must do Terrorize again, and have all characters focus attacks on Knife Guy. You may also need to use a honey syrup.



If Bower gets put to sleep, have Geno attack Knife Guy. If Mario gets put to sleep or silenced before Knife Guy dies, Able Juice him.



Mallow Reaches Level 6 MAG

Booster Hill

>Try to get at least 4-5 flowers minimum, but 8+ and that is optimal!

Marrymore

>In the Marrymore Inn, go to the second floor, go inside the room and grab this frog coin in the picture below



>Go outside and speak to anyone to trigger a cutscene

>Next, take the hidden entrance behind the church.

>Save at the save point. Retrieve Boosters Items

>Get a kiss from Peach, hopefully not Bowser or Booster, or both



#Bundt, Chef Torte, Apprentice

First phase:

>Attack the cake 7 times, twice with each and 3 times with **Geno**, and it turns alive

Second phase:

> (Blow those candles out!) **Bowser** use Red Essence on **Mario**, untimed attacks with everyone else until all candles are blown out. one untimed attack blows one candle out, but when the cake attacks, it revives one candle.

Third Phase:

>Have **Mario** use Jump every turn, **Geno** and **Bowser** attack.

(Side notes, Use pick me ups often when teammates get downed. Be sure to able juice **Geno** if you get sand stormed. **Bowser** is a tank, and will last the longest, but **Mario** and **Geno** may die frequently.)



Bad RNG is Sand Storm, or multiple uses of it. Good RNG would be the Cake attacking Mario a lot while in Red Essence form, or just **Bowser**.



In the Second Form, if Bundt uses Sandstorm/Blizzard together, have someone use a froggie drink



In the third form, if Bundt uses Sandstorm, use an Able Juice on **Mario** only, and have **Mario** continue to use Jump



Mario Reaches Level 6 ATK (Learns Super Jump)

Mushroom Kingdom

>Do the REALLY LONG cutscene

>Go outside to meet peach (when she is flying down on her umbrella, go back in the kingdom, and back outside, and Peach will be on the floor instantly) **Peach** joins the party

Tadpole Pond

>Talk to Frogfucius, and he will tell you the next star is on Star Hill.

>Now head to Booster Pass

Booster Pass



>On the first screen, go to the entrance door on the far left, and go down the far path to pick up a Frog Coin, a Flower, and a KeroKeroCola (stay to the right of the path to avoid the snifit) then fall off the ledge by making a left and exit.

Star Hill

>Do all three screens of star flowers, grab the star, and leave as fast as you can.

Seaside Town

>It's time to go shopping!

>Go to the first shop with 2 guys in it, and talk to the one selling bombs.

>Sell the Goodie Bag/Wallet/KeroKeroCola's/FlowerTabs/Jars/Boxes Also unequip the Zoom Shoes from Bowser, Weapon from Mario, and sell all your weapons and Zoom Shoes for bomb coins.

>If you can, buy 3 Fire Bombs, 8 Ice Bombs, and 8 Fright Bombs. Depending on the amount of coins you have, (you should be able to buy that bomb ratio) Always buy 3 Fire Bombs. You need a lot of fright bombs for Yarid and other bosses, and ice bombs help with future boss fights.

>You should leave around 75 coins left over to buy the Hand Gun/Hurley Gloves later

Now go talk to the Fake Elder, and leave to the Sea

Sea

> ★ Use the Star in the box and kill most of the enemies in the first screen and second screen



Mario Reaches Level 7 ATK: Bowser Reaches Level 9 (Always ATK)



Geno Reaches Level 8 MAG : Mallow Reaches Level 7 MAG



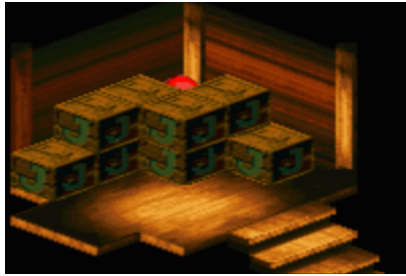
Peach Reaches Level 10 HP

>Now when you finish the star, go to the room on the RIGHT, and get the flower and frog coin



Sunken Ship

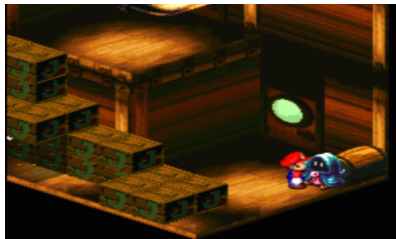
>Grab this flower hidden behind some boxes in the room where the rats patrol the stairs



>Empty out the coin chest in the room heading downstairs with rats



>From the Shaman  Buy the Hurley Gloves and Hand Gun. Equip them to **Bowser** and **Geno**



>The Password is Pearls

>**Mario** has the Amulet, and make sure **Bowser** and **Geno** are equipped with the latest gear (**Geno** with the Trueform Pin)



#King Kalamari

>**Geno** Boost **Bowser**, **Bowser** use Fire bomb (Party advances forward)

>**Mario** uses Fire bomb, **Geno** uses Geno Boost on **Mario**, **Mario** attacks tentacle (Party

advances)

>Bowser uses Fire Bomb, Geno Attack, Mario use Fire Orb

>Bowser Attacks, Mario Fire Orbs, and Geno Attacks, do this until Kalamari dies.



If Kalamari kills Mario for any reason, revive him with Geno

>In the Double Mario room, grab the KeroKeroCola through hidden box.



>Grab the mushroom (chest to the left of the save point) if needed.



Do not hit the other chest, that is Hidon, a chest monster

>Grab the 4 frog coins in the water.

>In the squid room, grab the Safety Ring behind the lot of barrels.

>Grab the frog coin in this same room, follow these directions below



>Switch Mallow back into your party(from bowser), and switch the Work Pants from Mario to Mallow



Do not put the Amulet on Mallow or it will slow him down



#Red Bandannas

Cast an UNTIMED Geno Boost on Mallow, and have Mallow use a Timed Thunderbolt to kill all monsters in one strike. (have mario defend in these battles). Repeat the process for the next battle.



Geno Reaches Level 9 ATK: Mario Reaches Level 8 MAG



Mallow Reaches Level 8 MAG : Bowser Reaches Level 10 ATK

>After both fights, grab the mushroom in the chest downstairs,
>Equip the Work Pants from Mallow back to Geno, switch Bowser back in for Mallow, and you should be ready!



#Johnny Jones

 Quick note before you start: Attempt Super Jumps if you think you can get 8+ Super Jumps consistently, with a chance of getting more each try. You don't need to get 100 (would be nice) but if you can hit 15 consistently, that is good enough



Can't do Super Jumps at all? Use Jump instead, it is still effective

>Geno Uses Sleepy Bomb, Bowser uses Fright Bomb, and Mario Jumps

>Geno Attacks, Bowser Attacks, Mario Jumps *Get Strong*  *turns orange*

>Geno Attacks, Bowser Attacks, Mario Jumps

>Geno uses a Sleepy Bomb Again, Bowser attacks, Mario Jumps

(Keep doing the same routine over until Johnny falls)

 Using Super Jumps is around 20 seconds slower than using Jump, but if you can get 30+ for Attack Scarf or Super Suit, it is worth it

Seaside Town

>Hand over the star to the Fake Elder immediately.

>Next head over to the Elder's house, and go upstairs.



>Talk to the frog and buy the EXP Booster. (You should have 22 frog coins exactly if you followed this guide.



(If you are one short, RIP RUN, but you can go get another one by doing a wiggler jump).

>Switch Peach into the party, Mario should have the Punch Gloves Shell, Work Pants, and Jump Shoes. Peach should have Slap Gloves, Polka Dress, and Safety Ring, and Geno should have Hand Gun, Work Pants, and Amulet.

>Go save at the Inn building (for safe strats) and fight!



#Yaridovich



Try to leave 3 Fright Bombs, and 4 Ice Bombs left over from this fight, Use up into 3 Fright Bombs, and then use any Fire Bomb freebies you may have gotten, then use up into 1 fright bomb, then use your last fright bomb if you have to*

>Geno Boost Mario, Peach Defend, Mario Fright Bomb

Water Blast Everyone should survive this

>Mario Fight Bomb, Geno Boost Peach, Peach uses Group Hug

>Mario Fright Bomb, Geno Boost Geno, Peach Group Hug

>Mario Fright Bomb, Geno Attack, Peach Therapy/Group Hug

>Mario Fright Bomb, Geno Attack, Peach therapy/group hug/defend

>Mario Fright Bomb, Geno Attack, Peach Group Hug

>Mario Ice Bomb, Geno Attack, Peach group hug

>Mario Ice Bomb (dead)



Mallow Reaches Level 9 MAG

>Grab the Shed Key, and go rescue everyone.

>Go to the shop, sell the Flower Box, and buy a Double Punch, Troopa Shell, and Hurley Gloves.

>**Do not Equip this gear yet, but Equip the EXP BOOSTER on MARIO. switch Bowser back in for Peach (For safe strats in case of encounters),**

>Go talk to the Real Elder, and leave.

Land's End

>On the first screen, stand on the yellow block, and jump diagonally to the top left at the blocks peek of being up, and grab the Red Essence in the hidden box.



>In the second screen, jump out of the hole, and run to the side of the cliff, have a monster fight you, and RUN.

>Jump on the spinning flowers, avoid the bees, and hope across the bridge.

>Go out to the main section, and use an Ice bomb on the ant in the whirlpool, and go into that whirlpool. (Do this 4 times until you land in the Basement area.)



Mario Reaches Level 9 ATK : **Peach** Reaches Level 11 MAG



Geno Reaches Level 10 ATK : **Bowser** Reaches Level 11 ATK



If you get freebies on these Ice Bombs, they can be used against the Axem Rangers or Gunyolk (Or MegaSmilax if you really are low on bombs)

-Time for Death Abuse- ★ ★ ★ ★ ★

>Switch **Mallow** and **Peach** into the party, and unequip your party of everything except **Mario's** EXP Booster.

>NOW SAVE ON THE SAVE BLOCK.



AT THIS POINT FORWARD, Put all the bonus stats in the following:

>**Mario** gets all ATK

>**Geno** gets all ATK

>**Bowser** gets all ATK

>**Mallow** gets all MAG

>**Peach** gets all MAG

>Use the first star, and try to leave one of the Orange Dogs alive next to the trampoline. Go down the hole aaaaand.....

>Talk to the Shaman  behind the boxes, and buy the additional Star. Kill all the monsters in this floor (assuming you left 1 monster alive above, if not, leave one monster alive HERE).



You must always leave at least one monster alive for this to work, don't forget it!

>Get into a battle with a monster, and **DIE AS FAST AS YOU CAN**. Repeat this process 4 times.

>After dying 4 times, switch your party back to **Mario/Bowser/Geno**, EQUIP YOUR GEAR as follow: **Mario** with amulet, **Bowser** with Trueform Pin, and **Geno** with Safety Ring

>Now use the 2 stars one last time, and exit ★ (5 rounds total, but only 4 deaths)

Finishing Levels should be around (May not be exact but close to)

>**Mario** Level 18

>**Bowser** Level 16

>**Geno** Level 15

>**Mallow** Level 16

>**Peach** Level 16

>**If you still have not equipped your gear, this is another reminder to do so, look above for instructions**

>Empty out the coin box, all of them

>For the first fortune room speak to the shaman  , do Left, Middle, then Right (Belome Tongues).

>At the last Belome tongue room, if he says he is “not accepting visitors right now” leave left, and re enter and try again until he’s hungry, then proceed down.



#Belome Second Time

>Geno uses Fright Bomb, Bowser Attacks, Mario Attacks (all on belome)

>Geno Attacks, Bowser Attacks, Mario Attacks (Belome Dies)

>Everyone finishes off clones with attacks

>If 2 clones are available, have Geno use a Timed Geno Blast.



Bad RNG is Belome using an attack called Light Beam, which puts your characters to sleep, or Aurora Beam. If this happens hope for a MISS and use an Able Juice on Mario

Monstro Town

>Go to the Elder’s House and talk to the Pink Starfish Upstairs 

>head back downstairs and talk to the Elder once more

>Head back to Belome Temple, and use the trampoline  to take you back to the surface for 100 coins.

>Head over to the Massive Lands End Cliff, and do the Troopa Mini Game.

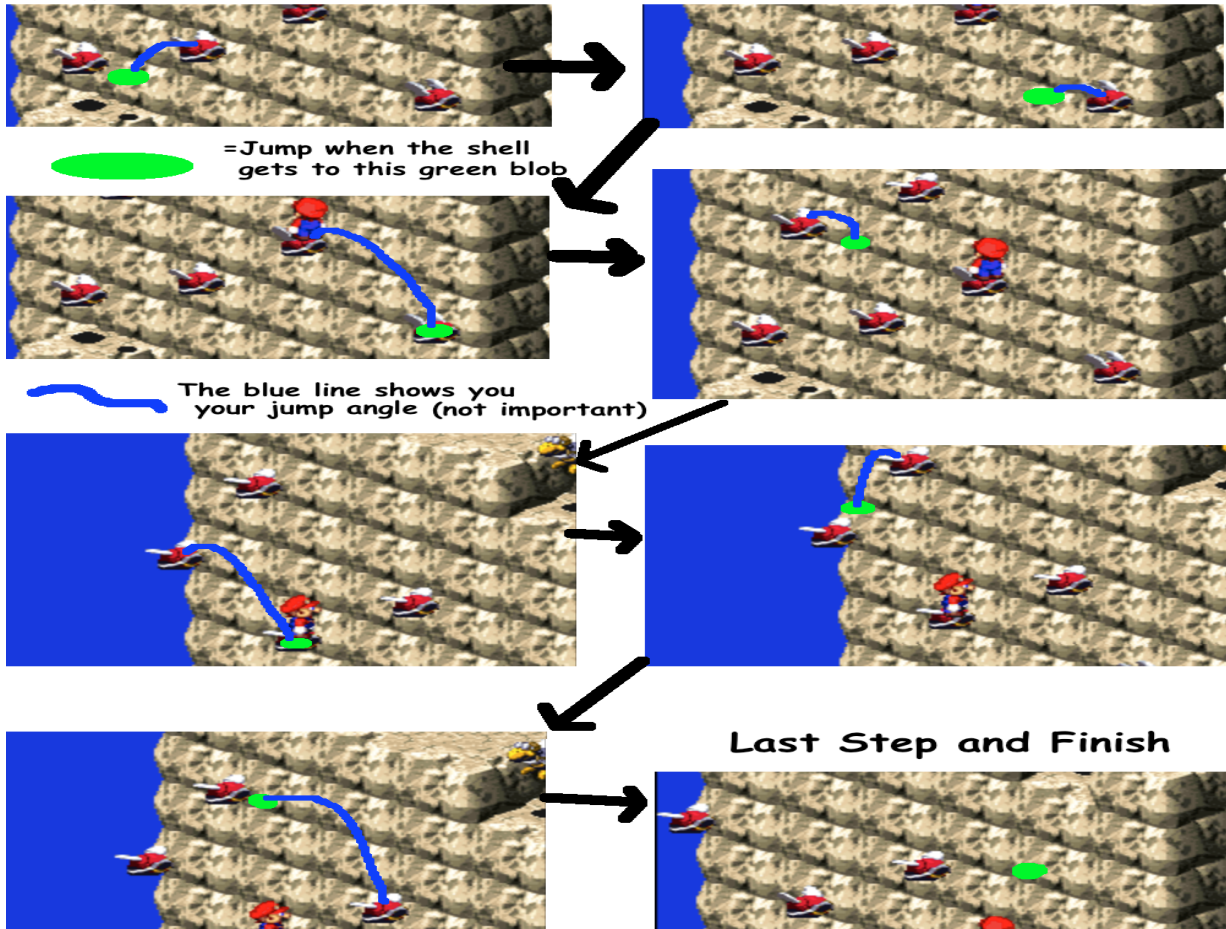
Koopa Troopa Mini Game

>Follow the guide below to get the Troopa Pin. Switch Party to Mario/Geno/Peach, and Equip the Troopa Pin on Mario, the Amulet on Geno, and the TrueForm Pin on Peach.

How to Get the Troopa Pin

(within 12 seconds)

Step 1



Bean Valley

- >The first area, enter the right pipe.
- >Take the next pipe, and make a left
- >Keep going past the 5 pipes until you hit the save block aaaand
- > Switch Party to Mario/Geno/Peach, and Equip the Troopa Pin on Mario, the Amulet on Geno, and the TrueForm Pin on Peach Now go take on the Plant



#MegaSmilax

Part 1 (one plant)

>Mario Attacks

Part 2 (2 plants)

>Geno Boost Mario, Peach defend, Mario Attack

>Geno Boost Geno, Peach defend, Mario Attack

Part 3 (3 plants)

>Geno use an Ice Bomb

Part 4 MegaSmilax

>Peach uses an Ice Bomb *Petal Blast*

>Everyone use Attacks to finish off Megasmilax, use Peach's Group Hug to get people out of Mushroom State.

Pick up the SEED

Nimbus Land

>Climb up some vines, in the second screen, grab the flower on top of the red vine on the left, then take the vine on the right all the way up.

>Cutscene Time

>Go to the shop, and buy 2 Mid Mushrooms, 2 Maple Syrups, Mega Gloves, and Hand Cannon. Equip the 2 weapons

>Now go to Garro's place and do the cutscene.

>Dodo Mini Game, don't get caught

>Pick up the Feather.

>Switch party back to Mario/Geno/Bowser.

>Equip Bowser with the Troopa Pin, and Geno with the Feather, mario Amulet.

>In the first fan room, jump down and grab the flower, and return back to the same place (this should take 12 seconds)

>Grab the flower in the chest on the left, and go to the Key Room.

>Talk to the man in the bottom left corner for a Flower Jar. Use it. Grab the Key as well from the guy above him. Go to Birdo and fight!



#Birdo

Part 1 Egg

>Mario and Bowser Untimed attacks, Geno Boost Mario

>Mario and Bowser untimed attacks, Geno Boost Bowser

>Mario untimed attack (Shell cracks)

Part 2 Birdo

- >Bowser uses Fright Bomb, Geno Boost himself
- >Everyone Attacks from this point forward

- >Grab Castle Key 2
- >Skip over the Fan according to the directions below.



Risky Risky DON'T DO THIS, only if you practice it (or you are having trouble), just fight the fan, and if you encounter 1 enemy fan, kill it. If more than 1 enemy in the fight, just RUN.

How to Jump the Fan in Valentina's Castle

Step 1

Immediately run to the spot Mario is at



and do a full jump across



(This all needs to be one QUICK motion)
(Or the fan will blow you off)

How to Skip The Forkies

Step 1

Position Mario Here (In front of the Fork)



Step 2 Wait for the Fork to come up



Step 3 Run Run Run!



>Next step, Skip the Forkies. (see image below)

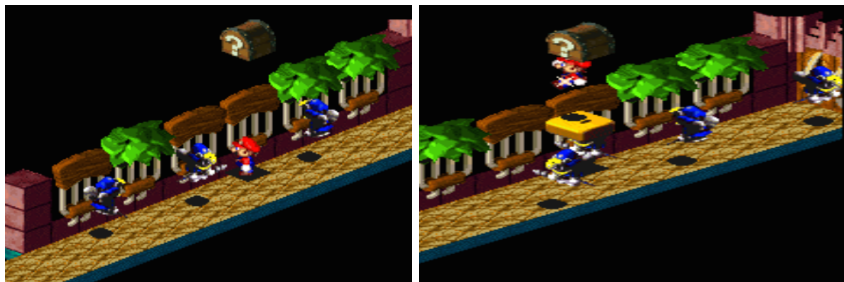
>Do not go to the room to the left, Skip that and keep going right (see image below)



> ★ In the long hallway with birds, jump in the middle to get a platform, and jump again for a hidden Star. Kill 4 enemies in that room, and the rest in the next including Dodo.

>Before the battle, make sure Bowser is in the MIDDLE slot in the party (**Critical**)

>Equip Bowser with the Troopa Pin, Mario with the Amulet, and Geno with the Feather



#Dodo

>Have Bowser attack Dodo each turn for 2-3 turns, block the regular attacks and multistrike.

💡 Good RNG is he only regular attacks or Flutter Hush



#Valentina

>For this have Geno cast Geno Boost on Mario Mario Attacks

>Geno casts Geno Boost on himself, Mario Attacks

>Mario and Geno do Attacks on Valentina until Dodo and Bowser arrive

>Everyone use Attacks on Valentina until she falls

💡 Good RNG is Valentina using normal attacks, or attacking Bowser.



If she uses Water Blast multiple times, or other powerful magic, use a healing item

-Long Cutscene-

>Leave the castle (heading to the entrance of the castle and head outside)

>Go to the far right of nimbus land, and Run along the side until you Run OFF the screen.
Talk to the Shy, and get the Fertilizer.



>Now you have all two elements to get the LAZY SHELL

Lazy Shell

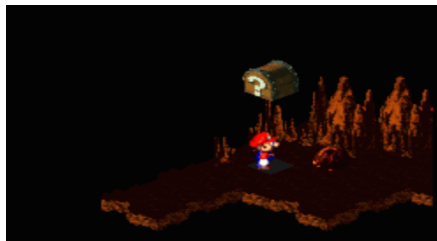


>Head to Rose Town, and go to the far back into a new passage.
>Talk to the man and give both ingredients.
>Grab the Lazy Shell Weapon and Armor.
>Equip the shell to mario, and the shell defense to Peach.
>Go back to Nimbus Land, and head to the Volcano!!!!

Barrel Volcano

>Grab the flower in the 3rd room.

> ★ In this room (see image below), get the star, and kill a bunch of enemies including the giant grey thing, and try to go to the next room and kill a dry bones to avoid the platforming battle.



>Get the flower in the save block room. To avoid the STUMP, stay to the back of the wall, and keep heading right!

#Battle Corkpedite Blocking your way



>Mario Attack the Spikey, and then have a timed Geno Whirl on the Body  (9999)



<-- and this part dies automatically (If it does not, Defend on the next turn, it will die)

>You can avoid this next fight with the stump if you jump over it's body correctly, if not..

#Stump



>Geno Whirl the Stump, finish off the other 2 with attacks

>Skip right by the Hino Mart, and fight the Czar Dragon.

>Switch Peach in for Bowser, Equip Peach with Safety Ring, Equip Geno with Amulet, Equip Mario with troopa Pin.



#Czar Dragon

>Geno Boost Mario, Mario Attack every turn, Peach use Group Hug when needed, if not defend. Geno Boost himself after, then attack every turn after that. That's it!



ICE BOMB STRATS

>Mario Attack, Geno use Geno Boost on Peach, Peach uses an Ice Bomb

>Mario Attack, Geno use Geno Boost on self, Peach uses an ice Bomb (dies)



If Czar uses Water Blast twice, the battle will go slow because Geno will die, if he uses Flame Wall twice, Mario will die



Part 2 Zombone

>Mario and Geno Attack, Peach Group Hug if needed

>This takes about 3 hits with Mario and 2 hits with Geno

>Equip Mario with the Amulet, and Geno with the Troopa Pin



#Axem Rangers

Fast Strat 1 Using Bombs

>Geno uses Rare Candy, Mario uses Ultra Jumps on Yellow Ranger, Peach uses Ice Bomb

*Black Ranger, Yellow Ranger, and Green Ranger fall)

>Geno attack Pink Ranger *Pink Ranger falls* Mario attacks red ranger (if he does not die here, attack again)

>Finish off the Zord with attacks, use Peach to heal, pick me up, and group hug when needed

Strat 2 not using bombs (slower by at least 1 minute)

- >Geno Boost Mario, Mario attacks Pink Ranger (Pink Ranger Falls), Peach always heals or defends
- >Geno Boost himself, Mario attacks Green Ranger (Green Ranger falls)
- >Geno attack the black ranger, Mario use Ultra Jump on the Yellow Ranger
- >Have geno keep attacking the black ranger until he falls, mario now does normal attack on red
- >Finish off the yellow
- >Finish the Zord

Nimbus Land

- >Run through the palace and talk to the King about a bus
- >Exit through the back, stopping to get the extra flower by jumping to create a platform below the treasure box
- >Go to the left area for the bus

Bowsers Keep

When you get here, head over to Mario's Pad immediately.

Door Manipulation

Mario's Pad

- >Save at the Save Block.
- >Reset your game.
- >Load the save data you just saved
- >Now be careful with this: Only hold DOWN while running until mario runs and clips into the green bushes. After running into the bushes, change your directional to Down-Right
- >Check the below instructions for details on this manipulation

(Do NOT click right in these first steps) (only Down)

(Now Diagonal)

1. Hold Run and Down

2. Hold Run and Down

3. Start changing to Down/Right

4. Keep going

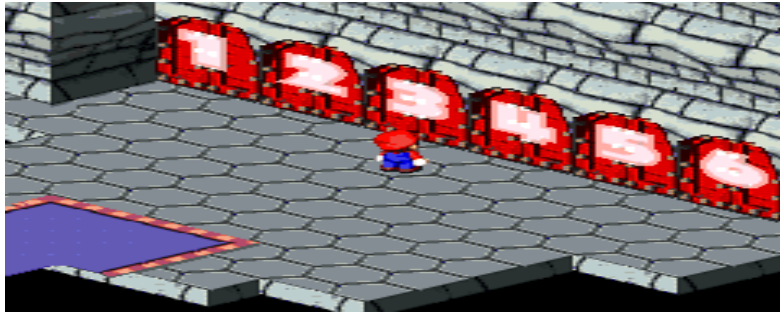
5. Keep going and Exit



Bowser's Keep

- >Platform your way to the 6 doors.
- >Save on the save block near croco just in case.
- >The door order for puzzle doors should be **1,2,4, and 5.**

How to Complete each Door



Door 1 **Puzzle Door 1**

Topper Quiz

(look up the answers for this on google)

Guess the Amount of Barrels

(The first scenario is a warm up)

>The 2nd scenario is the real quiz. Count the barrels in groups of 3, or however you can do it

The Triathlon Race: How to do this

Boo (ghost) Goo (Gomba (Bones) (skeleton) and Kipp (fish)

They will be randomly assigned a quote from the race, depending on the quote they get will determine which place they took in the race.

If they get the following quote, they will get the respective place in the race as follows:

"I outrode X on my bike, and X was never able to pass me" = FIRST PLACE

"I fell into 4th place during the bike race.." = SECOND PLACE

"I placed the same in swimming and cycling" = THIRD PLACE

"I came in third for swimming" = FOURTH PLACE

Check which quote they get, write it down who got what place if you need to, and finish this door.

Door 2 **Puzzle Door 2**

21 coin box: You can get between 1-4 coins per turn, and you can't be the last one to hit the 21'st. Get the coin amount to 14-16, and then on your next turn make sure to leave 20, so that you instantly win)

Green ! Button room: Jump on the buttons below that look red, and those only!!!



Ball solitaire : Copy the pattern below, and kick the balls the way the arrows show below in that order.

- 1.
 - 2.
 - 3.
 - 4.
 - 5.
 - 6.
 - 7.
 - 8.
 - 9.
 - 10.
 - 11.
 - 12.
 - 13.
 - 14.
- WINNER!!!
- *music plays*
-

Door 4 Action Door 1

Run over the glass floor, collect the first chest in the middle, run to the left, jump over the lava, hit the chest to the side on the left, keep going, hit the chest, exit the door.

Platform switches

Donkey Kong 

Door 5 Action Door 2

Lava and platforms, on the last platform, go all the way up, and jump to the left, and run along and grab the KeroKeroCola, run back and exit through the door.

Ball and Bomb Omb room. Roll along the ball, go to the middle platform to the right, grab the rare candy, go to the last platform, grab the flower, and exit

Long platform lava room. Grab the first flower chest. keep going and grab the Royal Syrup. Keep going and grab the KeroKeroCola. Getting these chests are not required however, so do not waste time going out of your way, only do it if you can.

Doors are finished, make sure party is Mario/Bowser/Geno, make sure Mario has Troopa pin on, Geno Feather, Bowser Amulet

#Magikoopa 

>Geno first turn use Fright Bomb, everyone else Attack Magikoopa



If you can't take him out fast enough, use super jump on King Bomb, if the bahamut, use regular attacks *I think* ;)

>Go to the door on the left, buy the Hero Shirt, Pants, and Star Cape from croco

>Switch party to Mario/Peach/Geno, equip geno with the amulet

>To avoid the thwomps , jump every time you get passed the shadow, and jump in rhythm. (This takes some practice to complete without fail)



#Boomer

>Mario normal attack each turn, Geno use geno boost on himself. Peach defend or Group Hug
 >After that, geno and mario attack Boomer with normal attacks every turn, Peach defends or heals.



#Exor

>Have mario attack Exor's Left Eye, if the eye does not die, have Geno attack the eye as well.
 >If eye is dead, and protection is down, have Geno use Geno Whirl on the top part (Exor), and time it for 9999 damage. If any of this fails, have Peach use group hug.



If you miss time the Geno Whirl, have Peach Group Hug and try again



Inside Exor

>Before the fight, Have the party of Mario/Mallow/Peach, and Equip Mallow with Sonic Cymbals, Troopa Pin, and Mario with the amulet, Peach with Safety Ring (and mallow with prince pants if you have them)



#Countdown

Ultra Jump strategy

>Mallow uses Thunderbolt, Mario uses Ultra Jump on Countdown, Peach uses Group hug if needed, if not, use Rock Candies with her (about 3 if you can)

>Mallow use Thunderbolt, Mario Ultra Jump on countdown, Peach same process

>After the bells fall, Mallow use Shocker on Countdown, Mario attack Countdown, Peach defend or group hug

*Use a Maple Syrup with Mallow if flower points get low)

No Ultra Jump Strat (slower)

>Mario uses Rock Candy for two turns in a row, then he attacks Countdown every turn after that with his Lazy Shell.

>Mallow uses Thunderbolt (every turn until all bells on the side die) Then when only Countdown remains, finish him with Shocker

>Peach uses Group Hug when needed, or Defend

*Note: If Countdown uses Recover or Mega-recover on a bell, have Mario attack that bell instead of Countdown for that turn only.

**Good RNG in this fight is if attacks and Death Roulette are focused on Peach

**Good RNG is also to freebie Rock Candy

Have a party of Mario/Geno/Mallow

Mario with Troopa Pin, Mallow with amulet, Geno with feather



#Machine Yaridovich

>Mario attacks

>Geno attacks

>Mallow uses Shocker

>repeat

>Go to the room in the top right corner, and get the two chests, first the top and then the bottom one.

Switch the party to **Mario**, **Geno**, and **Peach**

>Now go back and jump into the hole, and be prepared to fight!



#Cloaker and Domino

>Use Geno boost on Mario and then on Geno,

>Mario attack the magician Domino,

>Peach group hug if needed.

After Geno is done boosting, have him attack the magician as well. After the first part of the fight is over....

#Earthlink



>Have Mario and Geno focus all attacks on the cobra, and Peach use Group Hug/Pick me ups/syrups if needed.

Factory Fights

>Before the fights commence, make your party Mario/Geno/Mallow

>Equip Mario with Amulet, Mallow with Troopa Pin, and Geno with Feather

#Mad Mallets



>Rock Candy with Geno



If no rock candy, use Thunderbolt with Mallow twice, and defend with everyone else

#Clerk



>Geno use Geno Boost on Mario, Mallow use ThunderBolt, Mario Attack Clerk

>Geno defend, Mallow ThunderBolt (win)

>When toad comes, sell your mushrooms/mid mushrooms, and buy pick me ups (till you have about 7-8) and buy about 2-3 Max mushrooms, and try to have around 5 maple syrups or more

#Manager



>Geno Boost Mario, Mallow use Shocker on manager, Mario attack Manager

>Geno Attack Manager, Mallow Rock Candy (If you have one)

>If no rock candy, have Mallow use shocker on the Manager and Mario defend

>Geno defend, and Mallow use Thunderbolt (if no rock candy)

#Director



>Geno Boost Mario, Mallow use Shocker on Director, Mario attack Director

>Geno attack director, Mallow Shocker on director, Mario attack director

>Geno attack director, Mallow Thunderbolt (win)

>Now switch the party back to Mario/Peach/Geno

>Equip Mario with the Troopa Pin, Peach with the Safety Ring, and Geno with the Amulet

#Gunyolk  

>Mario uses Sleepy Bomb, Geno Boost Peach, Peach Ice Bomb

>Mario uses Ice Bomb, Geno Boost Geno, Peach uses Ice Bomb

>Mario uses Ice Bomb

>Geno uses fright bomb or attack on the other dude



If you do not have the following bombs to complete this battle as fast, use the sleepy bomb, and pound the Gunyolk with regular attacks, and then do the same to the other guy

#Smithy Part 1 

>Mario attack Smithy

>Geno use Geno Boost on Peach, Peach use Group Hug, Mario Attack Smithy

>Geno Boost Geno, Peach Group Hug, Mario Attack Smithy

>Geno Boost Mario, Peach use Group Hug, Mario Attack Smithy

>Geno Blast, Peach Group Hug (2 Shysters are now made) Mario Attack Smithy

>Geno use Geno Blast, and Peach use Rock Candy or defend or Group Hug

>Mario Attack (win)

*Do not be afraid to KeroKeroCola when FP/HP gets low

Smithy Part 2: 

>Geno uses KeroKeroCola, Peach uses Red Essence on Mario, Mario Attack

>Follow the following strategies depending on which tank head you get

When fighting the **Tank Head**  : He is weak to jumps, so if you want, use Super Jump (not required)

>Geno use Attack, Mario uses Super Jumps (or Attack), Peach use Group Hug



When fighting the **Treasure-Chest Head** :

>Mario Attack, Geno Attack or Fire Bomb if you have one, Peach use Group Hug



When fighting **Safe Head** :

>Mario Attack Always, Geno Attack, Peach defend

>Ice Bombs/Rare Candys are effective, Fright bombs work, Fire bombs deal 0 damage

>Once the Safe head uses Shredder, Have Geno use Geno Boost on all 3 characters again starting with Geno



If **Mage Head** :

>Mario Attack, Geno Attack, Peach Group Hug

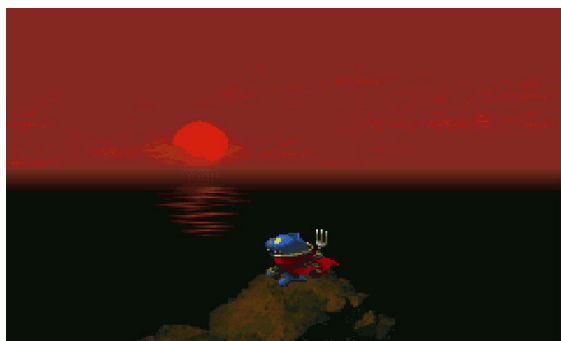


You want to fight the Mage Head the most. He has the least defense of all Smithy Heads, and Mario should be able to deal 500+ damage easily per turn. If RNG gives you this head, the battle will go faster.

Smithy Dies



Super Mario RPG Ending Scenes....



SMRPG Parade



The last and final split: The D

