



*"OH! THE PLACES YOU'LL GO! You'll be on your way up! You'll be seeing great sights!
You'll join the high fliers who soar to high heights." - Dr. Seuss*

Gamatoto: The Fortune-Finding Expeditioneer from *The Battle Cats*

Captain Toad: The Fearless Treasure Tracker from *Mario*

When adventure calls, there are those who answer with unwavering dedication. Though small in size these explorer's desire to see the unseen and know the unknown is the greatest treasure they will ever find. Will Gamatoto's Exhibition be outdone by the Leader of the Toad Brigade, or will Captain Toad's Treasure Tracking fall short of GAMATOTO? Find out in this adventurous **DEATH BATTLE!**

Before we begin...

Credit to [u/spiritualcakes](https://www.youtube.com/user/spiritualcakes) for the image of Gamtoto used in the thumbnail, there will be other fanart used throughout the blog which will be credited where seen

For the sake of this blog, we will be giving both access to the teams they have brought with them across their adventures. We will also be giving them access to various treasures or resources they may have come across during said adventures. This includes Gamatoto's temporary companions received during collaboration events

While we are including a controlled amount of crossover content or both, we will not be looking at potential crossover scaling to prevent things from getting overly complex and because people hate crossover scaling.

Battle Cats is a primarily Japanese game, while it has been mostly localized we will be doing our best to refer to the original text and that will take priority in cases where there is any sort of a contradiction. This is not some crazy Battle Cats Deep Dive, There are hundreds of untranslated comic strips and such that exist, we simply do not have the manpower to go through them all

Gamatoto as a character almost entirely exists as a bizarre set of texts that can be read about things that happened over the course of his exhibition. These are random combinations of **Actions** and **Situations** and thus there are thousands of possible combinations we will be looking at.

A full list of the possible text can be found [here](#), This Wiki page carried Gamatoto and made the research far more manageable

Although these are typically incredibly vague we will be primarily taking these at face value, with some exceptions for the most vague and obscene which will be looked at more critically.

In a potentially controversial move, we will be including [3D Battle Cats made by Daniel Krafft](#). This project while not a piece of media made by the Battle Cats devs themselves, this game was made at their request and the video was sponsored by them. It is effectively a Long Form Advertisement and fits within the relatively broad range of Appearances both characters were given. In addition to "The Battle Cats," we will be attempting to look at Gamatoto's appearance in "Princess Punt." Although the game appears to be long dead and never made its way to the West so potential for errors on that front is probable. While it may seem strange, the Crossover between "The Battle Cats" and "Merc Storia" actually elaborates upon important lore and will be looked at as well.

For Captain Toad we will be looking at the typical mainline Mario games, spins off, as well as these games which may not be typically considered standard

- Super Smash Bros Wii U (Cameo Trophy)
- Mario and Luigi: Paper Jam (Cameo on battle cards)
- Super Smash Bros Ultimate (NPC/Spirit)
- Super Mario Maker 2 (Cameo as "Legendary Explorer")
- Super Mario 3D World + Bowser's Fury (Playable Character)
- WarioWare: Get It Together! (Cameo in microgame)

Funnily enough, even though she is a member of the Toad Brigade and Captain Toad's underling, Toadette has more content than Captain Toad himself. Because of this, we will be glossing over much of her minor stuff such as sports spin-offs, while they will be considered, they will be explained in minimal detail and some of her equipment may even be thrown in with Captain Toad's. This is mainly being done for legibility as a random Toadette blog in the middle

of this would feel out of place. It is also of note that Captain Toad is [explicitly not the same character as Toad](#), so anything from him won't really be taken into account.

Sources Used:

- [Super Mario Wiki](#)
- [G1's Bowser Vs Eggman \(accessed via Wayback Machine\)](#)
- [Saul's Waluigi vs Mortimer Mouse](#)
- [How Strong is Bowser?](#)
- [How Powerful is Yoshi?](#)
- [Corner's The True Scope of Mario's Cosmology](#)

Background

Gamatoto



"GAMATOTO has been unlocked! Send them out on exhibitions to collect various rewards!"

Greece has fallen, you know what that means? Gamatoto has arrived! A new friend for the cat army, ready to explore the depths of the earth and the far reaches of space as part of their many adventures. Gamatoto and his assistants will stop at nothing to find a variety of goodies to help his friends in the cat army to help them on their ~~crusade~~ adventure across the planet, into the future and throughout the cosmos!

Throughout their many journeys, Gamatoto and Co. will engage in countless shenanigans, what will they do this time? A Dive into an ancient tomb where they discover their true purpose in life? Breaking into a top-secret base where they duel the Cat God himself? [Making Toilet Barbeque Sauce](#) during literally Third Impact from Evangelion? Gamatoto has done it all!

Captain Toad



"Ready for Adventure!"

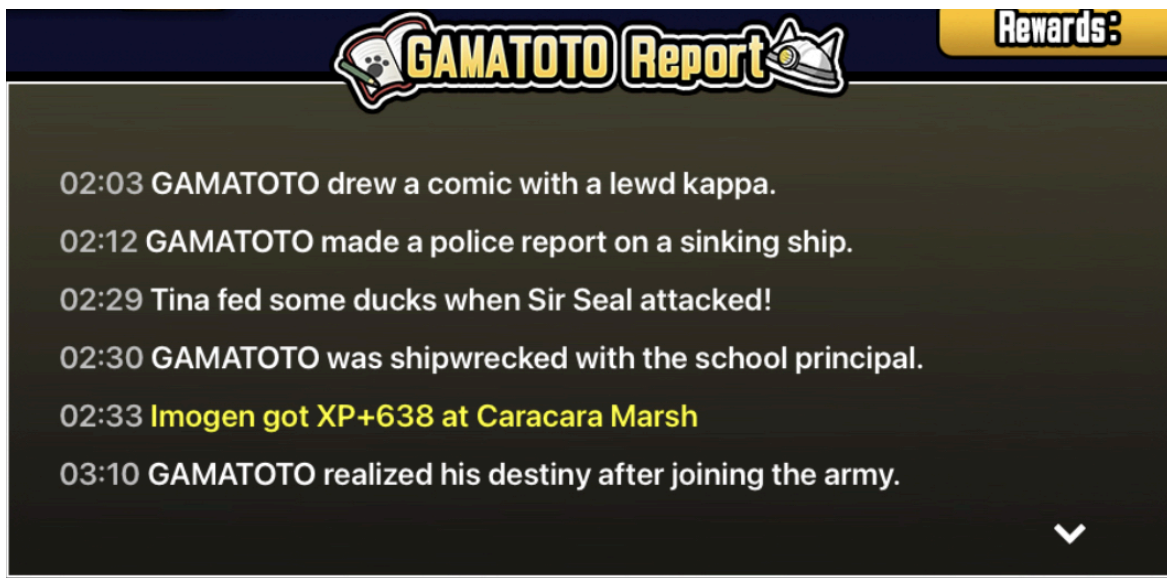
The Mushroom Kingdom is host to many legendary adventurers. The Mario Brothers, Princess Peach Toadstool, Yoshi the Dinosaur, and more! Oftentimes, they save the land from the evil Bowser, like one such time when he took the power of the stars to become master of galaxies... and the universe. It was an entirely new adventure for Mario to save his beloved, and at the prospect of such a wide journey, multiple Toads set out across the universe to save their princess. You wouldn't think these pint-sized pushovers could do much, given their cowardice in many of Mario's titles, but there have been several times where they strap on their big-boy pants and directly aid Mario in defeating Bowser. So, it's no surprise one of the galaxy-crossing Toads stepped up as the leader, or rather, the **Captain Toad**.

The Captain was originally pretty gullible, inexperienced, and his crew wasn't exactly the most proud of him. Although, as he progressed, he got more and more into the idea of treasure-hunting. It not only allowed him to directly aid Mario by handing over any Power Stars or valuable objects he would find, but was a pretty profitable gig with all the treasure he tracked down. He genuinely earned the admiration of his crew with his skill, which included a newer member, Toadette (who I totally ship with him). When she was captured by the wizard Wingo, Captain Toad put all his skills to the test in order to save her, and against all odds, he did just that.

His heroism extends, as he has directly aided Mario in many of his adventures since **Galaxy**, like one of his biggest ever in a worldwide **Odyssey**. He even stepped out of the shadows of other Toads to join the fun in **Mario Kart**, **Super Nintendo Land**, and more along the way. He's not just some greedy money lover; Toad is a hero, through and through. Through fire and fleet, through snow and sleet, despite hordes of monsters in his way, Captain Toad will always manage to save the day... and get a pretty penny doing so.

Skill & Experience

Gamatoto



Gamatoto can really do just about any and everything his skillset ranges from the [military](#) to survival, to [drawing](#), to [defeating supreme evils](#). Frankly, he just does what he does to question him would be reasonable but pointless. [He built his dream home](#), [can deliver powerful speeches](#), and even [nearly got elected](#) implying a strong education. He is even capable of [Dueling Vajiras](#) who are very skilled warriors, ranging from [master tacticians](#) to warriors capable of [tearing though armies](#).

Exactly how Gamatoto typically fights is impossible to pin down, in fact, the only true part of his skill set that can be pinned down is his incredibly adventuring capabilities on Exhibitions. In mere hours he can explore a [Shaolin Kingdom](#), an [Underground Facility](#) an [underground Tomb](#), a [Trench at the bottom of the ocean](#), [The Tundra](#), [MEGABANK](#) and [a hidden armoury](#). During Events Gamatoto can take on "XP Harvest" Exhibitions, which have difficulty ratings as high as ["Veteran"](#).

During Collaboration events, Gamatoto can adventure into Evangelion, [infiltrating Nerv HQ](#) and exploring [“Near Third Impact”](#). Seeing as Third Impact was a [global event](#) it is unclear how he would explore near it.

Captain Toad



As Nintendo's greatest treasure tracker since Wario, Captain Toad has been through thick and thin. He's ventured across many of the same adventures Mario has (***Galaxy***, ***3D World***, ***Odyssey***, ***Wonder***, etc); all while assisting him in saving Princess Peach through handing him stars or the like. The Captain has led both his Brigade and Toadette on these Journeys, but where he really shines are his solo adventures like in saving the latter from the Wizard, Wingo. He trekked across forests, deserts, oceans, and even the depths of space to find her again, and obviously combated the Wizard's magic to rescue his partner. These adventures pit him against many of the traditional Mushroom Kingdom rogues, like Goombas, Shy Guys, Hammer Bros, Bullet Bills, Magikoopas, and more!

Aside from that, Toad's expertise lies in many other areas. He's obviously quite the skilled treasure hunter, and has explored plenty of ruins or temples filled to the brim with poison or lava to track down those precious power stars. He's frequently been to space through his ship, like to the moon or the many Galaxies of the cosmos. Captain Toad also has notable intelligence and creativity, due to his backpack preventing him from jumping like other Toads. Despite that inherent handicap, Toad has still defeated nearly every foe the Mushroom Kingdom has to offer; primarily through throwing ranged weapons at foes and analysing the environment before making his play.




He's also escaped many a harrowing situation, like a rising room [with deadly poison and Boos swarming him](#), [unlocking a giant puzzle area to escape it](#), [fighting multiple Magikoopa clones](#), or clearing the [“Mummy-Maze Forever” level](#), which has over 50 floors [of monsters and zombies clones chasing him](#). He's even defeated the Wizard Wingo, and dealt with [her cloning herself](#)


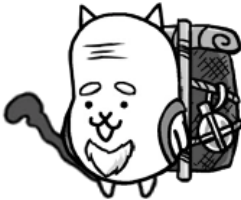


[mid-combat](#). Captain Toad is also varied in expertise, such as [paleontology](#), [swimming](#), [climbing](#), and exploration [to the moon](#) or other galaxies entirely.






Equipment






Gamatoto

Costumes

Costume level	Image	Description
1		Gamatoto's typical costume, he's packing everything he might need, a headlight, a pickaxe, and whatever other things might be in that backpack of his
3		It seems Gamatoto has traded his tools for some sort of Ushanka, goggles, a magnifying glass and a stick with a little worm friend
6		Back on the mining aesthetic, upgrading his pickaxe for a full-on drill

10		Not exactly sure how a recorder is supposed to help him here
14		Turns out Gamatoto is a little freaky, rocking some lingerie and packing a shovel
19		It seems as if age has gotten the best of Gamatoto now, with quite a forehead and now needing a cane
24		Gamatoto seems ready to sit down for a nice meal and a drink (no clue how this will help him)
30		Nothing beats a good 'ol jelly donut

36		Gamatoto now wields a mighty sword and the armour of a (presumably) great warrior
43		Armed with yet another set of goggles, Gamatoto has also pulled up with a strap in his ray gun
50		AND IN COMES GAMATOTO FROM THE CORNER WITH A STEEL CHAIR
58		Well at least he had a good life, can he fly now? (no clue)
67		Dressed for the Stone Age, with a club that's bound to leave a mark

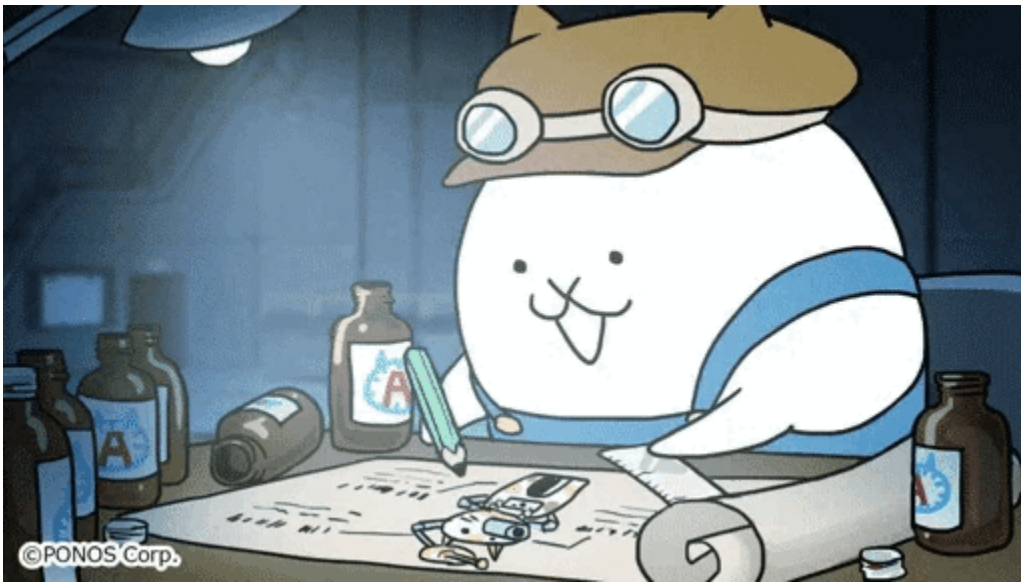
72		<i>Gyatt damn</i>
83		Armed with some sort of blade and some samurai-like armour, also has an arrow stored in the back of his head for safe keeping
88		He's Napoleon now, fierce, French and wielding a sword
94		Looks like whatever experiment Gamatoto was up to went wrong
100		Even the world's greatest adventurer deserves a little vacation

Camp



Gamatoto's home base for all his travels, featuring such thrilling features as a **Tent** and even a **Campfire**, his neighbour Otto has a way cooler base...

Catamins



Catamins are a resource in The Battle Cats that effectively speeds up the rate at which tasks are completed. There are 3 variations, Catamin A, Catamin B, and Catamin C, which speed up the completion time by 1, 3, and 6 hours respectively. As seen above, Catamins seem to grant incredible boosts of energy, and considering they let Gamatoto complete a 6-hour Exhibition in as little as a second, they could potentially serve as a huge speed amplification of 3600-21600x.

Cat Shrine



A shrine used to pray to the Cat God, kept at Gamatoto's Camp. With an Offering of Hundreds of Thousand of XP, Cat God may answer the wishes of the prayee. While it could grant beneficial rewards or potentially summon a godlike being, its equally as likely to screw you over with bad fortune.

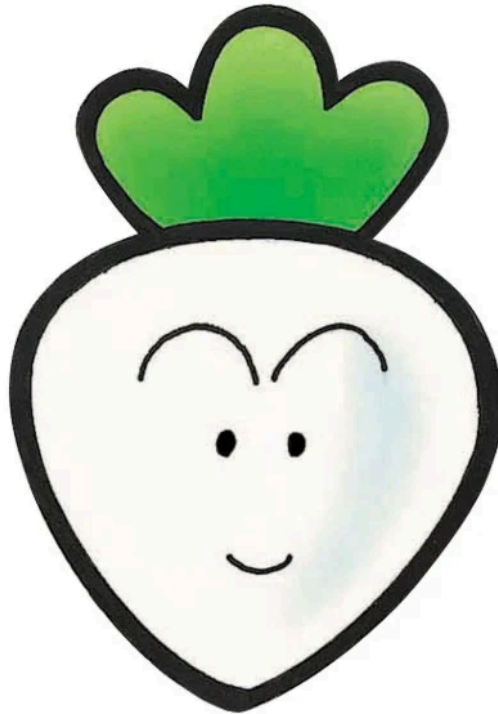
Captain Toad

Helmet



Due to having more adventure-based gear, one of Toad's most notable is his classic helmet. This isn't just for show, [and bears a flashlight](#) to help him explore dark areas. Toadette has one as well, [which she can turn on and off at will](#).

Radishes/Vegetables



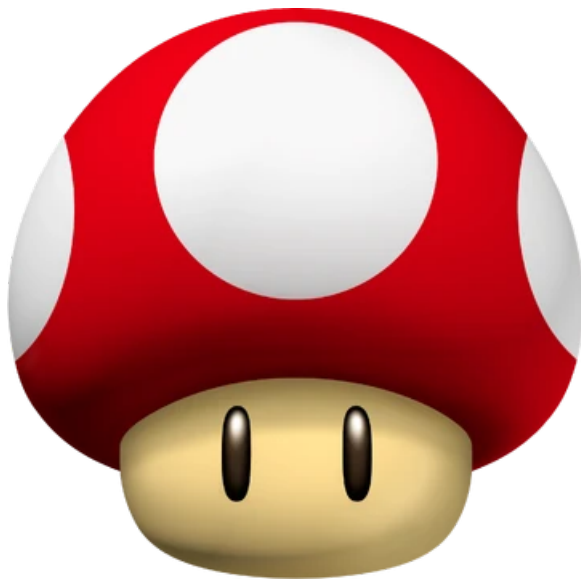
Ever since the gold old days of Super Mario Bros 2, multiple characters have wielded radishes as ranged tools. Captain Toad is probably the most famous to ever do it besides Princess Peach, and his own radishes [pack a powerful pounding](#). They can even [collect treasure or other objects](#) from a distance.

Pickaxe



A staple of many formidable miners, and given how much Toad yearns for the treasure in the mines, it's no shock he's used this kind of tool. What IS a shock is how powerful this thing is. As a pseudo version of the Hammer back in the Donkey Kong arcade game, this tool [makes Toad invincible while drastically increasing his speed and strength for unstoppable axe swings](#). It can shatter [both walls and enormous projectiles thrown at him](#), though it will run out after a while. Toadette is also able to use these in her own adventures.

Super Mushroom



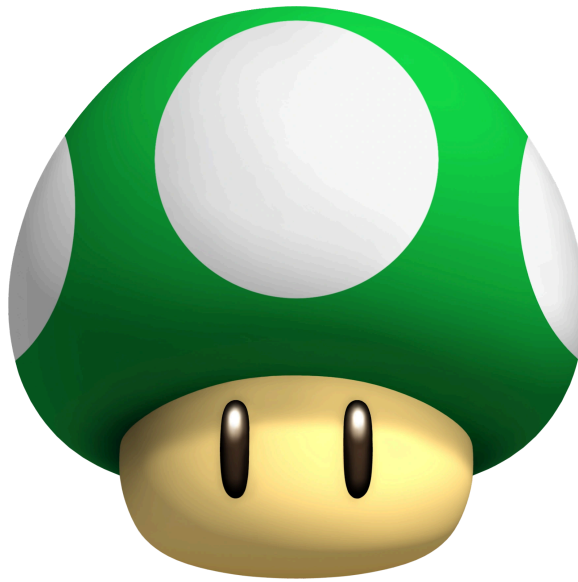
It may seem a bit odd that Toad would ~~commit cannibalism~~ [use this power-up](#), but he's no stranger to it. With this Mushroom item, [Toad gains a power-boost and a size increase](#), ensuring he can take twice as much damage ([Toadette has also used it like so](#) in this game along with several others). He's also collected Gold Mushrooms [that serve to give him more coins](#), is shown to carry multiple mushroom power-ups ([normal or gold](#)) in his tent, and the Toad Brigade [also carries multiple to give to him or Toadette mid-battle](#).

Double Cherry



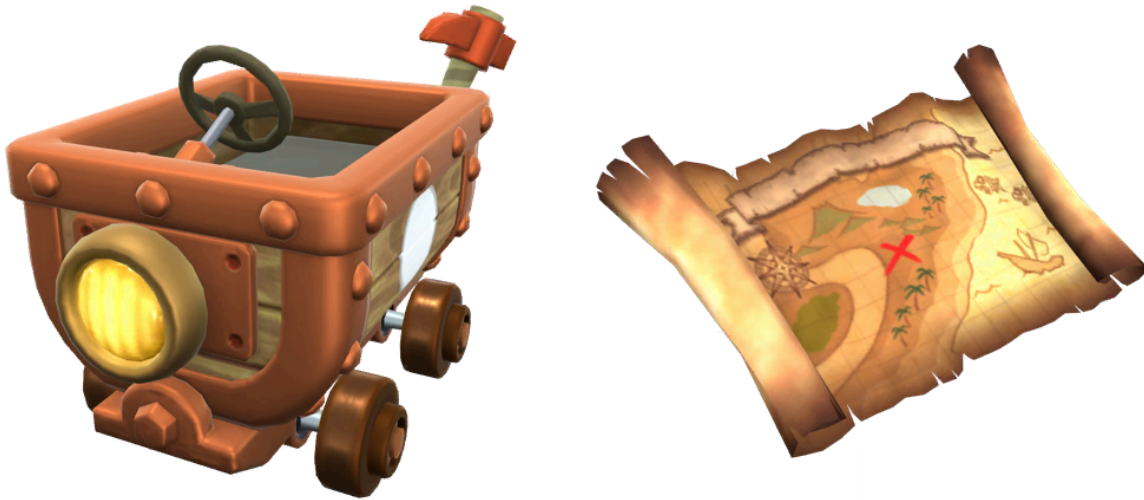
Since Toad's primary introduction to becoming a playable character was in Super Mario 3D World, he's been exposed to one of the core power-ups present in the game: the Double Cherry. This fantastical fruit [clones Toad each time it is grabbed](#) in a linear fashion: one Double Cherry creates one clone, two create two, and so on. Toad has frequently [grabbed up to 4 or even 5 clones](#) at a time, which Toadette [has also replicated](#). Of note, collecting Double Cherries while wielding a power-up (or vice versa) leads to every clone gaining the same power, such as Toad [transferring his Pickaxe to all his Clones](#).

1-Ups



Furthering his Mushroom items, Captain Toad and his crew have plenty of these glorious green power-ups up their sleeves. As the name implies, these give any who use them a literal reset button in the form of an extra life; popping them back up good as new. Toad has frequently [picked these up across his adventures](#), and can store up to [99 of them on his person](#) (**same with Toadette**). Speaking of Toadette, she can and has [tossed multiple 1-ups to him mid-battle](#), reaffirming they carry multiple at a time. [His allies have also done the same](#), meaning they all have plenty on their side that they can share at will. As for pure potency of 1-Ups, they obviously return their user from Death, but this also includes returning from [complete physical destruction](#) ([like from Dark Matter](#)) or even [complete spiritual destruction](#); given it can restore characters from dying as ghosts.

Clanky Kart & Treasure Map Glider



Featured in Mario Kart Tour, This kart increases the speed boost granted when boosting off of a ramp, while the treasure map increases Captain Toad's chances of getting a lighting from a mystery box. P

Mario Kart Tour Items



Given his appearance in this game (FINALLY), Toad can access any and all power-ups present in it, as can Toadette since she is also a playable character.

- **Banana** - Taken straight from DK Island, these bananas may seem useless, but can be laid out or thrown to literally give other Karts the slip. Alternatively, they can also be used as shields for projectiles thrown your way.
- **Triple Bananas** - This item functions the same way, but in three opposed to one, and circling Toad until they are used.

- **Triple Bananas +** - As another improvement, these revolve around the Kart faster and give better defense coverage.
- **Giant Banana** - As another Banana boon, this spins out Karts it hits while also breaking into three regular Bananas after that initial slip.
 - **Giant Banana +** - This one splits into another giant banana with the same prior qualities.
- **Green Shell** - Perhaps the most iconic item from Mario Kart. This allows its user to fling a green shell at their adversaries (provided they can aim correctly) or hold behind them for a shield against attack.
- **Triple Green Shells** - Similar to the triple Banana, this gives Captain Toad 3 Green Shells to throw or hold as he pleases.
 - **Triple Green Shells +** - Once more, similar to the prior + editions, these shells spin around faster and give better defense as a result.
- **Red Shell** - Similar and yet superior to the green shell, these raging red shells act as homing attacks that will strike the Kart in front of you without fail unless they hold sufficient protection: One can also use it as a shield if they see fit.
- **Blue/Spiny Shell** - As the ultimate “F\$CK YOU” to any player leading, this shell chases down the racer in first place to strike them down like an Angel of Death unless they have some sort of defense like invincibility.
- **Bowser's Shell** - Unlike the prior shell, this one hates everyone, and when thrown it will simply crash any Karts it hits while never stopping.
 - **Bowser's Shell +** - From improving perfection, this Shell is even bigger and is even better at tracking opponents.
- **Bob-omb** - A little bugger with the firepower to make any player a super-sluggish; this sentient bomb will explode on contact with other characters or simply after a brief timer.
- **Double Bob-ombs** - For a newer edition to this sort of power-up, this instead grants its user two Bob-ombs to use that circle around the Kart
 - **Double Bob-ombs +** - This addition simply grants another Bob-omb, or... 3 bombs, making the “double” title a bit misleading.
- **Mushroom** - This ever-so classic item grants the Kart that uses it a speed-boost for catching up to any in front of them.
- **Triple Mushrooms** - For this triple-threat, it instead grants 3 of these treasures for a continued rapid speed boost.
 - **Triple Mushrooms +** - Yet another improvement version, where this time it boosts longer in comparison.
- **Mega Mushroom** - “Bigger is better” certainly applies to this enormous ‘shroom, which increases a Kart's size and allows it to crash any opponents you hit. It does wear off after an amount of time, and one can return to normal size if struck by an item.
- **Bullet Bill** - Since the in-game Bullet Bills are pretty much unstoppable outright, this translates here. By transforming into a Bullet Bill for a brief amount of time, this boosts the users speed and lets them send any they hit flying with ease.
- **Blooper** - As yet another Mario enemy summoned to the track, this iconic mother-blubber squirts ink onto the Karts at a higher position in the race than yours; blinding those drivers for moment.

- **Lightning** - In a literal divine punishment to any who get on your bad side, this ability calls lightning down on all opponents in the track to shake them up, shrink them while decreasing their speed for a time, AND this destroys all items held by everybody.
- **Fire Flower** - This fiery flower lets the user throw 3 fireballs to blast any Kart down a peg.
 - **Fire Flower +** - As the amped version, this adds an extra fireball to the mix.
- **Boomerang Flower** - When you're ready to say hello from down under, this Boomerang can be thrown to knock your opponents right off course (with capable aim of course).
 - **Boomerang Flower +** - Improving this item simply grants another Boomerang to the stockpile, and they spin around the user as shields when not in use.
- **Ice Flower** - This cryokinetic boon creates a trio of iceballs to swirl around their wielder, and throwing them freezes any racer solid for a time.
 - **Ice Flower +** - An improved Ice Flower, which translates to an extra ice ball granted to you.
- **Super Horn** - Like blowing a literal fog horn in the ears of fellow racers, this blasts away any items or weapons thrown at Toad, which includes Karts as well. It can even deflect conventionally unstoppable items or effects, such as Bloopers or Spiny Shells (only done through invincibility or intangibility).
- **Heart** - Not much can overpower a pure heart, and this heart is pure... unadulterated ... **badass**. It circles the Kart and shields from attacks; and even though it fades after getting struck, it can be stacked up to 5 at once.
 - **Heart +** - After using this version, it gives an additional Heart that lasts for six seconds.
- **Yoshi's Egg** - For a terrapin T-Rex twist on other Shells, this homes in on the Kart in front of you to crash once it lands; spilling three extra items once it breaks.
 - **Yoshi's Egg +** - This better version is both bigger and able to release four items upon breaking instead of the usual three.
 - **Birdo's Egg/Birdo's Egg +** - These two items function the exact same way in both cases.
- **Bubble** - You'd think Bubbles are weak, but this kind shields its user in a massive version that protects them from danger, boosts their speed, and lets them float. Sure, it vanishes after an attack, but it's still pretty darn impressive for a giant bubble.
 - **Bubble +** - This improved variant increases the speed of the bubble.
- **Banana Barrels** - With barrels chock full of Bananas, this lets Toad launch an unlimited stream of Bananas in front of him for a time.
 - **Banana Barrels +** - With the plus version, these Barrels have a chance to fire Giant Bananas instead of another regular Banana.
- **Mushroom Cannon** - A similar cannon option to the prior example, and one that launches several mushrooms in front of the user for a limited time.
 - **Mushroom Cannon +** - Also like the plus version of the Banana Cannon, this improves the original cannon by firing Mushrooms in three directions.
- **Lucky Seven** - Seven is indeed a lucky number, and in this case, it grants 7 items at the same time to revolve around Toad's Kart (**Red Shell, Banana, Green Shell, Bob-omb,**

Super Horn, Mushroom, and Blooper) until he uses them one-at-a-time or simultaneously.

- **Lucky Seven +** - Because of course this has an improved version, this time it has three coins in addition to all of the above.
- **Dash Ring** - This Item tosses three rings in front of the user, and passing through them gives them a speed-boost.
 - **Dash Ring +** - Sigh. This throws out two bonus rings, and the speed boost from all of them lasts longer overall.
- **Bob-omb Cannon** - Turns out, Mario Kart gave the equivalent of a Bazooka with this trick, which launches those adorable mini-bombs non-stop for a time
 - **Bob-omb Cannon +** - For an even better blast, this equips two of these powerful cannons to use against other racers.
- **Hammer** - By channeling his inner Hammer Bro (and this item) Captain Toad can throw multiple hammers in deadly arcs at racers in front of him.
 - **Hammer +** - Improvement? Yes. Two extra hammers to widen the strike zone? Exactly.
- **Giga Bob-omb** - This massive Bob-omb, when thrown, will explode after bouncing 3 times or when making contact with another racer, with a blast radius much bigger than your standard Bob-omb.
 - **Giga Bob-omb +** - As an improvement to this already mighty weapon, it widens both the bomb and the blast it causes.
- **Super Bell** - Acting as a wake-up call to other racers, this bell rings above the driver to knock away nearby Karts and Items; ringing consecutively three times.
 - **Super Bell +** - An extra version that rings an extra time.
- **Super Leaf** - This Tanooki tail lets Captain Toad attack nearby opponents, and the tail will collect any surrounding coins for him while it's wagging
 - **Super Leaf +** - This trick further boosts the Kart speed while the tail wags.
- **Capsule** - Right from the Dr. Mario series, these surround a Kart and bounce at opponents when thrown.
 - **Capsule +** - As the final + power-up, this gives an extra power, and these are also bigger as well.
- **Feather** - A nostalgic power-up to be sure, and one that allows Captain Toad to jump over items and walls while benefiting from a speed boost while landing
- **Super Star** - As you jam to that iconic music, enjoy the bliss while you turn into an invincible shooting star with the speed and power to match.

Mario Power-Ups



[\(Thumbnail from here\)](#)

Due to her many appearances across the Mario series, Toadette eventually got into the mainline games and similar titles like Super Mario Run. As such, she's used plenty of powerful power-ups across those.

Various

- **Super Mushroom** - Across various titles, this tool stays prominent. We talked about it a bit earlier even in Toadette's *Treasure Tracker* days, but it always gives the user a health and power boost when taken.
- **Fire Flower** - With literal firepower (and this flower) on her side, Toadette can lob as many fireballs as she wants at her enemies with pyrokinesis, [which also destroy ice in one hit](#).
- **Super Star** - As a similarly iconic power-up, taking this heavenly aid grants its users invincibility and a speed boost for a short time.

New Super Mario Bros U. Deluxe (this game also has a 10-item inventory)

- **Super Acorn** - Any who chomp on this amazing Acorn will hop into a full-body fursuit embodying that of a Squirrel. While wearing this, they can glide over plenty of obstacles without a problem.
- **Ice Flower** - The opposite to the Fire Flower, and one chilling ability for any foe. Instead of lighting people on fire, this freezes them solid in a large block of ice, which they can't break out of for a short while; allowing plenty of counterattack while they are incapacitated.
- **Mini Mushroom** - Unlike a Mega Mushroom, this smaller version in turn turns Toadette small, enabling her to fit through smaller passages. It also curiously boosts her agility proportionate to her size, which allows her to jump as high as she could normally despite the stature shift.
- **Propellor Mushroom** - Hailing from an earlier title in the New SMB series, this spinning shroom let's its user rapidly accelerate into the air just like a helicopter, or slam down in an almost drill-like spin.
- **Penguin Suit** - For more arctic adventures, this dapper-looking suit can be equipped to become like those flightless birds we all know and love. Not only does it grant Ice

Powers akin to the aforementioned Ice Flower, but heightened swimming capabilities and the ability to slide across all surfaces after building up enough momentum.

- **Power Squirrel** - This suit is the ultimate upgrade to the Super Acorn power-up; letting its user glide indefinitely through bursting up in mid-air.

Super Mario Bros Wonder ([one can keep power-ups in stock](#))

- **Elephant Fruit** - Adding to the laundry list of animals Mario and his allies can turn into, Wonder gave him this jumbo-sized fruit for a similarly large form. By eating this, [Toadette can turn into a giant Elephant](#) of much greater strength to go with the size increase, [like to smash through brick walls](#).
- **Bubble Flower** - Befitting her bubbly personality, Toadette can also use this tool [to weaponize literal bubbles](#). Don't mistake it for weak though, since anybody [trapped in these bubbles is instantly transmuted into a coin](#) without fail. This works on [literal clouds](#), [robots](#), [or undead skeletons](#), and all of these bubbles [pass through walls and barriers](#). She can also use these bubbles [as platforms for an extra jump](#) should she need it
- **Drill Flower** - [With this drilling daffodil, Toadette can bury into the ground and emerge up in a surprise attack](#), as well as damage enemies [that come in contact with the point atop her head](#). It can also [drill straight down in the air like a ground-pound to plow through enemies](#) if need be, and its drill effect in the first place [goes under walls/objects while ensuring enemies can't see you](#). As a bonus, it also makes you [invulnerable to attack even if it hits the ground, and can drill straight to the ceiling](#).

Badges



By completing several challenges in Super Mario Bros Wonder, any of its characters (including Toadette) can gain a variety of badges, which themselves grant several abilities as a reward.

Action Badges

- **Wall-Climb Jump** - This lets the user jump against a wall and then jump straight up once for added height.
- **Dolphin Kick** - While underwater, this badge enables a brief burst of speed.
- **Floating High Jump**: With this, one can jump higher than usual and momentarily float like a Yoshi.
- **Crouching High Jump** - By crouching and charging up power, this enables higher jumping higher than usual.
- **Timed High Jump** - After timing consecutive jumps just, one can jump higher on any surface.
- **Fast Dash** - This boosts the users overall speed; ensuring they walk and run faster than usual.
- **Grappling Vine** - While in midair, this badge lets the user shoot a vine that can grab onto a wall for a, well, Grappling Vine.
- **Boosting Spin Jump** - While in midair, this enables an extra shake for some extra altitude.

Boost Badges

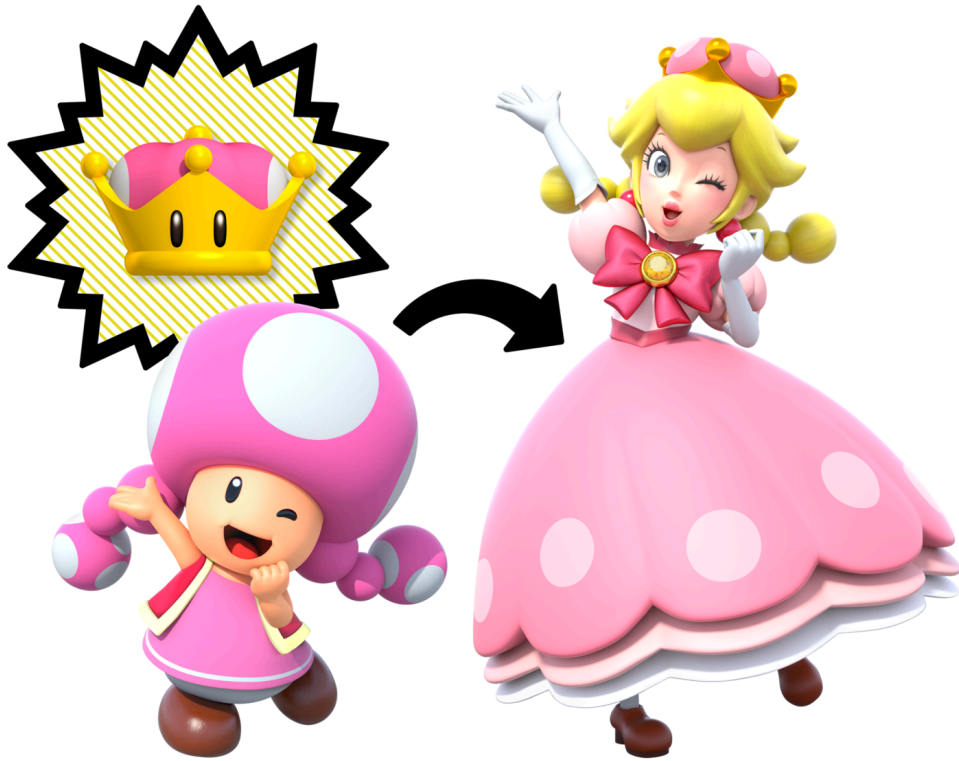
- **Coin Reward** - From this, Toadette instantly earns coins from defeating enemies.
- **Auto Super Mushroom** - Starting with this badge ensures you start a level with a Super Mushroom
- **Add ! Blocks** - For more specific usage, this being used adds ! Blocks to courses (they act as extra platforms, contain items, etc).
- **Safety Bounce** - As a safety precaution, this badge allows Toadette to bounce right back out of pits, lava, or poison swamps; albeit only once per fall.
- **Rhythm Jump** - Should you be strapped for cash, just jump in time with the beat while wearing this to earn coins.
- **Sensor** - With this Badge, Toadette can detect important items in the vicinity, like Wonder Flowers or 10-Flower Coins.
- **Coin Magnet** - Like most coin-collector-based games, Toadette has an item like this to pull in nearby coins and flower coins.
- **All Elephant Power/All Fire Power/All Bubble Power/All Drill Power** - All of these Badges are different, but they share the same result of ensuring Toadette automatically receives the mentioned Power-Ups when she collects any type; even different kinds.

Expert Badges

- **Jet Run** - This enables continuous dashing at super-speed, plus a short window where you can jump in midair to dodge pits.
- **Spring Feet** - With a pep in her step thanks to this Badge, Toadette can hop along perpetually, and even jump higher than usual.
- **Invisibility** - Through this Badge, Toadette disappears from sight; quote "making it impossible" for enemies to spot her.
- **Sound Off?** - Yeah, this one gives her schizophrenia apparently?

- Hear strange voices...

Peachette Crown



The legendary Crown Captain Toad and Toadette were searching for [was this one](#). With it, Toadette turns into Peachette; an all-new clone of Peach. In battle, she can double jump, [glide over obstacles](#), and is obviously an effective double of gaming's most iconic princess.

Misc Mario Kart Items



Given Toadette's many appearances in the Mario Kart series, she would thus gain access to any of the power-ups present in the games she has shown up in.

- **Green Shell** - These items are thrown into other players or simply held as a shield until needed.
- **Triple Green Shells** - The former, but in thirds for more shells to use for attack or defense.
- **Red Shell** - This upgrade to the prior item instead has a homing effect, ensuring it always catches up to and strikes the target.
- **Triple Red Shells** - The former, but in thirds for more homing attacks.
- **Spiny Shell** - The ultimate counter to someone riding high in 1st, and a winged nuke that strikes them upon inevitably reaching them..
- **Mushroom** - A boost power-up to briefly amplify one's speed.
- **Triple Mushrooms** - The former, but in a trio that allows more chances to boost.
- **Golden Mushroom** - The ultimate speed boost, where it gives unlimited boosts for a limited time.
- **Banana** - A slippery trick to be thrown or laid out on the track for an unsuspecting racer, or perhaps used as a shield.
- **Triple Banana** - The former trick, but in a trio for greater shielding and more usages.
- **Mega Mushroom** - As a kaiju-sized upgrade, it grows any who take it to similar sizes for a short time. While using it, the racer is immune to basically all forms of damage aside

from the game's strongest items, and their sheer size means any they crash into immediately drop their items.

- **Bob-omb** - For a b-b-big blast, employ this little bomber in a throw for a blast to die for.
- **Blooper** - This little goober squirts ink on any racer ahead of the user, serving to cloud their vision and serving to have them make mistakes if they aren't careful.
- **Piranha Plant** - A cheeky chomper that will automatically bite at any other players, which in turn grant speed-boosts to keep on biting any boss.
- **Bullet Bill** - By transforming into a large Bullet Bill, any racer can rocket through the track as an invincible missile of death, on autopilot, that will also smash players so bad they drop all of their items.
- **Boo** - This Boo-tiful badass ensures its user becomes invisible and intangible for 10 seconds; making sure they ignore all attacks for that long too. Activating this also allows the Boo to steal an item from a randomly selected racer in front of the player which includes other people's power-ups like Stars or Boos.
- **Fire Flower** - This classic item lets its user become a veritable flame-thrower and shoot several fireballs for a limited time.
- **Boomerang Flower** - A boomerang item that can be thrown up to three times, hitting racers and returning to the thrower for another go.
- **Super Horn** - This sends out a powerful shockwave that destroys all obstacles headed your way; even things as powerful as the Spiny Shell.
- **Crazy Eight** - From MK8, this generates eight items (*Coin, Bob-omb, Mushroom, Star, Blooper, Green Shell, Red Shell, and a Banana*) that circle around the player for them to use at will.
- **Lightning** - Feel the heavenly wrath of a lightning bolt that strikes all enemy racers, ensuring they shrink/lose their speed/drop their items for a time.
- **Thunder Cloud** - For some stormy weather, just use this item to hover over a target and strike them with lightning after a short time. This has the same effects as lightning (shrinking/slowing down opponents) and can only be stopped by stat-boosts or invincibility.
- **POW Block** - The POW Block, ever the nostalgic item, can be activated at any point to smack any Racer ahead of the player silly. Sure, you need to be grounded for it to work, but it affects the entire area, and causes all parties present to drop their items.
- **Star** - These give literal starpower that turns any racer invincible while boosting their speed.

Misc Mario Sports Items



While Captain Toad doesn't appear in any **Mario Sports** Games, Toadette does, and has access to many items featured in those Games. These include items such as Baseball Bats, Tennis Rackets, Golf Clubs, and the various balls required to play the game.

Mario Party Items

Toadette appears in a significant portion of the **Mario Party** games beyond what Captain Toad does and has way more equipment than him

Orbs

Mario Party's 5-7 introduce items called Orbs. Orbs are used to assist the user in improving their own abilities and trapping and harming enemies. All the Orbs and their functions will be listed below. There may be some overlap between Orbs.



- **Bandit Orb** - An Orb that spawns a Bandit if walked over, stealing coins.
- **Bob-Omb Orb** - An Orb that spawns a Bob-Omb if walked over. It explodes the opponent, halving the amount they can move.

- **Bullet Bill Orb** - Spawns a Bullet Bill for the user to ride. They steal coins from whoever they hit.
- **Cannon Orb** - Spawns a cannon under the user that shoots them somewhere across the map.
- **Cursed Mushroom Orb** - Decreases dice rolls.
- **Flutter Orb** - Summons a Flutter that takes the user to the Star.
- **Goomba Orb** - Summons a Goomba that forces the opponent to hit a dice block to determine how many coins they lose.
- **Kamek Orb** - Summons Kamek, who will change one of an opponent's Orb spaces to the users.
- **Klepto Orb** - Summons Klepto who carries back anyone who landed on the space back to start.
- **Koopa Troopa Orb** - Summons a Koopa to swap the positions of the user and whoever passes it.
- **Lakitu Orb** - Summons a Lakitu to give the user a random chest that can contain 20 coins, a Star, or a Bob-Omb that sends them back to start.
- **Metal Mushroom Orb** - Turns the user metal and protects them from traps.
- **Mr. Blizzard Orb** - A Mr. Blizzard falls on an opponent, making them lose all their Orbs.
- **Pink Boo Orb** - Steals Stars and Coins from other players.
- **Piranha Plant Orb** - Summons a Piranha Plant if walked over. A Piranha Plant appears and chomps on the opponent and steals coins.
- **Podoboo Orb** - An orb that spawns Podoboos when walked over, burning them and steals coins.
- **Slow 'Shroom Orb** - Slows the dice block down to give them better accuracy on their roll (it's also really easy to time).
- **Snack Orb** - Summons a Chain Chomp to attack foes and steal their coins.
- **Spear Guy Orb** - An Orb that summons a Spear Guy that will steal coins from whoever lands on it.
- **Super Shroom Orb** - Summons three Dice Blocks for the user to use. If they roll triples, they receive 30 coins. Rolling triple sevens gives him 50 coins.
- **Tweester Orb** - Summons a Tweester that sends opponents far away.
- **Thwomp Orb** - Summons a Thwomp that squishes an opponent, completely stopping their movement.
- **Toady Orb** - Summons a Toady to either swap or steal Orbs.
- **Warp Pipe** - Swaps places with another player.
- **Zap Orb** - Whoever walks over this space gets continuously zapped until they stop moving, losing money for each step.
- **Triple 'Shroom Orb** - Use the power of three mushrooms to double your dice roll for three turns in a row.

Candies



Candies that affect the user and the opponents in different ways, similar to Orbs. The user should have a year's worth of them thanks to beating the Story Mode in Mario Party 8, which any character can do.

- **Springo Candy** - Transforms the user into a spring, letting them bounce to an opponent's space.
- **Vampire Candy** - Turns the user into a vampire, letting them fly and steal opponents coins from everyone.
- **Cashzap Candy** - Charges up the user with electricity, letting them strike opponents with electric power, causing them to lose half their coins.
- **Bowlo Candy** - Transforms the user into a giant ball to roll opponents over, stealing coins as they do.
- **Bloway Candy** - Transforms the user's legs into a tornado and launches anyone they pass back to start.
- **Blitsize Candy** - Turns the user into three, 8-Bit versions of themselves and gains coins from the spaces they pass.
- **Weeglee Candy** - Transforms the user into three tiny clones of himself to steal Candy from whoever they pass.
- **Thwomp Candy** - Turns the user into a stone version of their head, crushing opponents and making them lose half their coins.
- **Dueling Candy** - Covers the user in flames, increasing their mobility. Allows them to engage in a duel with whoever they pass.
- **Bowser Candy** - Transforms the user's body into a replica of Bowser's, letting them steal two Stars from whoever they pass and increasing their mobility.
- **Bullet Candy** - Transforms the user's legs into a Bullet Bill, increasing their mobility and letting them steal a Star from whoever they pass.

Jamboree/Star Rush

- **Peepa Bell** - A Bell that summons a Peepa that steals coins from players depending on their movement.
- **Coinado** - Summons a tornado that steals 5-10 Coins from an opponent.
- **Dueling Glove** - Forces a duel between him and an opponent.

- **Golden Drink** - Turns the person who drinks it into gold, giving them money for every space they pass.
- **Golden Pipe** - Sends you to the nearest Star.
- **Warp Box** - Teleports you to an opponent.
- **Cellular Shopper** - Calls Toad or Koopa Kid's shop to buy an item.
- **Reverse Mushroom** - Reverses the step of whoever is affected. [BLANK] can use this on themselves or an opponent.
- **Poison Mushroom** - Hinders an opponent's movement and makes them sick.
- **Bowser Phone** - Calls Bowser to mess with an opponent.
- **Plunder Chest** - Steals an item from an opponent.
- **Boo Bell** - Summons a Boo to steal Stars or Coins from an opponent.
- **Item Bag** - The user receives three random items from this bag. Depending on his placement, they can receive better items.
- **Chomp Call** - Summons Chain Chomps to move a Star.
- **Pipe** - Sends the user to a random space on the board.
- **Shop Hop Box** - Teleports the user to a random shop.
- **Swap Mirror/Super Swap Mirror** - The user enters a mirror to swap his and his opponents positions. The Swap Mirror is random if there are multiple opponents, but the Super Swap Mirror lets him choose.
- **Mushroom Tickets** - Using a ticket gets you a mushroom. They can have two to four of them.
- **Creepy Dice Block Tickets** - Same as the Mushroom Tickets but with Creepy Dice.
- **Tide Shell** - Raises and lowers the tide.
- **Fling Spring** - Sends an opponent flying off somewhere random when landed on.
- **Blooper** - Blinds someone with ink for a short while.
- **Kamek** - Traps the target in chains with magic, completely halting their movement until they break free.
- **Double Medal** - Doubles the amount of money you collect for seven seconds.
- **Coin Bag** - Summons a bunch of Red Coins.
- **Amp** - Zaps the target, slowing them down.
- **Imposter Bowser** - Summons Imposter Bowser to hit a target with flames, resetting their minigame.
- **Bullet Bill** - Turns you into a Bullet Bill.
- **Star** - It's just Starman.
- **Dash Panel** - Lets you dash at high speed if stepped on.
- **Hammer** - A strong hammer.
- **Iron Hammer** - A stronger hammer.
- **Banana** - Make like a banana and give him the slip.
- **Heart** - Revives whoever touches it. Only one use.
- **Super Heart** - Revives whoever touches it. Can be used several times.
- **Mighty Gloves** - Lets you carry more bombs.
- **Lightning** - Calls lightning down on nearby foes to slow them down.
- **Trampoline** - A trampoline.
- **Bowser Bell** - Calls Imposter Bowser over if placed on the ground.

- **Lava Bubble** - Summons a Podoboo to incinerate a target's coins and nearby items.

Dr. Mario World Items/Skills



[When a worldwide outbreak of those classic viruses broke out](#), Mario put on his (curiously acquired) doctor's coat yet again to literally fight the monsters and save the day. Many other characters joined the fight, including Toadette- oh, excuse me; **Dr. Toadette**. As a Doctor, she has her own special ability; [changing two random objects into handy boxes](#). In VS Mode, she hides multiple Viruses (20 at max level) in the opponents stage in clouds. For a quick explanation, VS Mode has players clear viruses in their grid to send viruses at their opponent's side. When players clear viruses, their attack meter fills, and when full it sends rows of viruses to their opponent. The attack meter influences the amount of viruses and/or objects that need to be cleared before they can attack.

Additionally, players have chances to prevent opponents from sending viruses to them (the higher their doctor's defense stat is against a specific bomb, the more likely the attack will be defended against). If the player successfully eliminates all the viruses on their field, they will send three lines of viruses to the opponent that cannot be defended against while resetting their opponent's attack meter. They also gain three more lines of viruses after they attack so the player has viruses to work with. Now, let's get into the actual items (and more) at play.

Stage Items

- **Capsule +**: Adds 5 extra capsules for players before starting the stage.
- **Skill Up**: Fills up the skill meter before starting the stage.
- **Rainbow Start**: Grants 3 full-sized Rainbow Capsules at the start of the stage.
- **Random!** - For 200 coins, players can randomly receive one of a number of random bonuses during stage start.
- **Hammer** - Hammers can eliminate any object on a single tile.
- **Capsule Swapper**: Can make the player choose a matching color of the next capsule.
- **Skill filler** - Skill fillers fill up the skill meter if tapped on while playing on a stage.
- **Boomerang**: Can clear a selected row.
- **Capsule Blaster**: Clears the stage of all capsules.

Stage Objects

- **Shell:** Destroys objects to the right and left of them in that order, with the exception of empty blocks and not activating other shells.
- **Exploder:** Destroys all objects surrounding them within a one-tile radius.
- **Skill Charger:** When activated, the doctor's skill meters are filled by 60 points.
- **Brick Block:** Matching next to Brick Blocks destroy them or reveal something hidden inside them.
- **Empty Block:** Empty Blocks serve as indestructible obstacles. Any projectile (shells or cannonballs) can't bypass them.
- **Handy Box:** Matching next to a handy box reveals a handy stage object.

Assistants

Every character can equip up to two assistants from a match, with each one bringing their own boons.

- **Goomba and Koopa Troopa:** In VS Mode when an opponent attacks, grants 4-20% the attack meter is filled instantly.
- **Boo:** Increases speed both your and your opponent's skill meters fill by 20-40%.
- **Shy Guy:** Increases chance to defend by 2-10%.
- **Bob-omb:** If opponent uses a skill, grants 4-20% chance skill meter fills instantly."
- **Blooper:** Grants 20-100% chance initial capsules (4) will be matching-color.
- **Lakitu:** Grants 10-50% chance initial capsules (6) will be matching-color."
- **Cheep Cheep:** Normal: Grants 50-100% chance viruses (1) will be eliminated on stage start. Vs: "Grants 100% chance your attacks will be 5-10% faster.
- **Huckit Crab/Sumo Bro:** Grants 20-100% chance a rainbow capsule will appear within 20 seconds of match start.
- **Spiny:** If the opponent uses a skill, grants 4-20% chance skill meter fills instantly.
- **Piranha Plant:** Normal: Grants 30-80% chance viruses (2) will be eliminated on stage start. VS: If an object has reached the 3rd row from the bottom line, grants 20-100% chance all capsules will be eliminated. (Once only.)
 - Swoop does the latter
- **Pokey/Spike:** Grants 10-50% chance your attacks will be 20% faster.
- **Bullet Bill:** Grants 20-60% chance of full skill meter on stage start.
- **Paragoomba:** If all viruses in your stage are eliminated, grants 20-100% chance a shell will appear."
- **Peepa/Para-Beetle:** If all viruses in your stage are eliminated, grants 20-100% chance an exploder will appear."
- **Scaredy Rat:** If opponent attacks, grants 30-50% chance of received virus will be matching-color."
- **Porcupuffer:** If opponent attacks, grants 30-50% chance received virus will be matching-color."
- **Hammer Bro:** If opponent uses skill, grants 4-20% chance to clear a column in your stage.
- **Spiny Cheep Cheep:** If you are about to lose, grants 20-100% chance viruses (1) will be eliminated. (Once only.)
- **Clampy:** Increases chance to defend by 2-10%.

- **Koopa Paratroopa:** If an object has reached the 2nd row from the bottom line, grants 60-100% chance lowest row will be eliminated. (Once only.)
- **Crowber:** Increases number of cleared pieces required to fill both your and your opponent's attack meters by 10-50%.
- **Buzzy Beetle:** Grants 20-100% chance a shell will appear on stage start.
- **Amp:** Grants 20-100% chance an exploder will appear on stage start.
- **Boom Boom:** If an object has reached the 2nd row from the bottom line, grants 20-100% chance lowest row will be eliminated. (Once only.)
- **Pom Pom:** Grants 50-100% chance viruses (1) will be eliminated on stage start. VS: If you are about to lose, grants 20-100% chance viruses (1) will be eliminated. (Once only.)"
- **King Bob-omb:** Grants 30-80% chance viruses (2) will be eliminated on stage start. VS: If you send viruses to your opponent, grants 4-20% chance of sending an extra row."
- **Dolphin:** If all viruses in your stage are eliminated, grants 20-100% chance an exploder will appear."
- **Sledge Bro:** If you eliminate a virus, grants 20-100% chance your attack meter will fill extra.
- **Mechakoopa:** Increases speed both your and your opponent's attack meters fill by 10-50%.
- **Monty Mole:** If you eliminate a virus, grants 20-100% chance your attack meter will fill extra.
- **Thwomp:** Increases number of cleared pieces required to fill both your and your opponent's attack meters by 10-50%.
- **Fuzzy:** If opponent uses a skill, grants 4-20% chance to clear a column in your stage.
- **Banzai Bill:** If you send viruses to your opponent, grants 10-30% chance of sending an extra row.
- **Boomerang Bro:** Grants 20-100% chance a shell will appear on stage start.
- **Chain Chomp:** Grants 20-100% chance an exploder will appear on stage start.
- **Fly Guy:** Increases speed both your and your opponent's attack meters fill by 10-50%.
- **King Boo:** If you send viruses to your opponent, grants 3-15% chance of sending 2 extra rows.
- **Star Bunny:** Grants 30-70% chance of full-size rainbow capsules when the rainbow meter fills. VS: If an opponent attacks, grants 30%/40%/50%/60%/70% chance the next capsule will be a rainbow capsule.
- **Honey Queen:** Grants 30-70% chance a skill charger will appear on stage start.
- **Octoomba/Scuttlebug:** Decreases time until your and your opponent's stages begin to shrink by 10-50%.
- **Bomb Boo:** Grants 50-100% chance of half-full skill meter on stage start.
- **Goombat:** If opponent attacks, grants 30-70% chance the next capsule will be a rainbow capsule.
- **Wiggler:** Decreases speed both your and your opponent's skill meters fill by 20-40%.
- **Penguin:** Grants 30-50% chance of disregarding opponent's defense when attacking."
- **Dry Bones:** When next capsule appears, grants 10-18% chance it will be a rainbow capsule.

- **Ant Trooper:** If targeted by opponent's skill, grants 30-50% chance of canceling skill effects.
- **Bony Beetle:** If only three rows remain, grants 20-100% chance to clear lowest rows (1).
- **Whomp King:** If opponent attacks, grants 20-40% chance rows of received viruses will be decreased by 1.
- **Stingby:** If only eight rows remain, grants 10-30% chance to send rows (2) of viruses to your opponent.
- **Parabomb:** Grants 15-80% chance exploders (2) will appear on stage start.
- **Urchin:** Grants 15-80% chance shells (2) will appear on stage start.
- **Yellow Shy Guy:** If there are yellow viruses (2) remaining, grants 40-80% chance all yellow viruses will be eliminated. VS: Grants 30-50% chance of defending against one-row attacks.
- **Sushi:** If there are blue viruses (2) remaining, grants 40-80% chance all blue viruses will be eliminated. VS: Grants 30-50% chance of defending against two-row attacks.
- **Fish Bone:** Grants 30-50% chance of defending against four-row attacks."
- **Broozr:** Grants 20-100% chance pop cannons (2) will appear on stage start.
- **Galoomba:** If all viruses in your stage are eliminated, grants 15-80% chance pop cannons (2) will appear.
- **Bone Goomba:** Grants 20-100% chance rotating cannons (2) will appear on stage start."
- **Conkdor:** If all viruses in your stage are eliminated, grants 15-80% chance rotating cannons (2) will appear.

Wonder Flower



As the staple item and selling point of the latest mainline Mario game, this Flower native to an all-new land grants plenty of all-new powers that Toadette has used due to participating in that adventure. It can warp reality [for all kinds of ludicrous effects](#), both random and intentional (shown though Bowser and Bowser Jr). As such, we will be including what their Flowers can do as well.

- **Broadway Force** - The Flower can literally bring forth [a gigantic musical number with multiple enemies](#), and it has been done [multiple times](#) across the game.
- **Cloning** - It has also merged dark splotches [to create an equally evil clone of the player that follows them and mimics their actions](#), while also damaging them on contact. Bowser Jr has also used it [to make clones of himself](#) for battling enemies as well.
- **Enemy/Ally Summoning** - It can cause multiple enemies to flood the stage; [by land](#), [sky](#), or both. This includes [undead monsters](#), [spiked balls](#), [giant fire-breathing statues](#), or [hundreds of fish](#).
- **Environment Alter** - The Flower can change the environment for better or worse, like making a poisonous area [more poisonous](#), a slimy area [more slimy](#), or swap the effects [of water and air](#).
- **Gravity Manipulation** - It can warp gravity [to make people walk on walls](#), and similarly [warp the area diagonally](#) or otherwise [in the hands of Bowser Jr and Bowser](#).
- **Illumination** - [It can illuminate platforms and enemies](#) for excellent aesthetics with the darkened background.
- **Lava Manipulation** - Bowser Jr has used the Flower [to control lava](#).
- **Life/Death Manipulation** - Strangely, the Flower [can reverse a Dinosaur fossil to its alive and well youth](#), and age it back into a skeleton once finished
- **Merging** - Bowser's Wonder Flower [enabled him to merge with a castle](#).
- **Object Destruction** - Upon collecting a Wonder Seed and reversing the effects of the Wonder Flower, whatever it brought forth [is "POOF"ed out of existence](#).
- **Object Restructure** - The Flower can and has [warped houses into prisons](#) for their inhabitants.
- **Personification** - [Can make inanimate objects come to life](#).
- **Plant Growth** - Bowser's Wonder Flower allowed him to grow [several giant Piranha Plants](#).
- **Power Amplification** - The Flower has enabled enemies [to blast the cast into space](#), when normally they would just bounce a bit in the air.
- **Power-Up Summoning** - [Can summon a shower of shooting invincibility stars, or gather them in other areas](#) under its effects as well. This can also turn Lakitu's spike balls [into power-ups or coins](#), which sounds pretty funny trying to explain to Bowser.
- **Quiz Manipulation** - It can, don't question it, [trap people in a timed quiz](#).
- **Shielding** - When the need arises, the Flower has made shields [that protected the player from lava](#).
- **Size Manipulation** - [It can grow enemies much larger](#) than they would otherwise be, [and be done on allies as well](#).
- **Time Manipulation** - Sometimes, the Wonder Flower has altered time [to speed up or slow down](#).

- **Super-Stretching** - It can make characters [able to stretch super-tall like some enemies](#), and also stretch some enemies in the background as a side effect.
- **Telekinesis** - Before, the Flower [has raised objects and buildings out of the ground](#).
- **Teleportation** - On occasion, collecting the Wonder Flower [has teleported Bowser onto his ship](#).
- **Transmutation** - The Wonder Flower has shown it is able to turn people [into sentient giant cakes](#) or various enemies/forms ([spiky](#), [balloon](#), [slime](#), [Goomba](#), [Metal](#)), as well as [warp the area into gold](#).
- **Weather Manipulation** - The Flower has [caused blizzards](#), [formed storms](#), [turned storms into sunny days](#), [turned rooms icy](#), etc.

Power Stars



Given how much he gives these to Mario, Toad is pretty well-versed [in collecting Power Stars](#). Most of them serve as Power Boosts, but Toad would only really have access to that more passive effect given he hasn't really used them himself. As for how many he would have, he's collected 2 [across the *Galaxy* games](#), [and there are 79 main stages in the game](#), [with extras and such rounding up to 82](#), meaning Captain Toad would have **84 Power Stars** when given all that he has collected.

Power Moons



After venturing alongside Mario [in a worldwide Odyssey](#), Captain Toad collected plenty of these [Power Moons in multiple different kingdoms all by himself](#) (14 in total if you're curious). They serve roughly the same purpose of the Power Stars, but are easily more unique. In fact, due to being similar to Power Stars, it effectively raises his Power Star/Moon counter to **96**.

Vehicles

Gamamoto

None notable.

Captain Toad

Starshroom



[After meeting Mario in a Galaxy-wide journey](#), Captain Toad and his Brigade were soon given [a rebuilt ship constructed by the Lumas](#) in order to traverse the stars. [This all-new Starshroom](#) enables travel to all corners of the universe, [like how he helped Mario in Galaxy 2](#).

Abilities

Gamatoto

Zoned In



Upon completing an Exhibition, Gamatoto may become “Zoned In.” While in this “Zoned In” state Gamatoto is guaranteed to receive certain items upon completion of an exhibition. Known as “Aura Items,” these rewards are typically highly sought-after items such as Catseyes. No need to worry about it running out as it lasts for 24 full hours.

Princess Punt Abilities



Gamatoto appeared in the game “Princess Punt” as part of one of the countless collaborations Battle Cats has had with other games. Unfortunately, we were unable to find much record of this beyond [the Battle Cats Wiki stating he had the ability to heal nearby members](#).

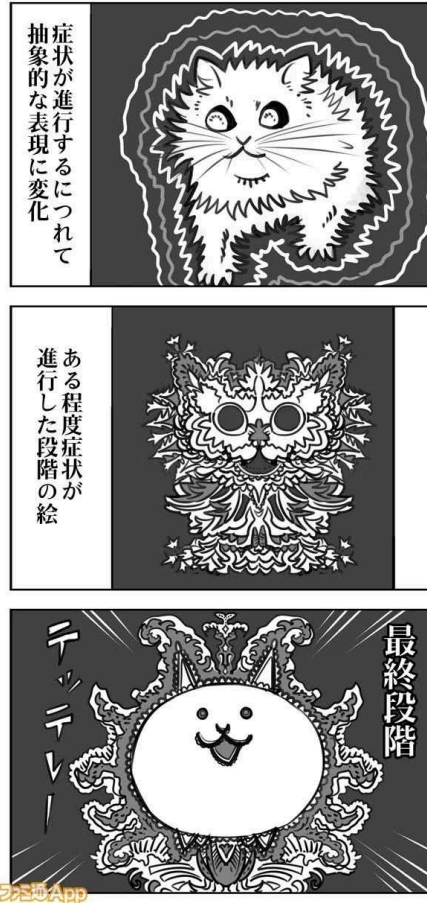
Misc Abilities



Gamatato has a handful of abilities too minor to give their own section, but also too important to ignore. Excluding Dimensional Travel and Reviving, These abilities are inherently possessed by all cats.

- **Dimension Travel:** Can Enter [Parallel Universes](#) (Somehow), Consistent with his abilities to travel to and from various other worlds during collabs, as well as the cat armies abilities to travel to other worlds like Zero Legends.
- **Resurrection (Debatable):** [Came Back from the dead](#)
 - The Timeframe for events seems to range from as little as [under a minute to upwards of 30 minutes](#). When Cats die they are reduced to [just a soul](#) so this is likely what Gamatoto would be resurrecting from
- **Potential Non-Physical Interaction (Debatable):** Cats can hit Cala Maria who is literally a [religious vision](#).
 - This ability is debatable as the Japanese description refers to Cala Maria as having [a hardened body](#).
- **Minor Physics/Mind Manipulation/Reality Warping:** [Nyuton discovered the law of "Nyavitation" which is a phenomenon that attracts people to Cats](#). The Implication is that this is intended to be similar to a law of Physics as Nyuton is The Battle Cats Equivalent of Issac Newton, [who came to our world to study the Battle Cats power](#).

Catification



Upon a Little digging into the lore of The Battle Cat's, it is revealed that the ultimate goal of the Cat Army is [to turn everything into Cats](#). They seem to do this through a [disease like process](#) known as "Catification". This Process seems to turn the affectedaffected into an abstract being before fully forming them into a cat. The evidence points towards this being a genetic process, with the desire to spread the disease being embedded into the [genetics of True Superfeline](#) and presumably the others afflicted with it. Superfeline's description also seems to imply that Catification remains across generations and can be refined/improved upon by evolution. We know from the [Merc Storia Collab](#) that Catification is a fairly quick process, coming into effect in just minutes, and can affect those simply close to a Cat. Those who are Catified seem to instantly become partial to the Cat Army, we most notably see this with the Special Legends that become cats, such as Soractes, the Uncanny Legend's Special Legends, and especially [Jagando Junior who was catified immediately upon his birth after his father was killed](#).

There is seemingly no limit to what can actually be Catified, while it certainly explains how cats like Thundia ([wowzers](#)) are cats, she doesn't even come close to the most insane thing that can be affected. [Fruits](#), [Mushrooms](#), [Robots](#), [Toasters](#) all can be catified to start, showing the target doesn't even need to be an animal, or even an organism to be affected. Size isn't a factor either when things as large as [Constellations](#) and Solar Systems. Catification isn't even limited to

objects, We see that even the [manifestation of a grudge](#) can be effected. Its also shown to effect higher dimension beings such as [Legend Rares](#) and [The Sages](#).

Resistances

- **Death Manipulation:** Cats can look at Sunfish Jones, [which is said to cause death](#).
- **Antimatter Manipulation:** Cats can survive Corporal Weyland's [antimatter uppercut](#).
- **Extreme Temperatures:** Cats can fight in the far reaches of space and stars as big and hot as [Betelgeuse](#). Potentially Comparable to enemies capable of withstanding Bliza's [Absolute Zero Ice Pillars](#).
- **Gravity/Spatial Manipulation:** [Cats are capable of fighting seemingly near or within the event horizon of a black hole](#).
- **Disease Manipulation:** Can catch [incurable diseases](#) with no known consequences.
- **Potential Existence Erasure:** Comparable to enemies that are not immediately erased by Gaia who [returns enemies to before they existed](#).
- **Petrification:** Cats are not [turned to stone by Medu-san](#).
- **Sealing and Power/Life Absorption:** Resisted the effects of [Dark Priest Mamon during the events of the Aku Realms](#).

Captain Toad

Touch



Thanks to his first game being on the Wii U and its remakes being hosted on the similar Nintendo Switch, Captain Toad has a rather unique ability based on compatibility with the consoles touch screens; befittingly, named **Touch**. While this sounds rather simplistic, it's actually one of the most overpowered innate abilities a Mario character can use, and Toadette can access it as well (all of the following examples are for both of them, given theirs should work the same). Now, before we really get into it, it should be established that this isn't some 4th Wall tool that only happens through the player; **it is a legitimate ability**. It is referred to and

discussed [as an actual ability by game instructions](#), and there are [several mandatory levels](#) across **Treasure Tracker** [that revolve around using it for completion](#), which could not have happened were it not for the ability in question.

With that out of the way, Touch allows Captain Toad and Toadette [to stun enemies and interact with objects around them](#), which is both accurate and a major simplification of all it allows. For object interaction, Toad can interact with and strike objects [like Question Blocks](#), [POW Blocks](#), [shatter brick blocks](#), [shatter wood crates](#), and more! This Touch can also [reveal invisible objects and paths that usually take physical presence like walking over them](#) to reveal, implying it could be something like Telekinesis. In terms of stunning enemies, it remotely stuns pretty much any foe that you may come across without failure. [Shy Guys](#), [Charging Chucks](#), [blocks](#), [Spikes](#), [Magikoopas](#), etc: no matter which enemy it is used on, all are stun-locked and effectively frozen for as long as Toad uses it. Genuinely, you can just repeatedly touch without a cooldown and freeze enemies in place however long you want, and that's not even close to its full versatility.

On top of freezing enemies in place for an effectively infinite amount of time, it can do this to **multiple opponents** at once. Granted, it usually has to be a group of the same kind close to each other, but it's still amazingly powerful. This group-wide area of effect has allowed Captain Toad and Toadette to freeze groups of [3](#), [4](#), [5](#), [6](#), [9](#), or even [over 20 at once](#); literal dozens of enemies unable to move in his grasp, as long as they're the same kind of enemies like a Goomba tower. Aside from paralysis, it can actively [shove back enemies](#), [freeze enemies chasing after him](#), [raise certain objects at will](#), [prevent enemies from even perceiving you while active](#) (the level-end objective [is to not get seen at all](#) and this helps that objective), and impact objects [similarly to Mario's jump](#). Perhaps most deadly, this can actively freeze projectiles (or any object pertaining to that standard) flying at Captain Toad. It can literally [freeze gigantic spiked balls in midair for as long as Toad wants](#), and has worked the exact same [to stop Bullet Bills entirely](#).

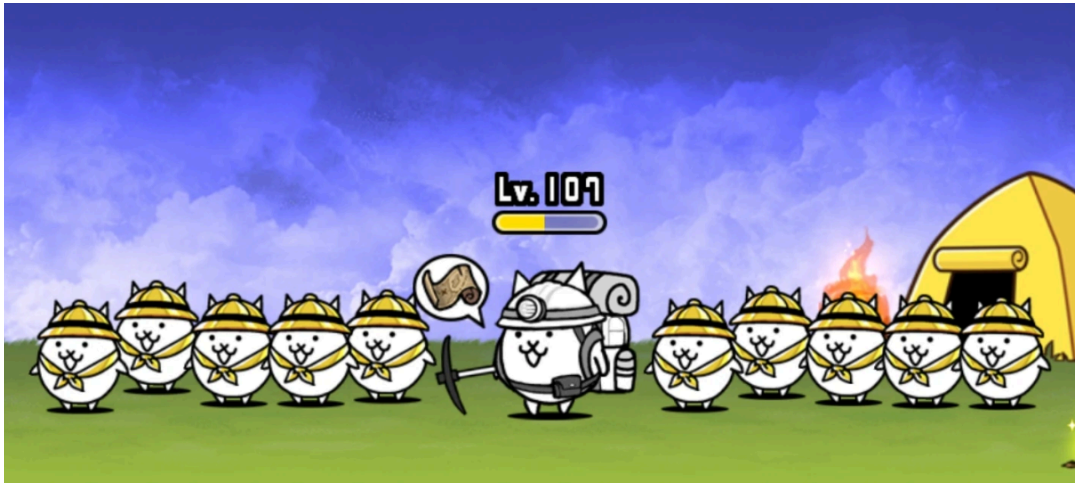
Resistances

- **Extreme Temperatures:** Multiple characters in Mario [can survive falling into lava](#) or [sub-zero temperatures](#).
- **Electricity/Lightning:** Every character in **Mario Party 6**, like Toadette for example and Toad through her, [can survive electrocution](#).
- **Transmutation:** Mario and other characters such as Toads in **New Super Mario Bros Wii** can resist transmutation magic [from the Koopalings and Kamek](#), [who turn other people into animals and objects](#) no problem.

Support

Gamatoto

Exhibition Helpers



As Gamatoto progresses, he gains a variety of helpers that assist him in his exhibitions. These Helpers come in a variety of levels and capabilities. While in-game he is limited to 10, in total there are 148 different helpers (the limit of 10 is likely game mechanics to prevent incredibly high reward yields on exhibitions) throughout the various ranks, with some of the most bizarre names imaginable. They can do anything Gamatoto (In terms of **Actions + Situations**) can as well as share his resistances and scaling. Additionally, [they could strengthen nearby allies in The Game Princess Punt.](#)

Interns



Interns are the lowest rank of helper, early in their adventuring career and still with lots to learn. In total, there are 53 Interns

Rank	English Name	Japanese Name	English Translation
Intern	Ralf	にゃんた	Nyanta
Intern	T-Bone,	しきお	Shikio
Intern	Pam	たま	Tama

Intern	Johann	ぶんぶん	Punpun
Intern	Elmo	じろー	Jiro
Intern	Joey	でんでん	Denden
Intern	Clyde	ぱーこ	Parko
Intern	Max	みけ	Mike
Intern	Sammy	どら	Dora
Intern	Bert	こたろー	Kotaro
Intern	Rosie	ごん	Gon
Intern	Banjo	ざりがに	crayfish
Intern	Angus	ひろき	Hiroki
Intern	Ian	きゅうり	cucumber
Intern	Elmo	たぴおか	Tapioca
Intern	Wilbur	げんげん	Gengen
Intern	Ash	せんべい	Rice crackers
Intern	Felix	かっしー	Cassie
Intern	Chip	ぺろ	Pero
Intern	Kevin	あい	love
Intern	Yuta	ちょこ	Choco
Intern	Nate	えの	Eno
Intern	Keith	ふるりん	Pururin
Intern	Gary	おふくろ	Mom
Intern	Jack	はにやわ	Hanyawa
Intern	Pedro	もんぶらん	Monburan
Intern	Hank	りんく	Link
Intern	Morty	べに	Beni
Intern	Boris	ゆうご	Yugo
Intern	Derp	ころちん	Korochin
Intern	Helga	ぷっちん	Pucchin
Intern	Imogen	りんりん	Rinrin
Intern	Tina	まさこ	Masako
Intern	Deb	なかじま	Nakajima
Intern	Gordy	ふじおか	Fujioka

Intern	Olli	うっしー	Ushii
Intern	Arnie	えりか	Erika
Intern	Yoyo	かまぼこ	Kamaboko
Intern	Peet	うどん	Udon
Intern	Theo	かすが	Kasuga
Intern	Alex	みるく	Milk
Intern	Carrie	ぽよん	Poyon
Intern	Ted	きゃりー	Kyary
Intern	Annie	ぱみゅ	Pamyu
Intern	Simon	いずみ	Izumi
Intern	Marc	あつし	Atsushi
Intern	Jesse	げれげれ	Geregere
Intern	Bert	さっちー	Satchi
Intern	Sophie	まさる	Masaru
Intern	Jen	にんたん	Nintan
Intern	Donny	まりも	Marimo
Intern	Finn	くにお	Kunio
Intern	Lily	かず	Kazu

Lackeys



Lackeys are capable individuals, experienced and great additions to the team. That being said they have lots of room to grow and are nowhere near the most skilled helpers. In total, there are 30 Lackeys

Rank	English Name	Japanese Name	English Translation
Lackey	Tig	エマ	emma
Lackey	Petey	アゴ	chin
Lackey	Bill	チャンス	chance

Lackey	Baxter	パフ	puff
Lackey	Jann	モンペ	Monpe
Lackey	Ian	ジズー	Zizou
Lackey	Sally	ラム	rum
Lackey	Alvin	ウバ	Uva
Lackey	Ursula	キャシー	kathy
Lackey	Lee	スター	star
Lackey	Henry	クロ	black
Lackey	Jonny	ゴロー	Goro
Lackey	Axel	テツ	Tetsu
Lackey	Sid	サクジ	Sakuji
Lackey	Peggy	リットン	Lytton
Lackey	Ilsa	モチ	Mochi
Lackey	Ellen	ニャンダ	Nyanda
Lackey	Butch	マリー	marie
Lackey	Max	フェリック	ferrick
Lackey	Orville	ヒロポン	Hiropon
Lackey	Howie	セワシ	Sewashi
Lackey	Clara	サテン	satin
Lackey	Maria	キナリ	Kinari
Lackey	Kumiko	カルビ	Kalbi
Lackey	Chichi	シベチョー	Sibecho
Lackey	Jay	カリガリ	Caligari
Lackey	Bjorn	ポンセ	Ponce
Lackey	Iris	キング	king
Lackey	Hiram	ポロリ	Porori
Lackey	Zip	ハム	ham

Underlings



Underlings are veteran explorers, they have plenty of experience in the field but still fall short of the apex of the helpers. In total, there are 25 Underlings

Rank	English Name	Japanese Name	English Translation
Underling	Baron	えい太	Eita
Underling	Oliver	松本	Matsumoto
Underling	Lew	天ぷら	Tempura
Underling	Manuel	出汁	soup stock
Underling	Inga	佐藤	Sato
Underling	Noah	ジバねこ	Jiba cat
Underling	Ziggy	若さま	Young lady
Underling	Frida	カン助	Kansuke
Underling	Walt	ゴン太	Gonta
Underling	Dewey	伸介	Shinsuke
Underling	Nova	ねこ三郎	Neko Saburo
Underling	Mandy	さち子	Sachiko
Underling	Sue	とば次郎	Tobajiro
Underling	Barry	干物	Dried fish
Underling	Kanta	六三四	634
Underling	Sybil	よね助	Yonesuke
Underling	Loki	がり蔵	Garigura
Underling	Myra	米蔵	rice storehouse
Underling	Rocky	ぬけ作	Nukesaku
Underling	Tess	ちょび助	Chobisuke
Underling	Kitt	玉三郎	Tamasaburo
Underling	Pierce	しげ里	Shigeru
Underling	Otto	大吟醸	Daiginjo
Underling	Pearl	弁慶	Benkei

Underling	May	あさ子	Asako
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Assistants



Assistants are the cream of the crop, some of the best helpers around, they are incredibly capable in the field and have worked hard to get where they are. In total, there are 20 Assistants

Rank	English Name	Japanese Name	English Translation
Assistant	Pedro	クリスティーナ	Christina
Assistant	Keenan	ストロガノフ	stroganoff
Assistant	Jordan	クレオパトラ	cleopatra
Assistant	Ima	ナポレオン	napoleon
Assistant	Ivana	子鉄	child iron
Assistant	Ginger	カメハメハ	kamehameha
Assistant	Herbie	タマモノマエ	Tamamonomae
Assistant	Corey	まんぞく	Manzoku
Assistant	Brock	ラブラドル	labrador
Assistant	George	アントニオ	antonio
Assistant	Anita	ガガリン	Gagarin
Assistant	Denny	ライスシャワー	rice shower
Assistant	Fredo	アルフレド	alfredo
Assistant	Sonny	ラインハルト	reinhardt
Assistant	Daisy	合点承知の助	The answer to the question
Assistant	Toots	ドンペリニャン	Dom Perignan
Assistant	Nora	峰不ニネコ	Mine Fujineko
Assistant	Louie	聖徳にゃん子	Seitoku Nyanko
Assistant	Toni	風魔ネコ太郎	Fuuma Nekotaro
Assistant	Scotty	フナ左衛門	Funazaemon

Legends



The best there is, second only to Gamatoto himself. Legends are very capable explorers even independent from a team and can only further thrive as part of a crew. In total, there are 20 Legends

Rank	English Name	Japanese Name	English Translation
Legend	Nottingham	ちゅーる	Churu
Legend	Kenshiro	けんしろう	Kenshiro
Legend	Himiko	ひみこ	Himiko
Legend	Merlin	りゅうおう	Dragonfly
Legend	Maximilian	ミタマックス	Mitamax
Legend	Thorvald	スサノオ	Susanoo
Legend	Hercules	ヘラクレス	Hercules
Legend	Diamond	ダイヤモンド	diamond
Legend	Sapphire	サファイア	sapphire
Legend	Twilight	トワイライト	twilight
Legend	Gorgonzola	ゴルゴンゾーラ	gorgonzola
Legend	Ludvig	ノーベル	Nobel
Legend	Augustus	ニヤッキーチェン	Nyakki Chan
Legend	Fauntleroy	ネコダンディズム	cat dandyism
Legend	Pono	ポノ	Pono
Legend	Toyotomi	ねこ政宗	Neko Masamune
Legend	Voltaire	にぼし伯爵	Count Niboshi
Legend	Tsuchinoko	ツチノ子	Tsuchinoko
Legend	Ramensky	クラッカー前田	Cracker Maeda
Legend	Orlov	ニヤンドロフ	Nyandorov

Normal Cats



In 3D Battle Cats, Gamatoto is able to summon all of the normal cats (Except for Superfeline). These Cats have fairly one-dimensional kits as they are the first units obtained in the game. Gamatoto can not summon these on a whim but instead relies on money to deploy them. With a Rich Cat (Which Gamatoto has) Money is produced at 250¢ per second and additional money is received upon defeating enemies.

Cat: (50¢): The most Basic Cat, low cost and low stats make it a great unit for the frontlines.

Tank Cat (100¢): Weaker than the Basic Cat but far bulkier, can hit multiple enemies at once with its AOE.

Axe Cat (200¢): A solid attacker that deals extra damage to red enemies and takes less damage from them.

Gross Cat (400¢): A long-distance attacker that gives foes a good smack at a range.

Cow Cat (500¢): A fast rusher that gets in and attacks rapidly to clear out weaker units.

Bird Cat (600¢) A frail attacker that deals high damage in an AOE.

Fish Cat (800¢) A relatively bulky Tanker capable of trading blows with enemies. Deals extra damage to red enemies and takes less damage from them.

Lizard Cat (1000¢): A long-range attacker that deals high damage (Basically just better gross cat)

Titan Cat (1300¢) High Health, High Damage and an area attack that hits enemies in a large area.

Inari



Cat God's loyal servant, here to support Gamatoto! Increases Gamatoto quest rewards for one time only!

Stone/Boulder Cat



A mineral-based lifeform recovered by GAMATOTO from deep beneath the earth. Finally made useful after eight years of research. While not treasure in the typical sense, Stone Cat is stated in [both versions](#) to be found by Gamatoto and that alone is effectively its entire backstory. Stone Cat is a late-game meat-shielding unit that possesses a monstrous amount of health that lets it tank hits from some of the toughest enemies in the game. However, he exists only to die and will kamikaze immediately after hitting an enemy. He is immune to almost every conceivable effect that could impede his sole purpose, he cannot be slowed, knocked back, frozen, weakened, or teleported. He is also immune to wave and surge attacks.

Support Cats



Gamatoto frequently comes across consumable items that when used call in the support of Sniper Cat, Rich Cat, and Cat Jobs respectively.

Sniper Cat: a long-range attacker that knocks back enemies consistently over the course of a battle.

Rich Cat: Provides increased money (The resource used to summon Cats) at the start of the fight and whenever he defeats an enemy.

Cat Jobs: increases experience gained at the end of a fight, his attacks reduce the target's attack power to just 1% for 6 seconds at a time.

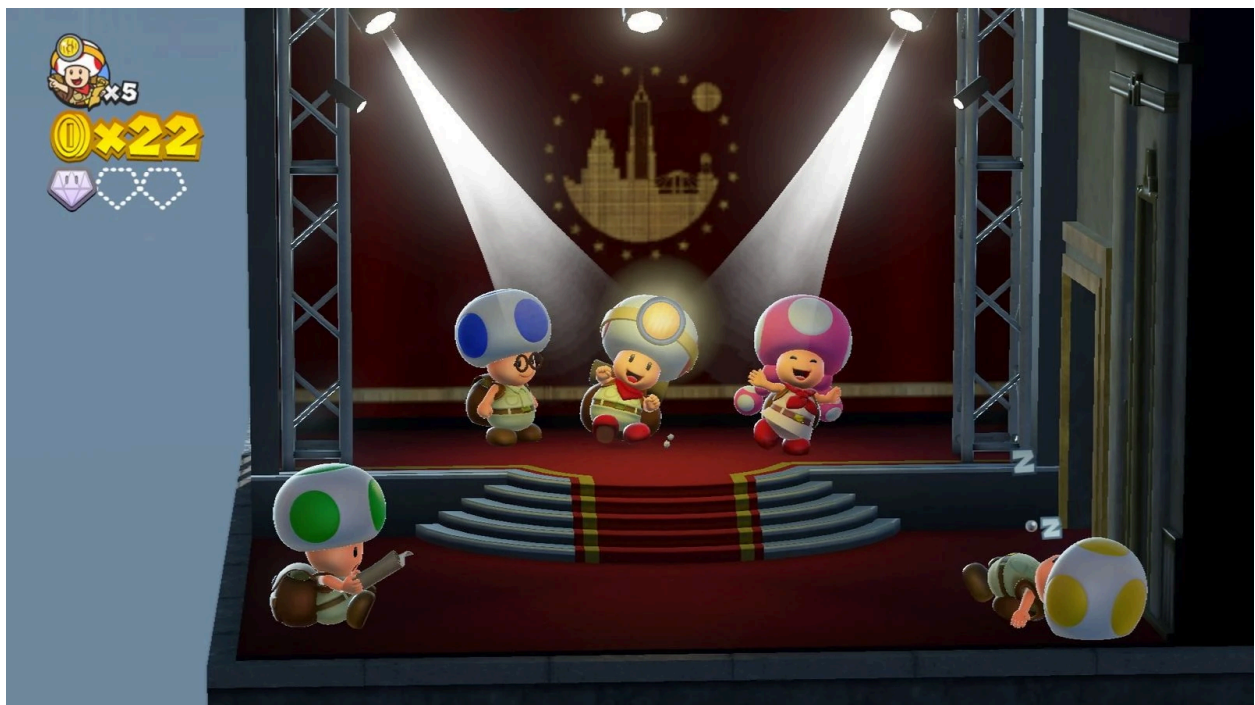
Collab Helpers



A variety of characters from the various collaboration events in The Battle Cats join Gamatoto's side and help him in exhibitions, increasing his reward yields (Chao doesn't have a sprite out yet he is very new)

Captain Toad

The Toad Brigade



Every Captain needs a crew, and Toad's got the best of the Mushroom Kingdom at his beck and call. After being promoted by Princess Peach at the end of Super Mario Galaxy, these somewhat bumbling allies joined Toad on the rest of his adventures. Not only can they [give him treasure that they collect](#), but plenty of items as well, as mentioned earlier. This includes [1-Ups](#) and [Mushrooms](#), as well as likely other on hand items he has access to. etc.

Toadette



Captain Toad's primary partner on his adventures, and the Princess Peach to his Mario. Ever since she showed up over 20 years ago in **Mario Kart** and Sports spin-offs, Toadette's resume has spoken for itself; even allowing her to make it to mainline Mario games like **U Deluxe** and **Wonder**. She's joined the Captain on many of his adventures, and as we talked about, shares all sorts of his power-ups (mushrooms, 1-ups, Pickaxes, etc) on top of many many more from the various spin-offs she's appeared in. Toadette is effectively a mirror of Toad in the Treasure Tracker game, and shares his signature Touch ability of freezing enemies, among much more. She's also directly fought Bowser alongside Mario several times, and is more than able to help Toad out on his adventures.

Feats

Gamatoto

Overall



- Can Adventure across the earth in a variety of impressive places
- Might be the final boss of Battle Cats Quest, as he has a costume [identical to him](#)
- Somehow explores near Third Impact
- Clears Veteran difficulty exhibitions
- Recruited over 150 helpers including some from other worlds

Power



[Action]

- Went on a Rampage
- Did an amazing cartwheel
- Reached enlightenment
- Mastered the somersault
- Resisted arrest
- Developed six-pack abs
- Got challenged to a duel
- Was playing god
- Fought off a dozen pirates
- Hit a home run
- Defeated a supreme evil

[Situation]

- with a Hippoe
- during a double typhoon.
- in the 9th circle of Hell.
- with the Cat God. (**Debatable, See Before The Verdict**)
- with Teacher Bun-Bun
- with Sexy Legs Cat.
- with Doge.
- during a daring heist.
- while on the verge of death.
- when Sir Seal attacked
- after dueling a Vajira.

Speed



[Action]

- Stole a pen
- Entered a parallel universe (**Potentially Immeasurable**) (**Debatable, See Before The Verdict**)
- Avoided a rainstorm
- Folded 1000 origami cranes^[1]

[Situation]

- while falling from 30,000ft ([Mach 60.77 - 93.58](#))^[1]
- during a hockey game.

Durability



- [Took a hit from a buffed Balalan Pasalan](#)

[Action]

- Was Beaten to a Pulp
- Caught an Incurable Disease
- Was Groped
- Exploded
- Got Trampled
- Nearly Died of Shame
- Got bit by a mouse
- Danced 'til he dropped
- Burned his tongue
- Nearly choked to death
- Scraped his knee
- Was knocked out

[Situation]

- during a double typhoon.
- in the 9th circle of Hell.
- while on the verge of death.
- when Sir Seal attacked

- due to heatstroke.
- at the top of Mt. Fuji.
- in the Swiss Alps.
- during a massive earthquake.

Captain Toad

Overall



- Helped Mario save the **Galaxy**, venture through a **3D World**, and complete a worldwide **Odyssey**
- [Became the Commander of Princess Peach's Royal Guard](#)
- Found likely hundreds of Power Stars across his adventures
- Navigated several temples, enemy trains, and fortresses
- Saved Toadette (quote; his ["Ultimate Treasure"](#)) from Wingo
- Defeated Magikoopas, Draggodon, Wingo

Power



- Has killed enemies [from falling on them](#)
- Can frequently rip radishes right out of the ground to fling away
 - These throws (by him or Toadette) have also killed several Mushroom Kingdom enemies, like [Shy Guys](#), [Hammer Bros](#), [Fire Bros](#), [giant Piranha Plants](#), [Magikoopas](#), etc
- Thrown objects with enough force [to tag and kill Bullet Bills](#)
- [Ripped radishes much bigger than him out of the ground to throw at and defeat](#) the Wizard Wingo, [twice](#)
 - Wingo [has captured Toadette](#) and Toad himself, [wields magic similar to Kamek](#), and is powered by [at least one Power Star](#)

Speed



- [Can evade Charging Chucks running at him](#)
- Has raised objects [to block Bullet Bills](#), [ran away from them](#), [or tagged them outright](#)
- [Dodged spells from Magikoopas multiple times](#)

Durability



- Repeatedly ignores his own falls, [which have enough force to kill enemies](#)
- ...and that's it lol

Scaling

Gamatoto

Basic Cats



- All Cats and many low-level enemies can survive on the surface of [Stars](#) and at the centre of [The Big Bang](#) (**See Cosmology**)
- The Cat Army conquered the Cosmos, spanning multiple galaxies ([6.35 Billion c](#))
 - The Basic Cat can travel interstellar distances in seconds in the Cats of the Cosmos minimap ([11.01 - 72.99 Trillion c](#)) (**Debatable, See Before The Verdict**)
 - They are stated to [have conquered the entire universe](#) which is stated to be [endless](#) (**Infinite**)
- Flying Cat [can destroy cities and fire beams of light/lasers](#).
- Brainwashed Eraser Cat [can move a mountain](#).
- Cataur [was previously a constellation](#).
 - [This would likely be Centaurus, which contains 325 stars](#).
- Solar Cat [became a Solar System](#).
 - Solar Cat is referred to as a [Galaxy](#) in the English version of the game but this is heavily contradicted by the fact that it is Solar Cat and it is called a Solar System in the original.
- Corrupted Psychocat [can create Black holes](#) ([103.52 - 773.09 Yottatons of TNT](#))
 - They can also throw these Black Holes at high speeds ([870 Petatons - 23.6 Exatons of TNT](#))

- Bullet Train Cat [can travel at 20-200 Million km/h \(0.019 - 0.185c\)](#)

Enemies



- Lil Doge has a 20% chance to nullify the attacks of any cat
 - In the English Version, this is referred to as “dodge”, but not in the original
- LeMurr [can see up to 2 light-years away](#).
- Metal One Horn can [intercept radio waves \(~SOL\)](#)
- Corporal Weyland's [antimatter uppercut catapults Cats to another dimension](#).
 - This likely refers to the “Warp” effect, not physically punching cats to other dimensions.
- Henry [attacks with Particle Beams \(~SOL\)](#)
- [Youcan's arrogance consumed its home universe \(See Cosmology\)](#)
- Cli-One [makes craters on the moon](#).
- Golem Sunfish [can destroy the world with beams of light](#).

(Debatable)

Scaling to these enemies would rely on Uber Scaling through the Vajira's (**See Before the Verdict**). And justification for scaling Ubers to Special Legends (who obviously are the same as their enemy counterparts) is explained in the following scaling section.

- Perfect Cyclone [is a category 5 storm](#).
- Cosmic Cyclone [is a nebula storm born from a black hole](#).
 - Super Cosmic Cyclone [is a tear in space-time that opened up inside a nebula and manipulates the continuum to warp Cats away](#).

- Inumusha [is fought on the stage "Multiversal Studios"](#)
- Filibuster Obstructa [can rewrite the Universe](#) (See Cosmology)
 - [His attack animation converts many planets into energy and unleashes them in a blast \(24.45 FOE\)](#)
- Metafilibuster ["wanders infinite worlds leaving a trail of both destruction and creation in its wake."](#) (Infinite) (See Cosmology)
 - [His attack animation converts multiple galaxies and planets into energy and unleashes them in a blast \(8.09 PetaFoe, Likely Far Higher\)](#)
- Sage of Mind Soractes and Sage of Wisdom Nyuton [came from a far higher dimension](#) which presumably refers to the Zero World (See Cosmology)
- Zero Luza [takes in the energy that makes all things](#) (See Cosmology)

Ubers and Special Legends



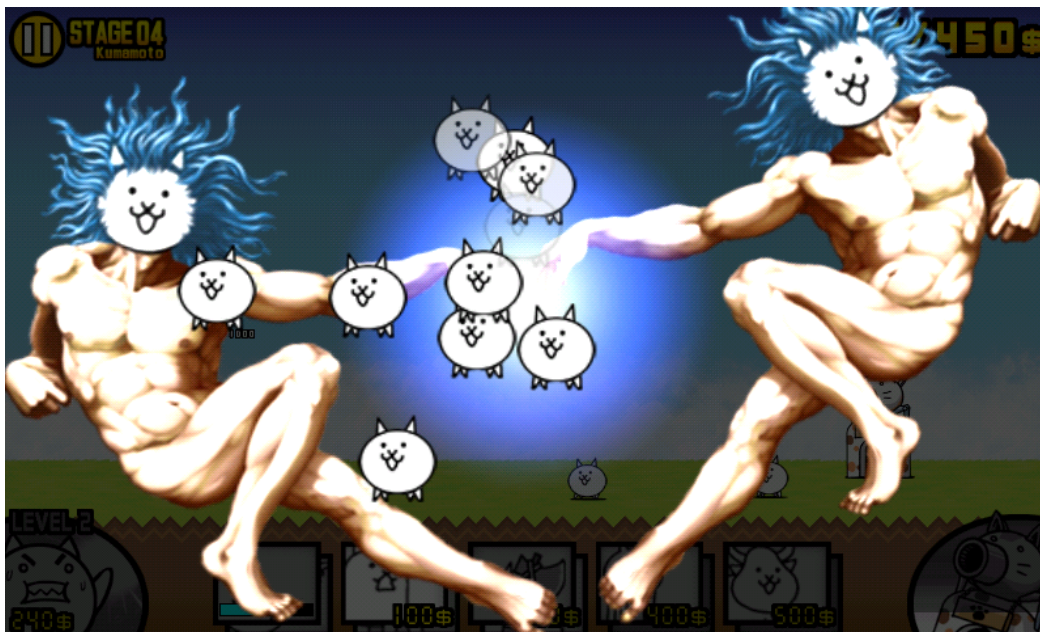
(Art by [Xskull & Dr. Skull](#))

Gamatoto's ability to duel Vajira's creates a potential scaling chain, albeit debatable (See **Before The Verdict**). Ubers and Special Legends serve the same roles in the Cat army at similar costs, stats, and statements about their capabilities.

- Bahamut Cat [caused the first Apocalypse and has the power to destroy the Earth.](#)
- Kamakura [can control natural disasters and move the heavens](#) (See Cosmology)
- The Grateful Crane [attacks with the power of constellations and reached the edge of the universe](#) (Infinite)
- Princess Kaguya destroyed or nearly destroyed a Galaxy.
- Dioramas [radiates the heat of 1000 suns from its core.](#)
- Togeluga [has control over the concepts of life and death.](#)
- Thunder God Zeus [is omnipotent and omniscient](#) (Me when I lie)
- Shining Amaterasu [controls the Sun and the Earth.](#)
- Splendid Ganesha [crushes foes with his infinite might.](#)
- Twinstars [can destroy school buildings.](#)
- Might Recon Corps [can destroy planets.](#)
- Mighty Carrowsell is ["Extradimensional."](#)
- Bora [wields the power of a burning Sun, the rage of a Red Giant, can reduce a galaxy to ash, has power beyond The Big Bang, and can reignite all the stars in the galaxy](#) (See Cosmology)

- Mizli [can split the earth and wash away constellations](#).
- Aer [can blow away mountains, continents, and even nebulas](#).
- Voli [can tear apart the moon and illuminate the entire universe](#) (**Universal and 16 Quadrillion c - Infinite**)
- Many First Form Elemental Pixies [travelled from the edge of the universe](#) (**Infinite**)
 - Note: These feats come from their first form which are more in line with basic cats.
- Yamii [can drag planets out of orbit](#).
- Bliza [can freeze stars to their very core](#) (**72.66 Yottatons - 15.19 FOE**)
- Hevijak the Wicked [has the power to annihilate the heavens and the earth](#) (**See Cosmology**)
- [Saber is in Battle Cats just FYI](#)

Legend Rares & The Cat God (VERY Debatable)



Gamatoto would only be capable of scaling to Legend Rares if you believe he scales to the Cat God, which is not really based in evidence at all considering Cat God's status as basically the verse's absolute top tier. This is more included to share additional scaling as opposed to affecting the debate.

- Legend Rare cats [are referred to as 4-Dimensional](#).
 - Leleluga is referred to as "[Pandimensional](#)" implying they may scale even farther into the cosmology.
- [Gaia The Creator created everything seemingly from a similar source to Zero Luza](#) (**See Cosmology**)
- Izanami and Izanagi [descended from the Superdimension](#) (**Uhhhhhhhhhhh**)

Captain Toad

Toadette



While also acting as a double for Toadette's own feats, let's briefly discuss Captain Toad's partner in adventuring (~~and more~~). She's joined the Cap'n on many an adventure, and the scaling chain to her is pretty evident due to Treasure Tracker, where he saves her from the Wizard Wingo who had previously captured her. On the opposite end, this makes sense both ways, as part of the game has them swap places and Toadette go on the exact same adventure he did, supporting the two are generally about equal given the scope of their adventure and the enemies they fight.

- [Can escape from the pull of a Black Hole](#)
- [Kept up with the Mario Brothers](#)
- [Has defeated Kamek](#)
- Fought and defeated Bowser multiple times across the series (**See Bowser scaling**)

The Mario Brothers



It may seem a bit odd that the more grounded adventures of Captain Toad can compare to the legendary Mario Brothers, but Captain Toad is no novice in combat either. He can and has proven a challenge to them in spin-offs of the main titles like *Mario Kart Rush*, and as a reminder, he has proven equal to Toadette (which also extends to other general Toads). This matters because multiple characters in the Toad species aside from the Captain have directly aided Mario and Luigi in their adventures, like *New Super Mario Bros. Wii*, or *Super Mario 3D World*, let alone all the many *Mario Karts*, *Parties*, and etc. We'll talk more about this later (as well as scaling to other Mario characters), but for now, just note that Toad can compare to these unparalleled plumbers.

- [Both can punt entire castles through the air](#)
- Both have [fought Cackletta, who created multiple black holes \(548.96 - 711.03 Ronnatons of TNT\)](#)
- A Paper version of Mario (*Origami King*) [defeated Hole Punch, who trapped the sun in a disco ball](#)
- [Their Fire Flowers can melt glaciers and their Ice Flowers can freeze suns \(2.72 Ronnatons of TNT\)](#)
- In the Conductor Connector attack, [Mario and Luigi lasso satellites as large as Celestial Objects](#), and the Great Conductor ([who they fought in a serious sparring match](#)) absorbs their energy for a massive energy blast
 - [They also chased down and beat Reclusa](#), who could tank several volleys of this attack
- [Giant Dreamy Luigi could battle the Zeekeeper, who was holding nothing back and still complimented his power](#). The Zeekeeper destroyed a barrier [powered by the Dream Stone](#).

- Luigi in this state [also fought Robo-Drilldigger](#); [the Dream Stone's spirit](#)
 - Mario can spin Luigi in this state with enough force [to harm the Zeekeeper](#), [and is the reason their move does damage](#). He has also [taken attacks from the Zeekeeper outright](#).
- [Defeated Dreamy Bowser](#), who was powered by the Dream Stone (**See Before the Verdict**)
- Both of the brothers (as well as Princess Peach and Bowser) [can clear the Pit of 100 Trials and defeat Wracktail](#), who was so dangerous that the Ancients [placed him there from the threat he was to them](#)
 - The Tribe of the Ancients [created Flipside in a dimension between dimensions](#) (**See Before the Verdict**)
- Mario & Luigi can react quick enough to make perfect landings [after traveling across multiple galaxies](#) in succession ([1.143 - 45.7 Trillion × FTL](#), likely higher)

Mario's Allies/Enemies



Thanks to broader comparisons to plenty of other Mario characters through Toadette and the like, Captain Toad would generally scale to most of what other characters that cross paths with the Mario Brothers can do.

Allies

- [Donkey Kong punched the moon down towards Kong Island \(1.19 Quettatons of TNT\)](#)
 - [DK can do it without Diddy Kong's help](#), and Diddy Kong can replicate this feat [by headbutting the moon himself](#)
- Yoshi hit Raphael the Raven hard enough [that he exploded into a constellation](#)
- Wario survived the Black Jewel exploding [and beat it directly in battle](#). [The Black Jewel created an alternate universe and collapsed it upon its death](#) (**Universal, see Before the Verdict**)
 - **Warioware** sub-characters, Dribble and Spitz, [drove a taxi to the edge of the Universe](#) while dodging projectiles ([52.373 Quadrillion C](#))

- [Rosalina survived the universe's destruction](#) after Bowser's Galaxy Reactor self-destructed (**Universal, see Before the Verdict**)
- [Princess Peach destroyed the Dream Stone \(with Starlow's help\)](#)
- Several characters [can fight and defeat the Millennium Star](#) during **Mario Party 3**, [which flew from the center of the universe to Earth in a short time \(73.32 Quadrillion FTL\)](#)

Enemies

- [Dimentio created Dimension D \(140.94 PetaFOE, potentially higher, see Before the Verdict\)](#)
- [Kamek created a spell that could harm Giant Dreamy Luigi \(and survived it being blasted back at him\)](#)
- [Antasma eats dreams, and has consumed several](#). He wields the Dark Stone ([and shattered it for good measure](#)); [the counterpart to the Dream Stone that commands the power of Nightmares](#) (**See Before the Verdict**)
- [Culex stated his third-dimensional form gave him the power to consume all time and space](#) (**See Before the Verdict**)

Bowser



The King of the Koopas, the Eggman exterminator, and the most iconic final boss in video game history. At the top of the food chain in Super Mario, he has inherited much of the series' best feats. As for how Toad can compare, he not only has multiple scaling chains to the Mario Brothers, but as established, he also scales to Toadette. This matters because Toadette has directly fought Bowser at multiple points in the series ([New Super Mario Bros U. Deluxe](#),

[*Super Mario Run*](#), [*Super Mario Bros Wonder*](#)), as well as in spin-offs, and defeated many of his strongest minions [like Kamek](#).

Base/Regular Bowser

- [Yanked around entire Islands](#)
- Torn apart [castles and mountains](#) while giant, [and lifted castles himself](#)
 - He also [punched that castle across the entire planet \(2.7 Teratons of TNT\)](#)
- [Physically pulled himself out of a Black Hole, and has blasted other Black Holes away](#) with his fire breath
- Still superior to all of his minions, even when they are amplified [by Power or Grand Stars](#)
 - As noted earlier, Mario has also defeated all of them himself, solidifying this scaling.
- [Survived an onslaught of Power Stars \(See Items/Forms\)](#)
- [While Giant, survived a massive black hole that sucked up multiple planets \(277.5 Quettatons of TNT\)](#)
- While Giant, [directly battled Giant Dreamy Luigi](#)

Items/Forms

- Fury Bowser [instantly creates storms](#) with his sheer presence
- [The Star Rod can make stars shine brighter than usual \(18.6 Exatons of TNT\)](#)
- Power Stars (which he has frequently used and scales to sans power-ups) have done the following:
 - [Can become black holes](#)
 - Can [move actual stars \(7.6 FOE\)](#) with this example absorbing all stars in the night sky ([140.94 PetaFOE](#))
 - Power Stars [are adult Lumas](#). Lumas can grow [to become entire galaxies \(71.977289 ZettaFOE\)](#)
 - Bowser used these Stars [to create the Painting Worlds](#) in ***Super Mario 64***. These include the “[bottomless](#)” [Tick Tock Clock](#) and [Shifting Sand Lands](#), which have similar statements of holding “[infinite underworlds](#).” It is also theorized Bowser would use these worlds [to “envelop all of reality” \(Universal, see Before the Verdict\)](#)
 - Power Stars have [been able to take Mario](#) from the Trial Galaxies [at the edge of the Universe](#) back to Rosalina’s observatory in moments ([66.65 - 112.8 Quadrillion C, likely 489 Quadrillion FTL](#), see Before the Verdict)
 - The Green Star Comet could also [fly across the Super Mario Galaxy 2 map in mere moments \(7.884 Trillion FTL - 6.884 Quintillion FTL\)](#)
 - A single Grand Star is far beyond average Power Stars, [and fueled Bowser’s Galaxy Reactor](#). This fortress going haywire [created a black hole](#) that destroyed the entire universe (**Universal, see Before the Verdict**)
- Dreamy Bowser [is powered by the Dream Stone, which is the full power of all dreams \(See Before The Verdict\)](#)
- He stated he could eventually spread his Wonder Power [across the entire Universe](#)

Weaknesses

Gamatoto



Max is not like us

Gamatoto doesn't directly fight on screen and while it seems he can fight with some amount of proficiency, he is highly unlikely to be any sort of a highly skilled fighter. Gamatoto reports also paint him as clumsy and unserious which further supports that he isn't out there fighting for his life and taking names like many gaming adventurers.

Captain Toad



Captain Toad is still prone to clumsiness in his adventures, and his crew doesn't work nearly as hard as he does. He's gotten trapped in simple treasure chests during *Super Mario Galaxy*, and has had to earn the respect of his teammates more than once.

Cosmology

The Battle Cats



Fate cosmology.

Ok, jokes aside, the Battle Cats cosmology is a bit vague and requires a bit of finding specific descriptions of things, but it is *relatively* clear-cut for the most part. We'll get there when we get there.

First things first, the universe itself. Both the English and Japanese outros to the Into the Future saga [call the universe endless](#), in reference to the Cats of the Cosmos saga. Additionally, Metafilibuster's description states he "[Wanders infinite worlds.](#)" In the world of the Battle Cats, a universe is considered to be infinite in size.

It's quite blatant that there's a fourth spatial dimension in Battle Cats as well, the Legend Rare units have those RGB gamer crystals, and, as stated by Doom Engine Pandora's Japanese description, [these crystals are four-dimensional](#). This is supported by [Headmistress Jeanne's description](#), which states she "transferred from a four-dimensional academy."

There are higher spatial dimensions, most notably, *the entirety of Zero Legends*. The Zero World, the world in which the third Stories of Legend saga takes place, [transcends dimensions](#). By this logic, assuming this in relation to the existing dimensional statements Zero World is a fifth-dimensional. (It could however be argued it is only in reference to the main universe) This is supported by Soractes' and Nyuton's description, which directly states they from a far higher dimension.

On top of everything, there's also a "[Superdimension](#)" as it's referred to. Due to its nature of only being brought up in a total of two units' descriptions, it's quite ambiguous on just what it is. Taken at the most literal form, it's a space transcendent of dimensional values, but that's an absurd leap to make, even if these guys are basically supergods. However, considering the descriptions for the second forms of Izanagi and Izanami both mention that they watch from their respective afterlives, it wouldn't be too far a leap to assume that the Superdimension is the afterlife itself. This is supported by [High Lord Babel's English descriptions](#) stating that its castle is heavenly in nature, alongside Babel's Japanese description stating his castle transcends all dimensions and rules over Hyperspace. Hyperspace typically refers to a dimensional space higher than our own, hence the name Hyperspace (Hyper: above, exceeding, beyond). This assumption would make Heaven and Hell 6D, but then again it is an assumption. Regardless, it's very unlikely Gamatoto scales to anything in this paragraph.

So what here does Gamatoto Scale to?

Various Universal-Infinite Universal-Infinite 4D: Via The Big Bang, Youcan's destruction of its Home Universe, and (Debatable) the various Uber feats that effect the entire Universe.

Heaven and Hell (Debatable): Via Uber Scaling to Hevijak and Lucifer.

Zero Legends (4D-5D, Debatable): Via Uber Scaling to Soractes and Nyuton Doctor Nova who are native to these realms.

The Battle Cats Multiverse (Vaguely Multiversal, at least 4D, Debatable): Via Uber Scaling to Zero Luza who is powered by the Energy that makes all things.

Mario



[*\(Credit to Source Gaming for the image\)*](#)

Before we start this, as a precautionary statement, **this is solely our own opinion from the information we gave gathered and agreed upon**. Said information comes from various guidebooks/manuals in both English and Japanese, notes from DB researchers like Ultraguy after debating it amongst ourselves, all sorts of other VS areas like Corner's Bowser Blog, and more. Mario scaling is pretty controversial in the community (as is something like Sonic) due to varying ends taken for or against higher arguments, so please do not get angry at anybody on the blog over opinions we may form. It's exactly that; **our opinions**, and you are fully entitled to your own should you agree or disagree. Basically, just keep an open mind and don't try to rag Triple anywhere for anything you disagree with, if that is the case.

Enough of that though, lets-a-go to the cosmology of Mario!

Super Mario 64 Painting Worlds

Perhaps the start of cosmic Mario arguments chronologically, **Super Mario 64** had the titular plumber hop into plenty of Paintings to chase down over 100 Power Stars in his first official 3D outing. Now, it has long since been argued that Bowser made these, and would thus benefit from them as a feat depending on various factors. This is subject to controversy in the VS community due to various factors (different writing angles, translation discussions, etc) but we'll try to answer this as best we can.

Starting off, let's cover how big these areas are and what they are in the first place. As detailed by the official **Nintendo Power Super Mario 64** Strategy Guide, all of these Paintings are in fact

[their own “worlds.”](#) as repeated by guides and general statements about the courses. The collective grouping of them [are frequently stated as worlds with 3-dimensional space](#), as well as individual levels [like Bob-omb Battlefield, Cool Cool Mountain, Tick Tock Clock, Rainbow Ride](#), etc. This also includes Bowser's first and second boss-fight levels, [which are outright referred to as distinct worlds on their own merit](#). So, due to that grouping, they should/could all be considered comparable in size.

As for that size (which matters in how powerful creating one of these would be), it's strangely not *shown* in the game to any outright degree, albeit it is somewhat spoken of. [Big Boo's Haunt has a Moon present inside it](#), while Wiggler mentions gazing at stars from Tiny-Huge Mountain [in both the original and the remake](#), which would at least entail the usual pocket dimension starry sky calculations. As for statements, the game manual has spoken of Tick Tock Clock bearing [an “endless abyss,”](#) while Japanese translations show Shifting Sand Lands having [“infinite underworlds” inside it](#). Taken together, **both of these areas should be infinite spaces** (endless means “having or seeming to have no limit or end” while infinite is self-explanatory). Since we know all of the Paintings fall into the same “world” classification in context, logically, **all the others could/should qualify as infinite spaces too**. How many are there? Well, **there are 15 core levels in the game, as well as Bowser's 2 out of 3 boss levels** (the 3rd is in the sky, and not a Painting). So, **17 Painting Worlds in total**.

Now, we have a few other factors to discuss, like the big one: did Bowser make these? It's complicated. The English version is what mainly supports this, where Toad directly states [Bowser created the Paintings in the castle walls through the Power Stars he stole](#). This is kept the same [in the DS remake](#), so it seems like smooth sailing so far. However, in the Japanese translations, it instead gives off the impression that [these Worlds already existed and Bowser simply found them](#); not outright creating them. The DS Remake manual seems to lead credence to this, saying Bowser [just trapped people in the pre-existing Paintings found throughout the Castle](#).

So, we are left with a bit of a pickle. Both versions have their own arguments to be used, and the translation discourse around Mario is anything but simple. While one could argue the Japanese version should take precedence, it also bluntly stated [Mario had never seen these Paintings before](#), which contradicts the Paintings already existing in Peach's castle across original Japanese and English remake. Mario's also more than a reliable source on the matter, considering his relationship with Peach and all the times he's been inside the place. The English Guidebook [refers to these Paintings as Bowser's](#), which is a bit odd if the Japanese version is implying he just found these or that they already existed in the Castle.

Now, in this case, we're fine using the English version for a few reasons. First, it makes the story more cohesive and actively ensures things flow better. For example, versions of the game imply Bowser used the pre-existing Paintings in the Castle... while the Japanese version blatantly stated Mario had never seen such Paintings. So, they had to be new additions to the castle, and Bowser creating them in context would explain why they appeared. This also matters because characters like King Boo have created and manipulated similar Painting Worlds elsewhere,

which should prove he can do something like that. At that point, him using the Stars to create these new worlds is the more logical choice across all versions of the game, and backed up by other characters' abilities in the series. So, we believe it acceptable to say he made these 17 Painting Worlds; 2 of which are infinite spaces, and the rest could compare by association.

“But,” you may be asking: “I still don't think he's creating them!” That is a valid opinion, and I can easily understand taking that viewpoint depending on your side in Mario translations. However, no matter which side you're on, it wouldn't change the overall argument. The English Strategy Guide (**note that the Japanese equivalent is incompatible with it due to the production differences behind both, so you can't argue against it from their translations**) have intellectual characters theorize Bowser [would use all of these Worlds to “envelop all of reality.”](#) Now, regardless of which path you take in prior translation discrepancy, this statement is outright showing Bowser could manipulate them all at will to cover reality itself, likely merging the Painting Worlds with our own on a universal scale.

This statement isn't exactly something you can poke holes in like translation arguments. The differences between English and Japanese strategy guides in design are so outright that you can't really argue any standard examples against it. Both have vastly different art styles and directions (English is more cartoony and Japanese is more direct), such as clay models and courses shown in the latter, while the English version was part of their **Nintendo Power** line. These versions are pretty clearly their own things, and you can't take what the Japanese version says or doesn't say as a counter argument because of that stipulation, even if it went against that. It's pretty blunt as an argument, and even if you don't agree that Bowser made them like the English says, it's still clarifying he could and likely would manipulate these Paintings to envelop, well, *all of reality*. This would have him manipulate the 17 words and the aforementioned infinite spaces, fixing all of the arguments against it in general.

Finally, how would this scale? Pretty simple. Bowser created the Paintings with the Power Stars he stole, where you need at least 70 to reach him for the final showdown (**note that the full number of 120 isn't the correct angle, [since Bowser outright states he didn't find that many](#)**). The Stars amplify Mario's power and Bowser directly fights him, on top of the many times similar examples exist (for example, Bowser can fight Mario [when he holds 150 Stars in the DS remake](#)). There's also the Grand Stars that Mario can scale to (more on that in the **Super Mario Galaxy** section) which are clearly much more powerful than individual Power Stars given story significance in that game. Bowser has also survived [nearly 30 Power Stars worth of attacks at once](#), which is about half the number of the original Star yield attributable to this feat.

Conclusion: Bowser creating the 17 Painted Worlds (which include Infinite spaces) is generally the most agreed upon choice in our case. Even if you disagree, he was still capable of merging them with the main universe, which is effectively the same power argument with none of the drawbacks. Given Power Star and Grand Star scaling, Mario and his allies would compare to that universal level of power.

Wario and the Black Jewel

Wario's Gamecube entry, Warioware, houses a particularly powerful Black Jewel, who created the dimensional space that he treks through in-game. How big is it? Let's find out!

Starting off with official information, the manual states that the Jewel [is changing Wario's World](#), implying at the least a planetary range. The game description somewhat mirrors this by saying the area is [a "weird world," but also states he scours worlds plural for treasure](#). So, this space and what the Black Jewel created is definitely beyond planetary. This is further proven in the game itself, which frequently shows several celestial objects from multiple levels and sublevels of these levels. The hubworld [shows multiple stars from multiple viewpoints](#), and this is repeated [in several separate main levels](#), which also showcase objects [like moons](#). Many other separate sub-worlds of these areas are also [above planets and bear starry skies](#), adding still more stars and areas to the mix. Finally, the Nintendo website even goes so far as to call it [a "bizarre parallel universe."](#)

So, where does this land? We do know Wario scales to creating or destroying it in the first place, given the Black Jewel created [and warped the entire space, while its death collapsed it all](#). Wario also beat the Jewel in the first place, so it's rock solid in terms of actually comparing to him. As for the actual power of this feat, we believe it's fine to call this **a universal feat**. Even aside from the Nintendo statement, this area is frequently shown with several starry skies in multiple different areas, which would already yield impressive results. The actual statement though is what seals the deal, despite what some have argued. This statement came from **an official description of the game from Nintendo's own advertisement about the game in current terms**, and it makes no sense to not use the company's own words about their own game. By that logic game manuals are now off-limits, as well as text in game trailers or even things like their own manuals. They are officially licensed media that discuss the background and details about the series made by their original company and everything, with this description being no different. If it really was, they wouldn't have allowed an inaccurate statement like this to be on their website to begin with, given it is *advertising the game* for crying out loud.

Conclusion: The feat is Universal per details in and out of game, and Wario directly scales.

Paper Mario Universes

Strangely one of the more cosmic sides of the Mario series is the Paper Mario side of it, which holds plenty of cosmic arguments. Before we start, the first 3 games are canon, the latter ones are still canon to the Mario universe, and Mario/Paper Mario in general are basically the same guy anyway. Our main arguments stem from Super Paper Mario, where the cast wields the Pure Hearts to defeat Count Bleck and the Chaos Heart, who wishes to destroy "all worlds." This of course leads into frequently details about the varying dimensions of Mario's Multiverse, which we'll thus discuss.

First, let's discuss what "world" in context means, since Bleck's plan is to "destroy all worlds." That latter statement is verbatim [brought up as the endgame to Bleck's scheme repeatedly](#), as well as what the heroes have to do; [save all worlds](#). In context, the meaning of world is odd, due to the various usages of it in the game. For example, Mario was called upon [to save "the world"](#)

[once more](#), while Bowser wishes [to take over "the world."](#) These cases likely refer to the world as a planet, but this becomes conflated when other examples of world are brought up, given the entire context of the game is hopping dimensions, and what "all worlds" refer to. The Chaos Heart is frequently established [as a consumer of worlds](#), [and that these worlds mean entire individual dimensions specifically](#). With the Sammer Kingdom in particular, [we are shown that destroying "the world" destroys the entire dimension](#), as it being consumed by the Chaos Heart left nothing but an empty void.

This is further proven in the lore of the game, like in the backstory of Count Bleck and Tippi, or rather Blumiere and Timpani. One was from a tribe of dark beings, while the other was a human woman. In this classic story of Beauty and the Beast, Blumiere's father banished Timpani [to wander dimensions forever](#), which is later referred to by said banisher [as making her no longer belong to "this world."](#) At that, Bleck further stated ["a world without her is empty" and he destroyed "every inch of this blasted world."](#) or in actuality the entire dimension in context. This sort of thing is also mirrored many times elsewhere in the game: [the mushroom kingdom is in its own dimension](#), for example, while Dimentio also referred to that [as a world](#). Multiple times as well, [world is a stand-in for dimension](#), but also mentioned like layered dimensions (**Example**: Mario's Flip ability is explicitly [flipping between the 2nd and 3rd dimension to become 2D or 3D](#)).

Going into this, there's a few other... odd aspects. For one thing, the Return Pipe is an object Mario uses to return to Flipside from his interdimensional travels, but is described as returning him ["from anywhere in the universe"](#), which would imply he hadn't left the universe? Weirdly enough, Count Bleck's plan is also referred to as a world [or universe ending event](#) a few times, even though it's established as a threat to all dimensions. There's also [a few 4th wall jokes that could imply we the player are from our own dimension](#), funny as it seems. Regardless, it's likely these are all just inconsistencies in the game's plot and whatnot that don't change much with the clear narrative.

Closing with this prologue, [the dimension door leads to other dimensions](#) (so when it mentions going to other worlds, that is what it means), [dimensional travels blatantly relate to traveling through these worlds](#), and there's also a statement that shows the Chaos Heart will consume ["all worlds, all dimensions."](#) This could be used to differentiate the two or simply compare them by elaborating on worlds being dimensions, as could the Overthere having a [weird out of planet shot that could mess with worlds = universes](#). Finally, the flip dimensional shenanigans Mario gets up to are twice [referred to as a parallel dimension](#). Now then, onto the main show! The main dimensions and arguments that come from this are Flipside, Dimension D, and Outer Space, as well as a few later dimensions in Color Splash.

1. Flipside - Starting with Flipside, [this area is a town between dimensions](#), which brings its own aspects of power arguments. Flipside was obviously created by the Ancients, which matters [because it resides in a space between dimensions](#). Since it was created there, one could potentially assume that they created the dimension itself. Does this work? Let's see. Flipside is more likely just in relation to the town itself, and is usually referred to as a town instead of a dimension. The Flopside bartender details that it was ["created in a space between dimensions,"](#)

which is effectively saying *the town itself* was what was created, not the dimension itself. Strangely though, Peach refers to Flipside [as “a world” specifically](#), [as does Dimentio](#).

From that point, it then is a matter of if the Ancients created the space as well as the town, or just the latter. More points to the former, but it is still odd where the space came from to begin with, since not much speaks of it. The Ancients still did create towers [that harness the flow of dimensional energy to beam people to other worlds](#) (which also acts as proof that it exists between dimensions), and one of their members [was noted as a powerful mage that could control dimensions](#), but little implies they created the entire dimension. Mario would definitely scale to them if that was the case (he wields the Pixls [which the Ancients used for their strength and imbued with their own for example](#)), but we just don't know where that would get. Of course, if one scaled to the Chaos Heart, they would just scale anyway, since it was going to destroy that dimension as well.

2. Dimension D - This area is another dimension you could argue scales back to Mario through it's maker, Dimentio. [The Master of Dimensions bluntly stated he created this realm/dimension](#), and since Mario or his allies can beat him in base form, they should then scale. So, does it matter? For details, Dimentio has stated [it is a dimension and that the name isn't just for show, as well as calling it a realm](#). He has repeated the former statement later in the game, and the area [also appears to show several stars in the background](#). Creating a dimension with a starry sky typically lands about [140.94 PetaFOE](#), even if you don't necessarily think it's universal. All of that said, is it? I think its a fine higher end for supporting evidence with other Mario feats.

It being called a dimension in context (which other universes are in the game) is already a good benchmark for comparison, and Dimentio's dimension-manipulating nature means it's unlikely he's inaccurate. While a less stable look, him also calling it a realm mirrors [the Underwhere and Overthere](#) being stated as realms by their rulers, with them being what make up their own dimension/universe as well. So, it's fine as a starry sky feat, and can be argued to be universal depending on your standards.

3. Outer Space - One of the more famous examples, this dimension houses some particularly large arguments for dimensions in the series. Where does this come from? Well, Outer Space is frequently stated [as infinite and endless by multiple characters in the dimension](#), including more official characters and sources like Tippi. You'd think something like this could be dramatic hyperbole, but we've seen other examples of “endless” hyperbole in the series, [like for a desert](#), the Overthere, [or Bleck's castle](#), but all of those were very blatantly hyperbole simply by the context where they were brought up in.

The desert was obviously not endless based on them actually *reaching the end* and it clearly being a play on the stretch of the trip, and Bleck's castle is the same situation of it being simply a matter of strain and seeming endless. As for the Overthere, it is similarly a matter of the trip being long enough for this hyperbole to take place, and a different scenario than the statements here. Even if you wanted to attack the endless statements as hyperbole, which is possible, there are still multiple infinite statements, like from Tippi. Combined, it becomes clear the intention is

that space is legitimately infinite in scope, and not hyperbole. In case you are curious, the “infinite” quotes in question are as follows:

1. [Tippi: “You can get to the infinite reaches of outer space through this green door...”](#)
2. [Alien: “Oog, so space is infinite, and that infinite space is filled with hopes and dreams...”](#)

So, why exactly does this matter? Well, while the area is an alternate dimension, it is still a dimension to begin with and not unlike any of the others. In particular, every single time the dimension is brought up, it is referred to as “outer space.” It doesn't matter who says it, all refer to it in the general context of “outer space” due to it being just a general look at space, if that makes sense. It's not “dimension X's outer space,” it's “outer space *period*.”

That may seem a bit odd, simplistic, or any other factor, but the essential mindset is that the concept and purpose of space simply doesn't change across dimensions. You wouldn't assume a feat involving a star would be any different if done in another dimension, nor any other type of answer for a more general classification like this, which is just talking about Outer Space itself. For more context, here are the times it's spoken of and why they matter right after

1. The chapter/level is simply referred to as [“Into Outer Space.”](#)
2. Upon entering the dimension, [Tippi simply believes they're in “outer space.”](#)
3. Later on, she simply words it as [“that door led us straight into outer space.”](#)
4. Mario's adventures here are referred to as [cruising “through space.”](#)
5. Mr. L speaks of [the Gravitational laws of space allowing him to fight better.](#)
6. Merlon simply refers to it [as “outer space.”](#)

So, each and every one of these examples has various characters simply refer to it as space or outer space. The level is bluntly just meant to be a space trip, and not unique to that actual dimension. The dimension itself is not magically much bigger than others either, because it is frequently referred to as a world just like all the other dimensions in the game. [Outer Space itself is called a world twice](#), and really there's nothing actually differentiating it from other Dimensions.

If this was a random dimension that was stated as infinite, then maybe a counterargument would have more legs to stand on, but it's not just some random area. It's meant to *be* Outer Space in general, not separate from other dimensions on a factor of size, and wouldn't take the Chaos Heart any longer to destroy than the others. Thus, it's fine to compare it to our dimension.

4. Color Splash Dimensions - This factor is a bit minor, but still needed. Color Splash frequently describes Cutout as outside of dimensions, [as if stepping out of them entirely](#). It is also stated to [“transcend dimensions.”](#) and that it [transcends the very boundaries of time and space](#). A pretty straightforward power argument, but there's not much reason to believe Toad

would scale to it. Finally, there's also [another universe \(called a world also for more world/universe comparisons\) that is directly name-dropped as parallel](#).

Conclusion: In short, various additions to the cosmology and cosmic side of the series are present here. We have various examples of world being used alongside dimension (but also inconsistencies if you still wanted to go there), multiple dimensions being name-dropped [as parallel](#), and a few potential dimension creation feats all on their own to discuss. Creating Flipside is more Debatable and probably not usable, but Dimentio's Dimentio D at the least has multiple stars and can be argued as universal based on context. Finally, outer space is directly infinite in scope, and likely compares to the main Mario dimensions' outer space based on a clear narrative portraying it as outer space in general; not locked to a specific dimension.

Super Mario Galaxy Universes and Grand Stars

Rather befittingly, given the cosmic name of this cosmic game, much of the strongest and fastest feats from the Mario series come from the Galaxy duology. This has already been talked about a good deal, but we'll still give our two cents on it regardless.

For a refresher on how the games work, Bowser is up to his old tricks again, and stole several Power Stars to conquer the universe. This includes the mighty Grand Stars, and many more tricks as he tries to remake the universe in his own image through the Galaxy reactor. Naturally, Mario showed up to foil his plans through a cosmic goddess that shields the cosmos, Rosalina. After Mario stopped Bowser, his Grand Star powering the Reactor malfunctioned, [and created a black hole that destroyed the entire universe](#). How exactly would this scale back to Mario and co.? Let's see!

First, for those curious over the specifics of this universal destruction, we know Bowser's Galaxy Reactor [was at the center of the universe, as stated by Rosalina](#). This also did reach to the various Galaxies Mario visits across the game, [as shown in characters like the Honey Queen and Dino Piranha showing up along with their land](#). Of all the galaxies, the farthest are the Trial Galaxies [at the edge of the universe](#). The game shows these new locations [as the camera leaves the Earth](#), and **Galaxy 2** also shows updated versions of these characters and their locations (like the Honey Queen). That same game also (in the original translation) has ["a new universe" statement about World 2](#) for Mario to explore, and all of the above as well as narrative intent makes it clear the prior destruction gave way to a big bang that rebirthed everything.

As for actually scaling to this, the main arguments are how the Grand Star is what fueled the original machine, and how Rosalina survived this big bang. While the former is somewhat debatable due to not much information on it, we can actually use the little present to perfectly discuss it. According to NASA, large Black Holes form [when a large star collapses in on itself, which causes a supernova that blasts part of it into space](#), and this is backed up by sources [like the University of Chicago](#). As Space.com puts it, ["when a star burns through the last of its fuel, the object may collapse, or fall into itself... | ...When a larger star collapses, it continues to compress and creates a stellar black hole. Black holes formed by the collapse of individual stars are relatively small but incredibly dense. One of these objects](#)

packs more than three times the mass of the sun into the diameter of a city. This leads to a crazy amount of gravitational force pulling on objects around the object. Stellar black holes then consume the dust and gas from their surrounding galaxies, which keeps them growing in size.

If any of this sounds familiar, it is pretty much exactly how **Super Mario Galaxy** ends. [Mario grabs the Grand Star powering Bowser's new galaxy/star](#), and without that energy, [the star collapses in on itself in a supernova that forms a black hole](#). With so much in the area to consume and the aforementioned physics behind creating a black hole, it thus made such a large black hole. [We even see it sucking in debris prior to going supernova](#), so it's basically following the process of creating a black hole to the letter. This matters because the process is achieved by a star burning through its fuel, or more generally, *its power*. The finale of **Galaxy** had Mario take all of its power in the Grand Star, and without that power, it collapsed in on itself to create the universe-destroying Black Hole. In other words, the Grand Star was equivalent to a force that prevented such a collapse that would create a black hole of that size, which would ensure scaling off of it.

As for actually scaling to Grand Stars, Mario beats several of Bowser's minions and mechs powered by these Grand Stars, as well as Bowser himself while he wields them. One can also bring up the many times characters with several Power Stars fight evenly, like Mario vs Bowser in 64's versions with 120-150 Stars, [which acknowledge collecting them gives Mario power](#). Even without that argument, Rosalina herself unquestionably scales to it given she survived it and all that jazz. From both parts of the argument, Mario and all his allies can scale to these powers. Rosalina herself can be battled in various Mario spin-offs or mainline titles like Super Mario 3D World without issue, while Mario obviously beats multiple monsters and machines powered by these Grand Stars in both Galaxy titles without much trouble. Either way, **Mario safely scales to universal through this feat through the Grand Stars or Rosalina.**

Now, there is one other odd aspect of the Galaxies present in this game, in the Matter Splatter Galaxy. This lone level is rather odd, in that it is apparently [a Hyperspace in the original translation](#) (which was looked at from several angles and is correct all around). That's really all there is to the argument, but is that enough to justify it? Let's see. First, the english level name is "Watch Your Step," but the level name in Japanese is ["超空間の 示す道" or Chōkūkan no shimesu michi](#). [This translates to "The Path Shown by Hyperspace."](#) and this is actually consistent in the other versions of the game. Across Chinese, French, German, and Italian, all of them either describe it as some form of a Hyperspace (some versions say Superspace or Hyperdimension, but Hyperspace is more consistent). So, the name itself is pretty blatant.

As for actual characteristics showcased, the Matter Splatter is strangely extremely different from virtually every other level or location in the game. Genuinely, nothing looks like it besides [the Matter Splatter Mansion of the Ghostly Galaxy](#), where Mario inexplicably warps to a green space in a shift from space and stays like that for the rest of the level. Given the similar name, both of these locations are clearly the same overall sort, but we don't really know what that

means because Nintendo never elaborated on it in description besides the Prima Guide, which people have all sorts of opinions on using, so it won't be looked at.

From the actual level itself, let's start with the Matter Splatter Mansion. This area [warps the background green upon going there: where even the stars are gone](#). Paths fade in and out of existence, and nothing is present but rubble and boos. The Matter Splatter Galaxy is eerily similar, where nothing is there but rubble and Magikoopas. [Its background is either green or pitch black depending on visibility and placement in the level, with nothing visible but other areas of the course or the star illuminating the background](#). Objects inside, like the area and platforms, similarly flicker in and out of existence like the Mansion, but this has Matter literally splattering these spots, and otherwise they fade. Then, you have everything else going on like the Mansion did. *The Super Mario Bros Encyclopedia* also discusses both of these levels, where the mansion is simply stating [Mario can only travel on the illuminated path](#), while the Galaxy is dubbed [a planet where the platforms only exist/can be walked on when a spotlight is shining on them](#).

Going through these, the first notion to discuss is what exactly a Hyperspace is. You probably know it as a method of **FTL** travel from a franchise like *Star Wars*, but in our world, [it is a term for a space beyond the 3 dimensions we can experience, or in layman's terms, something akin to a 4th-dimensional space](#). Traveling through the dimension of time, one could instantly appear pretty much anywhere, hence why so many sci-fi stories use Hyperspace as a shortcut across the universe. However, rather than stars blurring in the field of vision like they often do in these movies, traveling through hyperspace in real life would ensure [those stars completely disappear from our field of eyesight, which would be replaced by a singular glow of your destination](#). This is also backed up [by other sources as well](#) in case you're curious. Strangely, this does actually bear resemblance to the level itself: [an often black void with nothing visible in the distance besides a bright light and the one destination in the Power Star](#).

One can also bring other examples of similarity between these spaces, albeit not as concretely as would be preferable. [4D objects appear to move similarly when fading out of existence here](#), implying a comparable phasing state for the area, but this is not that solid of an argument since I highly doubt the developers were comparing ripples like this to 4D phasing. Although, for those ripples, [articles have spoken of higher dimensions rippling into ours through aspects like gravity and light](#), with the latter seeming like a primary focus if the Mario Encyclopedia is to be believed.

A few other factors to go over could also explain other areas of the level. As far back as *Super Mario 64*, [Boos were described as "extra-dimensional,"](#) which could explain their ability to manifest in dimensions like this when other enemies like Goombas can't in the Mansion. Similarly, the Matter Splatter Galaxy only has Magikoopas as enemies, with these sorcerers being famous for having teleportation, which could explain how they show up here to begin with. Keep in mind, ONLY these two kinds of enemies show up in these spaces, which would support it being a space like this given the characteristics of these foes and what they can do.

Next, one thought would probably be “if this is a hyperspace, why is it a Galaxy and in the Mario universe?” To answer that, the main aspect of this space that is weird is that it is potentially not necessarily in the universe proper anyway... to an extent. Its presence as a Galaxy that Mario can travel to means it was sucked into the universal black hole at the end of the game and reshaped like everything else, so it would still scale back to Mario. As for actually being outside the standard universe, nothing really goes against it given the facts about the level. It bears two distinct location types (green and black backgrounds) completely distinct from every location in ***Super Mario Galaxy*** aside from the Matter Splatter Mansion. The only enemies that show up here have dimensional transportation capabilities and multiple examples of this sort of thing in the past. There are also various similarities between it and a traditional hyperspace, albeit ones you could argue are unintentional or not comparable as arguments depending on your standards.

So, is it usable? As a high-end argument, I don't really see an issue with it. The translations frequently describe it as a Hyperspace across various sources in multiple languages, and there's not much to go against it if at all. Multiple similarities can be drawn in to justify it actually being a higher space, like the enemies that show up there and the lack of stars or anything other than a pitch black background. It's not as concrete as DT from other series, but it should be usable for a higher-end argument. More details will be given in the conclusion for the overall cosmology section.

Conclusion: Matter Splatter should be fine as a higher end 4D-5D argument depending on your standards given translations and similarities between an actual Hyperspace. Look to the overall Cosmology Conclusion for a bit more elaboration on what this means for the series.

Mario and Luigi: Brotherhood Universes

As of Mario and Luigi: Brotherhood, plenty of new worlds got discussed that add to the overall Mario cosmology. This is both literal and true in a wider sense, as worlds in context apply to both planets and entire dimensions. The game has the Great Conductor (the guardian of the world) [bring them to Concordia](#); [another world](#), [which is heavily repeated many times across](#) the game. Reclusa (an interdimensional being and the primary antagonist of the game) [has also differentiated them](#), and even spoken of his evil actions on [“so many worlds.”](#) We don't really have an item how many he's speaking of, but it can be assumed a fairly decent amount given the context (*I'd imagine at least a dozen or something like that*).

For Concordia itself, this is your standard universe. Several characters speak of [various celestial objects](#), [like the sun, moon, stars, and the sky](#). The Conductor Connector move also [shows many of these objects off](#) in a celestial sized attack, if you were still skeptical. Reclusa's scheme was [to smother “this world” in loneliness](#), which was meant [worldwide instead of to the “world” as in the universe](#). [Mario and Luigi did beat him](#), but this wasn't a universe scale threat or anything. Finally, Nintendo itself has stated [Concordia is a parallel world/universe](#).

Conclusion: Concordia is a parallel universe and an addition to the cosmology, along with several other unnamed universes through Reclusa's statement.

Dreams = Universes?

Ho-hoo boy...

Easily one of the more infamous Mario arguments, this covers the many Dream related games from his catalogue, with all sorts of weird interpretations to be had. I'm sure many of you have your own preconceived notions on this as well, but just try to look at it with an open mind even if you disagree with what I'm talking about.

Starting with Super Mario Bros 2, this game featured Mario and his allies journeying inside his own dreams to fight the evil King Wart. It was the first to introduce Dreams as an actual place in context, so let's go over it first. Mario's dream is essentially [a Subcon](#), or “夢宇界”, spoken as “Muu Kai” in Japanese, and translating to “dream world” in English. His Subcon is not exactly unique, which [the BS Super Mario USA](#) (a sequel to Mario 2 for the Satellaview addition to the Super Famicom) discusses. As it points out, [there are as many Subcons/lands of dreams “as there are people who dream.” which several different translations back up as the correct statement](#). That shouldn't really be a surprise, since Mario is no special dreamer, and any other person who dreams would logically have one as well. Thus, anything Mario's Subcon has showcased, so too should other examples.

As for Mario's Subcon, not only does it have [stars in the night sky, a Sub-Space, “a dark mirrored version of the dream world.”](#) (which would translate to an effective duplicate of the overall size of his dream) but also multiple official statements as well about its size. From the official [Super Mario Bros 2 Inside Out](#) strategy guide, which was published through Nintendo Power and a reliable source, the [Subcon is frequently established as a Dream World. What's more, it also discusses how defeating Wart would “bring peace to the universe”](#) when it is obviously talking about Subcon. So, it seems apparent that Mario's own Subcon was a universe (technically 2 through the Sub-Space) and that makes future Dream arguments all the more tricky. Speaking of Future Dream, let's discuss the location of that infamous Dream, and move on to [Mario Party 5](#). This is the second Mario game to focus entirely on Dreams, and it features the Star Spirits from past Mario games, who are revealed to have created the Dream Depot.

For context and what matters, [the Dream Depot is a land where the dreams of all reside](#), and apparently [formed from everybody's Dreams](#). It is said to be [“past the moon and beyond the stars.”](#) and it obviously holds all dreams in the universe for example, given the wordage of “all.” This matters because the plot of this game was that [Bowser and Koopa Kid set out to destroy all of those dreams with Koopa Kid one by one, were shown doing that, and backed up as a threat to all of them in the manual](#). What exactly this entails is going into Dream Worlds often symbolized by a common theme, where all of them are referred to as “the (blank) Dream.” For example, Toy Dream is referred to as [“the Toy Dream.”](#) and spoken of as [“the Dream of Toys.”](#) Furthering this, the next Dream is simply referred to as [“another Dream.”](#) and then you go straight there. These examples are the exact same as mentioned above in every Dream you travel to, where they are referred to as [“the \(blank\) dream.”](#) noted as [“the dream of \(blank\)”](#) and then moved over to discuss [“another Dream”](#) threatened by Bowser.

Now, while it is a bit unspecified, it is highly likely that these Dream Worlds **are physical manifestations of multiple Dream Concepts**, but it's not so clear-cut. As the Pirate Dream puts it after saving it, ["we can all enjoy the Dream of treasure hunting."](#) This seems a common theme with all the other Dream Worlds, where they are embodiments of Dreams in stockpiled form thanks to multiple people dreaming about them, which correlates in larger Dream Worlds for these collective interests. Case in point, each and every one of the Dream Worlds here are common happy Dreams for people of all ages, [like toys, rainbows, pirates, undersea adventures, candy, and outer space](#) (more on that in a moment).

In essence, what this means is that the reason these Worlds came about was because people dreamed about them or the concept of them. People dream about toys? A Toy Dream is created, and maintained through others sharing the same Dream. People dream about pirates? A Pirate Dream is created and similarly maintained through others sharing the same Dream. In this way, it's not exactly accurate to say that the space was *literally* formed by a multitude of Dreams, but rather that multiple people dreamed of the same space, and so it existed due to that collective interest. This especially matters in the case of the Future Dream; the collective Dream of Outer Space.

Future Dream shares the same qualities as the other Dreams, where it is ["the \(blank\) Dream."](#) and spoken of as ["the fascinating Dream of the Universe continues!"](#) As Eldstar puts it in the English Translation: ["Welcome to the Future Dream! This is a world where a dream of the galaxy comes alive! Entertain your outer space curiosity in this dream!"](#) This is fairly blunt proof that this Dream World was literally created from dreams of Outer Space, and is thus an embodiment of it specifically. In other words, people dreaming about Outer Space manifested a Dream of it, and that's where it came from. As for the Dream itself, it is noted as ["the wonders of the universe"](#) and ["outer space" in the manual description](#), and is pretty evidently meant to be a dream of the cosmos, so it should be both a universe and a representative of the physical universe, due to being dream of it and all. This is also important, as Eldstar in the original Japanese Translation [has spoken of it as a universe and directly dubbed it "infinite"](#) (**NOTE: this can vary depending on methods, but all sources call it "space" and "endless" in some form, which is the consistent goal of the statement**)

In other words, being a representative of Outer Space means it inherits the aspects of it, and vice versa. Now, some could argue, given it being made of the dreams of others, that a single Dream can't be that big through some sort of macguffin multiplier situation. However, as we covered, it came into existence from the dreams of outer space period, and not some combined effort like hundreds of magicians pooling their power to do something like this. It's as simple as "people dream of outer space, and collective interest in that dream forms outer space." Alternatively, your logic would be something along the lines of "one person dreams of Earth, one of Jupiter, one of Asteroid XJ-9, one of a sun 15 billion Light-Years from here, yada yada yada..." which sounds really silly, but isn't very logical with the context of the game.

As for what all of that means, it's mixed. Bowser and Koopa Kid were frequently established [as a threat to all of Dream Depot and literally all Dreams](#), both in and out of game, which would naturally translate to threatening Future Dream, an infinite universe (and representation of the normal outer space). Comparing Future Dream to the other Dream Worlds is more debatable, as Outer Space was what was mentioned as infinite due to the nature of the Dream, and without proof Outer Space existed in these Worlds (like with Super Paper Mario) it's tricky to apply to them. However, one interesting factor is how Bowser's Nightmare (the final course in story mode) [is a legitimate Dream World and Bowser's "Dream," which is apparently comparable to the other Dream Worlds in the game](#) by nature of existing.

Finally, let's talk about **Mario and Luigi: Dream Team**, which is probably the best example. In simple terms, [whenever a person falls asleep, they create a Dream](#). Everyone's Dreams are different, [as Luigi could not have a similar Dream to Bowser](#) without specific requirements. The plot of the game has Mario jump into Dreams through Luigi, entering a "Dream World" (sound familiar?) [through special pillows that reflect the power of the Dream World](#), and that Pi'illo folk used [to enter the Dreams of others. After traveling through the divide between "the real and the Dream,"](#) Mario arrives in Luigi's Dream World. Keep in mind that when they speak of the Dream World, they mean Luigi's [since Dreamy Luigi is how he perceives himself in the Dream](#), and that wouldn't manifest in others Dreams. Speaking of worlds, [the real World and Dream World](#) are frequently differentiated by people in the game, [as well as by Prince Dreambert, who also calls Dreams Dream Worlds.](#)

All of that basically means that each Dreamer creates their own Dream Worlds upon falling asleep, and it is their own specific Dream given none are exactly 1:1 with each other. The Dream World and real world are contrasts in an obvious alternate version of the real world, which we'll talk more on momentarily. This is useful information, but the really impressive stuff comes from the game macguffins; the Dream Stone and Dark Stone. These objects [are made up of and powered by all Dreams and all Nightmares](#), respectively, and the game has several characters in Mario's cast able to scale to these items.

One of the main methods is the Zeekeeper, the guardian of Dreams and Pi'illo Island. This mighty mallard [directly shattered a massive barrier powered by the Dream Stone](#), and helped seal one of the main villains, Antasma, earlier on in the story. As for scaling to him, [Giant Dreamy Luigi battled the Zeekeeper while he was bluntly not holding back, and he went so far as to compliment Luigi's power as well](#). For consistency, [Luigi also dueled Robo-Drilldigger \(the Dream Stone's spirit\)](#), and other characters can match this sort of power.

1. [Mario can spin Luigi with enough force to damage the Zeekeeper and is the reason that move does damage in the first place. He has also taken attacks from the Zeekeeper outright.](#)
2. [Antasma has shattered the Dream Stone counterpart, the Dark Stone.](#)
3. [Kamek created a spell that could harm Giant Dreamy Luigi \(and survived that spell being blasted back at him\).](#)
4. [Giant Bowser directly fought Giant Dreamy Luigi](#)

5. [Princess Peach and Starlow shattered the Dream Stone.](#)
6. [Mario and Luigi defeated Dreamy Bowser, who was powered by the Dream Stone.](#)

So, actually scaling to the Dream Stone is not an issue, and multiple characters even besides Mario and Luigi can scale to it, such as Kamek and Princess Peach. What exactly does that get? Well, we know the Dream Stone is powered by “all Dreams” and that every time someone falls asleep they create a Dream World (of note, [falling asleep within Dream Worlds is shown to create more](#), but that gets pretty redundant so we’ll just stick to the main arguments here). As *Galaxy* showed us, there are also numerous species and interplanetary civilizations across the universe, and that means there would be a ridiculously high number of Dreamers in the universe. For just a standard hypothetical (**keep this nature in mind, we aren’t actually arguing this**), [the observable Universe is estimated to contain 100 sextillion planets](#), and our own bears over **8 billion people**. Even a tenth of the universe’s planets populated equivalent to Earth would still create **80.62 Nonillion Dreams**, and a hundredth would be **8.062 Nonillion Dreams**.

For reference, this is also excluding other potential Dream sources from the equation that would only add more and more, like Boos and Paint (as shown in Paper Mario). It could also grow even bigger based on potential universal standards shown in earlier Dreams or the facts we know of the Mario universe, but this is just a simple argument of how many Dreams there could be (**NOT how many there actually are, we aren’t seriously arguing this**). Of course, this is skating around the main question that sparked all of this: are Dreams universes, and what would that mean? To answer that, let’s look at all three in conjunction and comparison with each other for the facts we know.

1. **How many Dreams are there?** - *Super Mario Bros 2* notes that everyone has a Subcon like Mario did, which *Mario Party 5* and *Dream Team* back up (“**Dreams of all for the former and Dream Worlds for the latter**”). In short, [as many Dreams as there are people](#). Even assuming the Mario universe is only 1/100% percent populated equivalent to Earth (**8.062 Billion people on Earth and 100 sextillion planets in the universe**) would still leave over 8 Nonillion Dreams if we wanted a possible answer, and potentially much more as we will discuss later.
2. **How large are Dream Worlds?** - Mario’s Subcon is established as a “Dream World” and even a universe by official sources, while also having multiple stars inside it. Certain Dream Worlds like Future Dream are infinitely sized universes, which individual Dreams like Bowser’s could **potentially** match given the level system of the game. *Dream Team* also showcases [starry skies and constellations](#) multiple times in separate Dreams (the Zeekeeper is also noted able to cross dimensions, which could be used as further examples to buff sizes and whatnot). One can either view them as starry skies or universes.
3. **How would Mario scale?** - This is the simplest aspect. Mario and his allies can directly beat Bowser in *Mario Party 5*, who was noted capable of destroying all the Dream Worlds one-by-one. In *Dream Team*, Mario and Luigi directly defeated Bowser when he

was empowered by the Dream Stone, among other examples of scaling to the Stone, its Nightmare counterpart, the Zeekeeper, etc.

So, where does this leave us? Well, given the evidence provided, I don't see the problem with calling Dreams universes, but I'm leaving it as your choice to buy one or the other. Mario's Subcon was pretty blatantly referred to as a Universe, and everybody shares Subcons/Dream Worlds. Dreams in ***Dream Team*** have similar connotations and are basically the same example, as well as differentiated from the real universe or "real world." This isn't unfounded either, as even individual Dreams like Bowser's are potentially comparable to something like Future Dream. We are also shown starry skies in multiple separate Dreams, so a cosmic size for these Dreams isn't that crazy in retrospect. Even if you wanted to say there's just not enough proof for universal individual Dreams, it wouldn't matter much. At the very least, given the stars present, we can apply a starry sky calculation to the majority if not all of them, and applying that to most dreams would result in the overall value landing much higher than universal (I'm not listing the actual math for that cause I'm not trying to get chased by torches and pitchforks lol). There's still one more piece to discuss later on in the ending section, but that's all for right now.

Conclusion - Dream Worlds are potentially universal in size via Mario's Subcon comparison (and have the potential to be even without it through Bowser's potential comparison to Future Dream). Even if you lowball this by restricting a potential population of the Mario universe while also axing other dreamers like Boos, this would still yield power far beyond the destruction of a single universe once everything is said and done.

Super Mario Bros RPG & Culex

Finally, let's talk about another infamous example of Mario in VS that many of you either love or hate with no in-between; Culex.

Jumping right into it, Culex is infamous for being a ~~professional gaslighter~~ potential universe buster, but this is heavily debated due to the circumstances surrounding it from its translations. In the English, Culex states he will, quote, "I consume time... And I will consume you!" while the original translation is noticeably different. We will just list the text from both side by side, so you can see the apparent problem ([here is the original source for this and a more cohesive read if you wish](#)).

Pre-Battle **Japanese Text**

"O travelers who appear before me....

I am Crystaller, ruler of all evil in this world.

On this spot, I feel and resonate with fluctuations emitted from a dimensional rift.

You living ones before me... Why do you possess thickness? Why do you have such solidity?

I am made of the power of evil. My form is depicted on naught but a flat surface.

Yet you are formed from a power foreign to me. I wish to know the secret of the solid world!

I shall fight with the utmost of my power.

Now, demonstrate your might!

What feeling waits at the end of this battle? Have at you!!"

English Text

"Greetings.

I am Culex, Dark Knight of Vanda.

I have crossed into this dimension to fight for the Dark Mage.

But this world is uninhabitable for me and my kind. I must return to my world.

Before I go, though, I would like to challenge your strongest knight.

Will you accept my challenge? You will enter combat against me?

En garde!"

Upon starting the Battle

Japanese Text

"I am formed from the supreme power.

None in this world surpass me.

Across time, from this world's beginning to its end, I am the inheritor of the ultimate of Two.

Now you will realize my strength!!

Come forth, o power that rules over all creation!!"

English Text

"I am matter...

I am antimatter...

I can see your past...

I can see your future...

I consume time...

And I will consume you!"

Post-Battle

Japanese Text

"GUOOOoooo! This power....

....Yes....

Now I understand....

The power of the third dimension is that power of legend. The power said to far surpass the fluctuations of evil.

Love, friendship, joy.... The power of hope for peace.... It appears this strength is too much for me.

Kukuku.... Now I will vanish.... to that land....

until I someday gain the power of the third dimension and the fluctuations visit yet-unknown lands.

O travelers who appear before me.... I give you this. Farewell, o mighty ones!

G-o-o-d-b-y-e."

English Text

"Ahhhh! Your spirit....is strong!

*Thank you, brave knight.
I will treasure this memento of my journey here.
Perhaps in another time, another game, we may have been mortal enemies...
Let us part as comrades in arms. Take this. Treasure it as a keepsake of our fight.
Farewell, champion knight!"*

As you can see, the reasons one could disagree are rather prevalent, because the original translation and English are almost entirely different characters. The original Japanese paints him as a more malevolent force of pure evil, while the English pushes him as a more heroic knight. They even have separate names: Crystaller in Japanese and Culex in English. Due to that differentiation, it is understandable to take issue with using the statement... if that was everything there was to it.

Elaborating on a few things, let's look at the original Culex story. He stated he was the lord of all evil and from a 2D dimension, so to speak, where he was curious over the Mario party (heh) showcasing 3D characteristics. This itself was a meta joke at the time, where Super Mario RPG was stepping into somewhat 3D territory, and Culex in-game was sprite, hence his curiosity over their new dimension. Then, in the battle, he stated he wields power that **"rules all creation."** After the fight, Culex talks more about the 3rd dimension and the strength of his enemies, before lamenting about gaining the power of the third dimension himself one day.

Moving on to the English version, this instead has Culex introduce himself as a Dark Knight who crossed over into "this dimension" to fight for his own purposes. Before leaving due to his not being able to live inside this dimension, he asks for a battle with the strongest. In the fight, he ever so famously states **"I am matter... I am antimatter... I can see your past... I can see your future... I consume time... And I will consume you!"** After losing, he compliments the characters strength, strangely references another game where they would have been mortal enemies, and instead asks to part as friends before happily leaving.

Now, it is clear that these two characters are quite different, but that is not all there is to simply discussing the feat. Both versions of the character have rather meta statements, where Japanese Culex implies an eventual remake where he will become 3D like his opponents, while the English Culex seems to speak of his Japanese counterpart and the more villainous nature he had in "another game." Due to that nature and the sheer incompatibility of their stories, it's not exactly the sort of thing you can debunk just by saying "didn't happen in the original," because it's flatout making its own story here. Even in terms of power inconsistency, the statements aren't really that different. The original Japanese had him speak of power that "rules all creation" which isn't exactly a far cry from consuming time itself. The **Nintendo Power Player's Guide** for the American game also dubbed Culex "a master of time and space." and at that point all versions generally receive similar implications of his cosmic might, even if the stories themselves paint him as far more different. This also isn't discussing the largest elephant in the room, that being the **Super Mario RPG** remake.

You may already have thoughts on this and Culex in general, but just look at it in general to try and understand what it could mean. Looking back to the original Japanese translations, we again establish that Culex was an evil force from the 2nd dimension of gaming, envious of the 3rd dimension, and one who speaks of wishing to return in order to harness that power for himself. Now, let's look at the official remake and its own text.

Super Mario RPG Remake: Culex's Update

*"Denizens of the three-dimensional world... Our paths cross once more.
You have used your great strength to grant the wishes of powerful people.
The force of your strength resonated with my wishes, enabling me to attain greater evil power and return to this plane.
You shall see this power firsthand!
Heh heh... Feast your eyes!
This new form is worthy of your three-dimensional world!
I return to this world remade.
I am matter and antimatter. I am past, present, and future. I will consume all of time and space!
My evil power is in harmony with this three-dimensional world. And now, it will crush you!
You shall bear witness to the power of post-game content! (thought)
Unbelievable. You defeated me at my strongest, in my three-dimensional splendor.
The forces of malevolence have faded. I have lost my depths, diminished once more to the form of a flat plane.
I will withdraw to that land to regain my three-dimensional power and then await your return.
I await the destined one's return..."*

In case it seems off or not prevalent, this new remake mixes Culex's different translations (to a consistent meaning across all versions mind you) into a singular cohesive update to the story. This actually further speaks of his statements and has him directly state he will consume "all of time and space." Rather... interesting choice of words, wouldn't you say? This new statement just certified his level of power, made it consistent across all versions of the game, and stayed true to both versions of his original form while taking the evil route his Japanese self was written as. Most importantly, it doubled down on his meta jokes by mentioning this as a rematch to their first fight where he finally harnessed the 3D form he desired so long ago. The entire meaning of that was that the remaster gave him a legitimate 3D presence instead of sprites, while leaning into the dimensional statements that the English lacked. He even speaks of "post-game content," and the meaning of all this should be made evident.

All versions of Culex across games, translations, and guides, ALL wield power on this level in some form. Even the original translation gave him power literally above all creation, which the English version just doubled down on. The remake then mixed all of this together to honor the original while detailing what made the original great, and further spoke of Culex's power to consume all of time and space. At that point, relying on original translations is ignoring the

current version of the game actively using both in a definitive remaster across all translations while being consistent with Culex's power and further leaning into the Japanese Culex as the basis. Going against it then is going against Nintendo's own revision of the game they made that honors both sides, like the Japanese translation so important to the argument even more so than the English, while using the latter despite that to combine the best of both worlds. That said, your choice is either to rely on that original translation and not buy it, or go for the more recent and broad examples of him having that power. Either way, the choice is yours.

Conclusion: All versions of Culex have some sort of power over "all creation" or on the level of "consuming space," while the current remake fixes all translation issues entirely. It has a consistent translation across versions, mixes the best of both worlds while taking the original Japanese first, but doubling down on the offensive attributes of the English script by stating he would "consume all of time and space." Any counterarguments against it are based on the original games translations being so different, which is rather odd due to them being written as essentially separate characters. The remake fixed that and still gave the English statements their own legs to stand on and more, while honoring the Japanese side to a much higher degree. So, it varies based on your standards, but either way, Mario/his allies would obviously scale given they beat him. Culex even states that [they are evenly matched or that "there are none more powerful than you"](#) depending on how many turns you take to win. So, the feat is fine to use depending on your standards, and Mario assuredly scales by winning the fight and Culex's own words.

Conclusion: What works, and where does Captain Toad scale?

Ok so, after that sheer rambling (over 10,000 words by the way), where does all of this leave us. Let's start with the easy stuff to lock down.

1. Infinitely-sized Universes - This part is easily the easiest to accept, in partiality to how much support there is for it. There are multiple examples of proof that would make the Mario universe infinite by association and flatout proof, from several separate Mario games. ***Super Paper Mario*** has Outer Space in a likely parallel world directly name-dropped as infinite multiple times, and the level itself is clearly intended to be a look at Space in general. Even if you didn't use that, ***Mario Party 5*** has Future Dream, a Dream version of the universe itself literally brought into existence by Dreams of Outer Space in general; also stated to be infinite or endless. Aside from those, Bowser also creates and/or manipulates infinite spaces as well, like the Paintings in ***Super Mario 64*** that would envelop all of reality (manipulating infinite spaces to envelop the universe would also act as support as well).

What does this mean? - Generally, it mostly just buffs most if not all universal levels of power in the series to this level, of which there are several. Bowser could manipulate his Painting Worlds to envelop all of reality, Wario could defeat the parallel-universe-creating Black Jewel, Dimentio (albeit this is debatable due to lack of information) created Dimension D, and ***Galaxy*** presents universal scaling from Grand Stars or/and Rosalina. Bowser is also mentioned as a threat to all Dream Worlds, like the infinite universe of Future Dream, so it's not like it's inconsistent either. Mario and his allies should scale to all of this.

2. Dreams and Stones - The Dream Stone is powered by all Dreams, which have arguments to be individual universes. At the least we can apply starry sky values to them, which would still offer power far beyond universal (**this is all hypothetical, don't take that as law**) given how many people would be in the Mario universe. This also does not account for greater Dreamer sources like Boos, so this is realistically a lowball. Of course, if the Mario universe is infinitely sized, there would then be infinite Dreams, and at that point given universal sized support like terms and Mario's Subcon being a universe, the Dream Stone could likely hit a level comparable to an infinite multiversal scale. Note that this isn't entirely solid, nor are we clamouring for it, just that this is the possibility and likelihood of such. Mario would scale to this via defeating Dreamy Bowser.

3. Multiversal/DT Mario - Hold your horses for a moment on that title. This purely extends to the higher arguments of that sort. Multiversal mainly extends to cosmology wipers, like Super Dimentio and the Void creating Chaos Heart. Actually scaling to that obviously sounds weird given the plot of *Super Paper Mario*, but there are possibilities to look into. Primarily, in the final fight with Count Bleck, [he creates a shield that blocks all of Mario's attacks](#). Dimentio uses the same trick [and refers to it as invincibility](#), rather than just having greater power. Once that shield is gone, [Mario and the other chosen heroes proceed to best Bleck at his best](#), where the actual involvement of the Pure Hearts (the main counter to the Void) is questionable.

One can easily say they were empowering Mario to fight Bleck at all, but also say that it didn't amp his physicality based on the fight. From that standpoint, Mario dodged and tanked blasts from Bleck without the Pure Hearts appearing to shield him, and the same happened against Super Dimentio, where they mainly served to nullify the invincibility. [Mario also dodged and survived these attacks](#) before the Pure Hearts showed up in the fight at all, so it's not entirely out of the question. Although, the shielding is also viewed [as the Chaos Heart shielding him](#), so you can also say it was purely a matter of power. Dimentio also stated [he couldn't beat Bleck without the Pure Hearts](#), so that would back it up as well. One could also speak of ["the Pure Hearts have given us power" spoken by Tippi](#), even though that was in relation to restoring Health for the fight.

Ultimately, there's multiple ways to go about scaling or debunking Mario scaling to the Chaos Heart without the Pure Hearts, with plenty of narrative arguments sprinkled throughout as well. You can go along the lines of scaling Mario to the Ancients [who created the Pure Hearts in the first place through Wracktail or the Pixls](#), but also bring up the wording of Dimentio and Bleck to contrast it. Either way, scaling to this regardless if one accepts it or disavows it would destroy everything in Mario's multiverse, like the potential infinite Dreams through infinitely-sized universes, which could get up to multiversal depending on your standards. There's also Culex, who is a much more debatable case, but one where he did directly state he would consume all of time and space (**it's mostly a matter of where you sit on translations**).

For DT, Flipside's Dimension between all Dimensions would be a 5D space, and the Chaos Heart would scale to it via destroying it, which it would have. This would also include Matter

Splatter Galaxy, which is likely a Hyperspace and thus 4D (which you can probably scale to without SPM through the finale of **Galaxy**). Culex's statement would also be 4D through destroying all of space and time, assuming you buy it. Cutout would be 5D due to being outside of Space and Time.

So what here does Captain Toad scale to?

Various Universal-Infinite Universal-Infinite 4D Universes: Through Bowser's many dimensional feats like Painting Worlds or Future Dream, or the Grand Star and Rosalina from the finale of Galaxy. Many other universal feats in the series would likely get this same power under association, like Wario's duel with the Black Jewel.

Matter Splatter Galaxy (4D, Debatable): This Galaxy is a Hyperspace in translation, and the finale of Galaxy would scale back to Mario, albeit debatably. Chaos Heart would also scale anyway.

Culex (4D, Debatable): Culex's claims would be 4D, it's just a matter of if you buy them.

Various 5D Spaces (5D, Debatable): Cutout and Flipside's Dimension would likely be 5D, and the Chaos Heart would scale via threatening them.

Chaos Heart (Vaguely Multiversal 5D, Debatable): The Chaos Heart is a cosmology wiper, and would scale to all of this (there's about 10-20 Mario Universes barring Dream arguments, likely many more based on Reclusa. Taking Dreams into account potentially hits multiversal). It is at the God-tier of the verse and is wrapped in all kinds of messy scaling equivalent to the God Cat, so it's unlikely to scale back to Toad under most circumstances given clear narrative intention.

Before the Verdicts...

Did Gamatoto Really Do Allat?

"after duelling with a Vajira."

"entered a parallel universe"

"inspired an anime series"

"at the Tree of Legend."

"after making a 3-point shot."

Meet Expeditions Man! 0 onscreen feats

0 story relevance

7 scaling chains to God



Give me cat food
Give me fire
Give me Stone Cat
Or I retire

Utilize my arsenal to the fullest?

Let my helpers do all the work while I get soloed by Hippoe



"if" and "when" but never "is"

Gamatoto is not a character we see do any of the stuff he's stated to do, He is an outright silly character and it is reasonable to take the only things we know about him relatively seriously. There are however a few things worth addressing

Dueling Enemies (Up to Bun Bun)

Getting challenged to fights by enemies is a weird thing. We have no clue how these duels went beyond Gamatoto's survival. This is not enough to justify scaling to enemies of this calibre alone but additional evidence exists as seen in the following BTV.

Duelling the Vajira's

Given this comes from just a **Situation**, there is more to talk about and will get its own BTV

Dueling Cat God

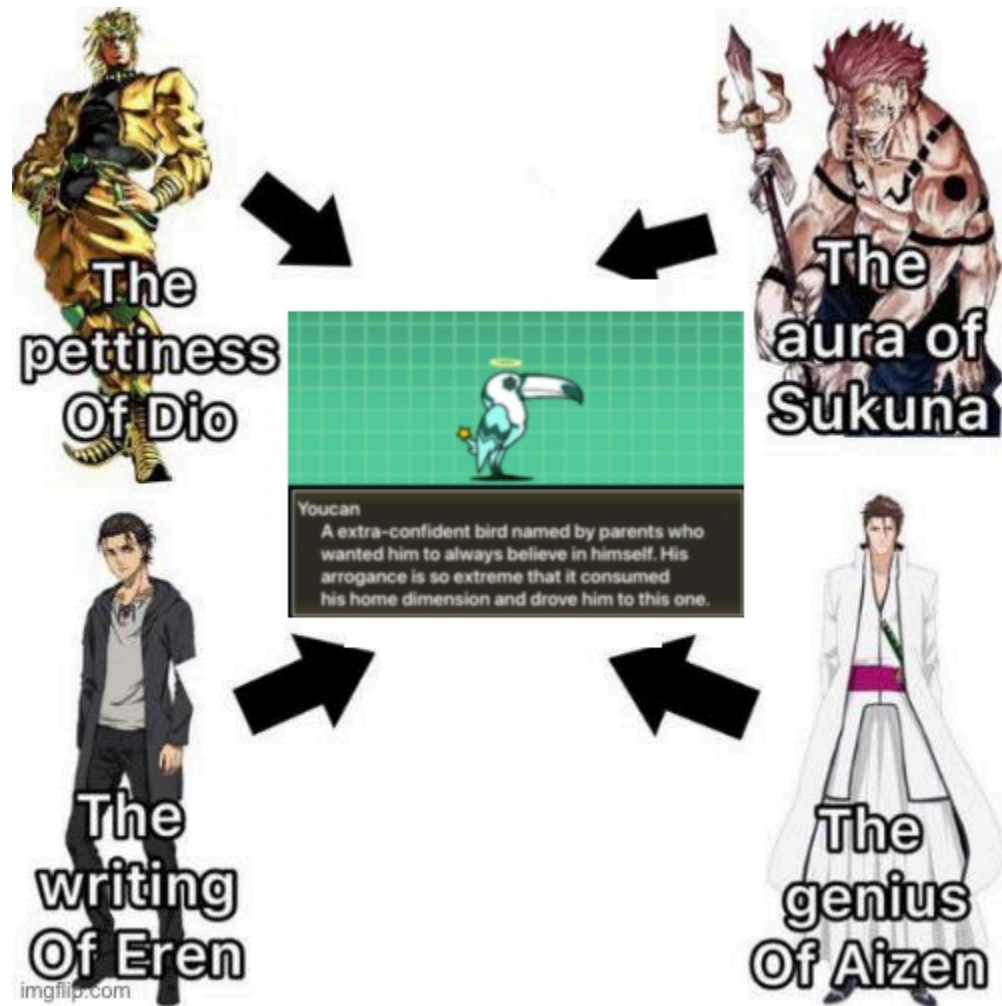
This is not as easy. Cat God is relatively well established as the verse "top tier" and anyone scaling to The Cat God must be looked at with much scrutiny. Assuming this refers the weakened state Cat God is in in COTC this could potentially be used to support the notion of Uber scaling, alongside the Vajira dueling.

Entering a parallel universe & Defeating a supreme evil

These are just too vague to get anything from, we don't know the method for which either feat was performed. It is not reasonable to get speed out of the parallel universe travelling while the

latter lacks any context for what a supreme evil is (We could guess but any guess would lack evidence).

What Enemies does Gamatoto scale to? (Without Uber Scaling)



Cutting off the most basic cats from the top is a very simple process with Normals, Rares, Super Rares, and Special Cats being a well-defined tier letting us separate them from Ubers, Legends and Special Legends quite easily with a simple yes or no.

Gamatoto, through enemies such as Sir Seal and Bun Bun or his ability to complete Veteran difficulty exhibitions, Gamatoto reasonably scales to enemies that are on the relatively weaker end. The exact cutoff for these is fairly hard to pinpoint, but luckily there is really only one relevant enemy around this cutoff.

Youcan is fought a decent bit past Veteran Stages but it is of note that Gamatoto clears Veteran stages far before his peak level (50/130). Additionally, Youcan does not act as a boss enemy in

the stages he appears as instead serving more of a supporting role. Youcan is also not story relevant especially when compared to someone like Bun Bun who is a major boss in his first appearance.

We can also look at Battle Cats Quest and see that an enemy superior to Youcan in Johnnyleon is far weaker than the likes of King Cat, who Gamatoto potentially is or scales to.

With all these factors combined it is reasonable to scale Gamatoto to Youcan and some of the other weaker enemies without need to scale to the Vajiras.

Dueling Vajiras



Gamatoto Dueling a Vajira is one of the most descriptive events he does, but does it actually make sense for him to scale to The Vajira Wargod's and by extension the Cast of Ubers and Special Legends?

Off the bat we know that Gamatoto's performance shouldn't be attributed to his opponents not trying, nearly all of The Sengoku Wargods Vajiras are basically murder gods, fuelled by vengeance, hate and a desire to commit violence.

Out of all possible combinations of Actions with this situation would will find that most do not imply a victory or a defeat. Out of those that do you will find it actually slightly favours a defeats by a margin of about 10%. This ultimately comes down to what your standards to buy scaling on a character as vague as Gamatoto. Is winning ~40% of your fights against Warrior Gods enough to scale to them if there are absolute no details about the fight itself.

While you absolutely cannot be faulted for not buying it, The Gamatoto side of this blog believes it to be valid, albeit less consistent then the rest of his scaling, since the log is inarguably intended to imply he fought them.

Is Gamatoto King Cat?



There is practically no evidence for or against Gamatoto being King Cat beyond being identical. It's possible that the costume exists as a fun reference or is meant to imply that one of Gamatoto's adventures involved him becoming a deceitful king.

It ultimately is just a piece of supporting evidence for Youcan scaling and doesn't hold substantial weight in the actual debate here. The Costume could similarly be used to try and scale Gamatoto to King Cat as how else would he come into possession of such an outfit of such status. Gamatoto being or scaling to King Cat it is ultimately not crucial to any argument however it does support his consistent scaling.

Where the (Fluff) Does Boulder Cat Scale?



[Boulder Cat Art Source](#)

[Boulder Cat is Simply Built Different](#) and should scale to everyone it is really that simple.

More seriously this rock is quite literally a top-tier unit in terms of health even among Ubers and Legends. He is capable of taking blows from an enemy like Zero Luza or Soractes who are immensely powerful. It isn't really plausible to attribute a lore reason to why this rock can tank hits from some of the strongest enemies around. His place as a unit unlocked later in the game definitely helps him to some extent, with it being physically impossible to unlock him before the completion of Stories of Legend.

His stats combined with this mean he reasonably scales to the Ubers and Special Legends that Gamatoto does with Vajira/Uber scaling.

Conquering the Cosmos Speed Feats



There are 3 potential ends that can be used for The Cats Conquering the cosmos, the first is the IRL Time Frame with the in game energy needed to travel across the map and how long that energy takes to recharge. This is an incredibly concrete end and doesn't really have any issues, while making sense in universe.

The second end uses the time the cat travels across the minimap, this end it quite flawed overall and relies on a Minimap, which as a concept are not intended to display the actual happenings of a game. While Battle Cats is a franchise that could be the exception to the rule, it's not backed up directly by anything within the game and this timeframe is not valid.

The 3 end is the Infinite End which relies on a combination statements that the Universe is Endless (which implies it is infinite in size) and that the Cats conquered the entire Universe. These statements are both pretty blatant and come from main story "dialogue" (the narrator's yapping) which we can assume is reliable. One could potentially argue that they only conquered

the populated parts of the universe but given it's explicitly stated they conquered the "Entire" Universe, this is actually has less evidence than the other option, nor does it change the fact that an infinite universe would presumably have infinite planets housing life. This amount of speed isn't an outlier either as many others have infinite speed feats such as the Elemental Pixies in their weakest forms who travelled from the edge of the endless universe or Cosmo who did the same.

Third Impact???



No fucking clue how to interpret Gamatoto adventuring near this shit we are not considering it in the verdict at all it is just so stupid.

Where does Captain Toad scale?



It may seem a bit odd with the massive cosmology section and Mario scaling examples in Captain Toad's section, so this section is mostly here to explain where the good ol' Captain scales.

First, let's cover what exactly he is. The obvious fact is that he is a Toad, the primary species of the Mushroom Kingdom that Mario must save from Bowser's fiery attacks. He is a treasure-hunting Toad, and the Captain of a brigade Peach herself holds in high regard. His escapades have earned him several Power Stars in multiple areas Mario has traversed, like ***Galaxy***, ***3D World***, ***Odyssey***, and more. Captain Toad is also the partner and savior of Toadette when she was captured by Wingo, with Toadette having arguably the most consistent combat resume out of any Toad. Speaking of, multiple Toads have aided Mario in his adventures as far back as the second mainline game. All of this might not seem very related, but it does make it clear that scaling Captain Toad to Mario really isn't much of a stretch if at all.

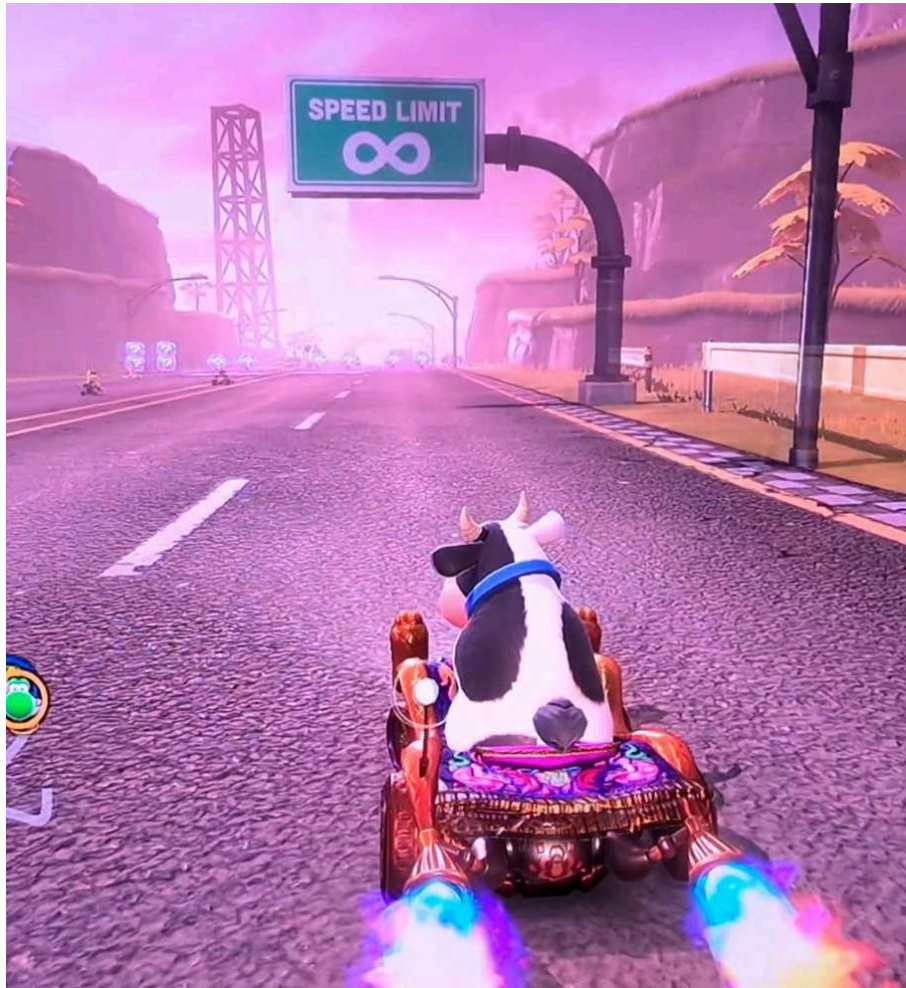
Starting with details about Toads themselves, they really aren't frauds or wimps as most games would portray them when pushed too much. The main Toad you all know has been aiding Mario on even footing as far back as Super Mario Bros 2 in his Subcon, and has several appearances assisting the brothers in ***Mario Kart***, ***Mario Party***, ***Mario Sports***, etc. This extends to the rest of the Toad species as well, who have similarly aided Mario against Bowser in games like ***New Super Mario Bros Wii***, ***New Super Mario Bros U***, ***Super Mario 3D World***, ***Super Mario Run***, and more. Toadette is easily the greatest example, and has been in nearly every Mario spin-off for the past 20 years, as well as legitimate adventures like ***New Super Mario Bros U Deluxe*** and ***Super Mario Wonder***. It's clear that several characters like Toad can match Mario's level when they wish to, and they have been doing that for decades; even virtually random Toads like in the ***New*** series.

Still, it may seem odd that Captain Toad doesn't fight Bowser, jump like other Toads, or any of those things. However, as we covered, it doesn't mean he *can't*. In Bowser's case, not only can all of the Toads compete with him in spin-offs, but multiple have outright defeated him in platformers, like Toadette in **Wonder** or the Blue Toad in **3D World**. The Captain himself is not exempt from this either, as he is fully capable of similar in **Mario Kart Tour**. As for jumping, there's actually a canon reason for that, in that his backpack is heavy (yes, really). In VS terms, he's effectively walking around with Goku or Rock Lee's weights all the time, hence the prior meme. That doesn't prevent him from Jumping like Mario though if he doesn't wear it, since Toadette plays exactly like him in the game, and when she doesn't have the backpack in games like Wonder, she plays without a hitch. Heck, [Captain Toad has actively went on physically straining tasks like swimming while wearing the backpack](#), so if anything he should be a bit superior to other average Toads physically.

Even aside from not jumping, that still doesn't make Toad weaker in any realistic sense. He frequently goes up against and fights many of the same enemies Mario has, like Shy Guys, Bullet Bills, Charging Chucks, Magikoopas, and more. Speaking of sorcerers, his main archenemy, Wingo, wields magic quite similar to Kamek, and is obviously a threat to Toadette given he captured her (we already established Toadette nets Mario scaling). As a matter of fact, Toad can also escape from and survive attacks from Draggadon (albeit with Power-Ups), when that same species [can one-shot Paper Mario](#). Really, all of this is stuff you'd see any other Mario character do, and Captain Toad does all of it **without** jumping. Even without it, his Touch power [has the same effect on blocks and such that Mario's Jump does](#), so his being at a similar level in overall potential has no real issues.

To recap, his adventures have him face the same standard enemies Mario does, prove on par with Toadette who has legitimately faced Bowser, and multiple Toads aside from him like his partner or random Toads have directly aided Mario before. Spin-offs like **Mario Kart** offer Captain Toad the same chances of scaling, either himself through **MK Tour** or through Toad and Toadette's numerous showings. So, Toad scaling to Mario feats is perfectly acceptable.

How Fast is Mario?



Speaking of Mario feats, let's discuss the plumber literally famous for fighting gaming's furry of a Flash.

The portly plumber has plenty of amazing speed feats, like dodging lightning, piloting the Star Diver, or escaping a black hole, which would require faster than light speeds. He's pulled off numerous feats of similar nature, like the relativistic if not higher [Conductor Connector attack in Brothership](#), while also breaching into MFTL territory through characters like Yoshi punting Raphael the Raven into the distance to create a constellation. Obviously the best feats come from the Super Mario Galaxy series, where the name of the game is literally traversing the universe. This frequently has him or Luigi traverse galaxies while making perfect landings, which likely lands various kinds of trillions of times the speed of light. The greatest application however would be the Trial Galaxies, [which are at the edge of the universe, yet Power Stars take Mario back without a problem](#).

So, we have the distance in the radius of our universe, which is 46.5 Billion Light-Years. Now, all we need is the time this takes, which is often debated. There are 2 main interpretations of this, from the entrance to said Galaxy, and the exit from said Galaxy. Starting with the entrance, the

G1 Blog for Bowser vs Eggman argued this was the definitive calculation angle to use through a multitude of reasons. When traveling back from the Trial Galaxies, [Mario notably bears a blue streak behind him](#). This is the same streak that follows Mario [when he flies to the Galaxy in the first place through Grand Star](#), and thus it was brought up based on its longer timeframe that seemed more reasonable, which landed **66.65 - 112.8 Quadrillion times faster than light**. Now, the return to the Observatory from the Galaxy instead takes about 3 seconds, [which the actual episode used and has at 489 Quadrillion times faster than Light](#). Which one is correct? Likely the return calculation.

This is mainly due to a few factors and disagreements with the G1 methodology of calculating it, where they took issue due to the short timeframe of it being a cutscene and all. That sort of argument is rather odd, considering the cutscene of going to the Galaxy is where the lower Quadrillions ends come from. It works with the cutscene [where Mario flies there and lands like any other Galaxy](#), which is also the same sort of repeated scene as the return is. Both versions showcase Mario flying to and from the Galaxy through Lumas, either through a Power Star or Launch Star, and there's no real reason to discount the smaller travel speed. There is a twinkle from the destination that signifies Mario's leaving the Galaxy, and he arrives in mere seconds without an issue. It's the exact same argument as the Launch Stars, but it taking shorter is contradicted by nothing, and if anything makes more sense.

While the Power Stars and Launch Stars are both formed from Lumas, the former are more intertwined with stat increases. Launch Stars notably take longer times to shoot Mario around Galaxies in gameplay, but that doesn't make the higher numbers of flinging him to those Galaxies to start with null and void. In the same way here, a macguffin known for impressive power moving Mario faster than when he got there doesn't contradict anything, and arguing against it based on it being a short cutscene doesn't work either, when the counter examples are literally based on using repeated cutscenes as well. Thus, **489 Quadrillion times the speed of light is a fair and reasonable end for the feat**. This isn't much of an outlier either, as several similar examples exist across the series.

You've probably heard of the standard examples like Dribble and Spitz from WarioWare, [who drive a taxi across the universe while dodging projectiles at 52.373 Quadrillion × FTL](#). There's also the Millennium Star, [which flew from the center of the universe to Earth at 73.32 Quadrillion × FTL](#). One could also use various destruction examples for speed, [like the Black Jewel destroying its universe](#) in about 9-10 seconds in Warioworld, or bring up other Star types from Galaxy. Of course, since the Mario universe is likely infinite in scope, this then extends the speed net to infinite in order to cross it, and that then extends to the other feats listed. It's not unfounded either, since Bowser can create/manipulate **infinite spaces** [like Tick Tock Clock and Shifting Sand Lands](#). One could also argue this through potential DT spaces, but the simple explanation of affecting the regular universe is easier to scale back to regular Mario characters and thus Captain Toad.

TLDR; Mario characters have various universe crossing examples that clock in with dozens of Quadrillions of times the speed of light, with the best example being Mario's Power Star trip in

Galaxy at **489 Quadrillion × FTL**. Due to the universe likely being *infinite*, that pushes these feats that high in speed as well to earn infinite speed, should the argument require it. Bowser has also created/manipulated/threatened infinite spaces himself such as Future Dream or Painting Worlds, so it is consistent.

Art



(Neutralchaos)



VERSUS



VERSUS



(Wooly)

Verdicts



Team Gamatoto

Stats

Stats are ultimately the most complex aspect of this debate, and much of which are under great scrutiny. The building block of Gamatoto's side of things is, of course, if you buy Uber Scaling. The BTV makes it quite clear that the Cat side buys this, Vajira duelling has a ~40/60 W/L, and it is further supported by Gamatoto taking a hit from Picololan Passalan in 3D Battle Cats. We will be analyzing stats from both angles, but ultimately, the crux of our argument relies on buying it.

Strength and Durability is an incredibly nuanced debate, but what it ultimately boils down to is how concrete and consistent 4D-5D Zero Legends is, but let's backtrack. Both Gamatoto and Captain Scale to a great deal of cosmic feats, and both ultimately cap out at the same point before getting into cosmology.

Without Uber scaling, Gamatoto caps out with Cataur, who was a constellation. No small feat, but not exactly matching the likes of Power Stars, absorbing all the Stars in the Sky or the Lumas creating entire Galaxies. In order to get Gamatoto to that level you need to buy Uber Scaling, which, as explained previously, we do. With that, Gamatoto can match Galaxy-level feats with Kaguya being able to destroy Galaxies and Metafibuster being able to absorb multiple of them (while Metafibuster absorbing galaxies only calculates out to **9.09 PetaFoe**,

the feat itself does destroy multiple galaxies). Gamatoto can reasonably match the ranges Captain Toad has in the low/finite ends.

In the mid ends both have very concrete universal arguments, without Uber scaling, even the most fundamentally weak and basic of Cats of no issue tanking Big Bang, while Youcan destroyed its home universe. Captain Toad himself scales to Universal feats such as Black Jewel, Bowser with the Power Stars, and Rosalina/The Grand Stars. Uber scaling only provides additional evidence, such as Bora Surpassing the Big Bang's power, Volo Illuminating the Universe, Kamakura moving the Heavens, and Hevijak. The Uni ends for both characters are consistent and solid.

Gamatoto's lead really begins to form with the arguments exceeding just Universal; they, of course, are reliant on Uber scaling. Both have infinite-sized universe statements, whether it's from the endless universe statement from the narrator, or interpretations of Filibuster's Infinite worlds statements that it refers to planets. Mario has quantifiably more ways to argue infinite universe size, albeit they aren't really bought by the wider community. These arguments roughly even out.

Through the likes of Soractes, Nyuten (who are from Zero Legends) and Zero Luza (who absorbed the power of the tree of creation, which made the cosmology), Gamatoto can scale to Zero Legends. Nearly everything stated about ZL states that it is a Higher Dimension. Both the descriptions of Soractes and Nyuton refer to it as a "far higher dimension," and its literal first reference refers to it as "transcending dimensions". Beyond this, there isn't much substantial information about it. We know mathematical dimensions exist in The Battle Cats from the descriptions of Legend Rares being 4D and referring to 4-dimensional structures and a Hyperspace. The real question is whether ZL's dimensional status is in relation to these, which it may or may not be. If you buy Uber Scaling, you should Gamatoto scaling to Zero Legends, which is an incredibly blatant higher dimension at either 4D or 5D.

There are a variety of other Cosmology arguments that can be lumped together as quite vague such as Multiverse and Parallel world statements that would further support ranges higher than just universal for Zero Luza and the wider cosmology.

There are far more roadblocks on the way to getting Captain Toad and the Mario class and it requires far more levity, and has less direct higher-dimensional and no outright 4D statements; his highest arguments are nowhere near as concrete as the 4D and Higher higher-dimensional statements that exist in the Battle Cats.

Without buying Uber Scaling Gamatoto scales to the Cat Army Conquering the Cosmos at **6.35 Billion c**, no small feat, but leagues slower than the universe-crossing feats at play. Even with Catamin Speed Boosts of **3600-21600x** Gamatoto, and the Cats lag behind by a decent margin, the various quad c feats from Captain Toad. Scaling Gamatoto Uber's to get him to a much more impressive **90 Quadrillion c** from Volo Illuminating the Entire Universe. Furthermore, even applying the smallest speed boost of **3600x** Gamatoto can reach Speeds far beyond **489**

Quadrillion c, while a **21600x** brings Gamatoto multiple orders of Magnitude above. While he needs Catamins to reach this level they are not particularly difficult to consume even in a pinch. The Infinite Speed arguments are roughly comparable. The Infinite Ends of Space Travel Arguments are not particularly different and mostly even out, and the arguments for infinite speed based on Bowser manipulating infinite space aren't particularly strong in our opinion, being clearly a hax related a not something you cannot reasonably associate with speed. Filibuster Infinite Speed feat is pretty blatant regardless of how you interpret it, as destroying infinite worlds one by one, regardless of if it refers to planets of universes and whatever his method for travelling between them may be, even if it's teleportation. would all qualify for Infinite Speed.

Gamatoto may struggle in some aspects without Uber scaling, but he power-wise can easily match Toad in the lower ranges, and far exceeds him at the highest when taking into account the Cosmology arguments, while he can match infinite speed arguments and absolutely blow Captain Toad away with Catamin Boosts.

Gamatoto Takes Stats

Arsenal and Abilities

Gamatoto and Captain Toad both hold a great variety of tools a while Captain Toad certainly possesses a greater variety of tools, Gamatoto has the right tools that let him secure the win.

Gamatoto's Costumes give him access to quite a variety of weapons, swords, a gun, a pickaxe, and a Playboy bunny suit. But nothing incredibly potent, or enough to compare with Captain Toad's Pickaxes, Power Ups, Vehicles, Homing Attacks, POWs, etc

Gamatoto's army make up most of their gap in versatility with sheer numbers, even limiting Gamatoto to 10 Exhibition helpers (it's incredibly likely the 10 helper limit is game mechanics and all should be in play at once) there's his summonable Basic Cats, Sniper, Cat Jobs, and Rich Cat, and the option to bring in Inari or the Collab Helpers, the numbers advantage with still massive. Not to mention the summonable Cats are limited only by the resources that summon them.

The various Basic Cats may be fairly straightforward, but cover a variety of ranges and areas, meaning they could become overwhelming if they build up. Cat Jobs can potentially weaken someone to a small fraction of their total power, maybe even several times in a row, to keep them weak. Rich Cat provides Gamatoto with even more resources to summon Basic Cats. Sniper Cats can build up over time in the back and consistently stagger enemies with their shots. Helpers can do just about anything Gamatoto can (Minus equipment unless given to them), Collab Helpers are here too.

While Captain Toad has items that could serve to take away Gamatoto's Money, there is no reason for him to associate money with the summoning of units, as there isn't really any visual

feedback to imply this is the case. It's also a passively generating resource that would require constant attention, which is not practical in such a chaotic situation like this.

Touch is probably Captain Toad's strongest ability, and a very powerful tool, especially against the bulk of enemies like he's facing here. While a strong tool, it's by no means something that decides who wins and loses on the spot. Cats can fight under the gravity of black holes, it's not completely unreasonable to say they could push out of this with some effort. It's also unlikely that a Sniper Cat would be in close proximity and could land a shot to break them out of it. If there's no Sniper up, however, a Boulder Cat would have no problem getting Past Touch with its resistances and giving Gamatoto and his allies a chance to push the attack.

Boulder Cat is a nearly perfect defensive option; its resistances and durability mean it's perfect to throw out against basically any offensive option Gamatoto has to face. There's no stopping this rock, with any of the options the Toad Brigade is likely to be throwing out. Something like getting proofed out of existence with the Wonder Flower could get around this but the Cats resist Existence Erasure.

Let's talk about Gamatoto's ability to resurrect Vs the 1-ups. While neither is very applicable in a 1v1 but with allies they are. The vagueness of Gamatoto's resurrection is reasonable to call into question, but it's something seen quite regularly in the verse. Zombies are an entire subset of enemies that center around their ability to come back to [life from just a pile of bones](#), while Extra-Life Cat, Ectoweight Cat, and Cat O' Lantern themselves came back to life. Additionally, the Elemental Pixies, who are stated to be spirits multiple times, [were given life by the Cats](#), further supporting Cats being able to come back from death without a body. References to Hell and Purgatory may also explain why it takes variable amounts of time. Whether or not this requires help is a mostly irrelevant fact given the absolutely enormous quantity of Cats on the field to help Gamatoto. It's not just Gamatoto that has this, but all of his exhibition helpers as well. Even if Toad possessed some tool or the stats to regularly put them down, the sheer quantity of resurrecting helpers means that it's almost impossible to get them all at once, especially with a staggered timeframe. While it's less consistent and not as fast as a 1-up, it serves as a tool to match The Toad Brigade's longevity, especially noteworthy when the strongest of their win cons bypasses the option to resurrect entirely.

Now with both having such impeccable longevity, an option that really gets around it is a complete game changer, and that's what Catification really is. Over the course of this fight, the Toad Brigade will have to deal with its effects, passively having their genes manipulated. A transmutation resistance is likely inapplicable, given its very clear biological method of working. Even if it was Transmutation, it can outright affect the higher-dimensional residents of ZL who have quite literally been using their higher-dimensional status to observe them. Far too potent for the resistance argument in play. While in theory Toadette could recognize this with her Doctor training with the sheer amount a chaos going on with dozens of enemies on the field, it seems unlikely for clarity like that to come into play. Furthermore, is not just the Toads themselves at threat of Catification, it's their Power-Ups, the Stars and Moons, and the Wonder Flower, which also happens to be the main counter to Catification. There are so many cats

around to inflict Catification that assuming they wouldn't eventually get many of the tools that the Toad Brigade relies on is frankly unlikely. Furthermore, Nyavitation will keep them drawn towards the Cat's even if they are aware of it (like the Sages would have been) and hurt their ability to form defensive counterplay.

The fact that Gamatoto's and the Cats' most powerful tool is a passive ability that actively takes advantage of the sheer chaos at play, and the quantity is an enormous thing that can not be overlooked, with Nyavitation drawing the Toads away from typical defensive strategies.

Gamatoto's numerical advantage, comparable longevity, a strong defensive option in Boulder Cat, a variety of deadly weapons, and the ever-so-broken Catification are perfectly designed to handle this fight's dynamics and **grant him a clear advantage in Arsenal and Abilities.**

Tertiary Factors

Gamatoto has a great deal of experience doing all kinds of things, which his helpers have come along the ride for. Gamatoto's knowledge base is vast but mostly impractical. A lack of much on screen, really anything, makes it hard to pin down how he fights beyond basic utilization of his abilities and equipment. Gamatoto isn't really a skilled fighter, and neither are most of the Cats. Strategically, they fall pretty clearly behind the experience of Captain and Toadette. They are, however, still a military force and can use basic principles like a backline and a frontline for units to effectively use their range. They do, however, mostly outmatch the rest of the Toad Brigade, who aren't big on fighting and fairly lazy, oftentimes. This all being said, Gamatoto's path to victory has nearly 0 strategy involved beyond effectively using Boulder Cat, which is well within the purview of his capabilities.

Gamatoto Lags a little behind in Tertiary factors

Summary



"Gamatoto is Zoned-In"

Advantages:

- Comparable Power and Durability with the majority of ends
- Potentially Far Stronger with Uber Scaling to Higher Dimensional Zero Legends
- Faster with the Use of Catamins
- Outnumbers by a enormous margin
- Continuous Summons keep up the pressure
- Catification could turn his enemies into Cats
- Nyavitation plays very well into Catification
- Stone Cat can block anything Captain Toad throws out
- No hard limit on revives (debatably)
- Generally better helpers...
- Seriously HOW THE FUCK DO YOU EXPLORE NEAR 3RD IMPACT

Disadvantages:

- Relies on Uber Scaling
- Inferior speed with finite ends
- Needs Catamins to be Faster
- Less Combat Applicable Skillset
- Much less varied equipment and abilities
- Revives take much longer
- ...Except Toadette who is pretty much better than Captain Toad
- Bro might not have done any of that

What this comes down to is that in the stats end of things Gamatoto matches or exceeds everything Toad has going for him, while his kit is perfectly tailored to allow Catification to take effect. Gamatoto and Captain Toad's Arguments are both very good but The Captain's require him and his crew to play a perfect game while Gamatoto just has to do his own thing in the exact same way the Cats do in the Battle Cats until they either wear Toad's lives down or turn him into a Cat and Pacify this Muchroomean menace

The winner... is **Gamatoto and his Army of Exhibtioneers**

Team Captain Toad

Stats

You wouldn't think it with Adventure Scrimblo, but Gamamoto and Captain Toad actually have a variety of ends to discuss. Note that roughly all of this is scaling, thanks to their adventures being seperated mostly from the more impressive sounding people. Potentially rather surprisingly, Captain Toad holds distinct advantages in all angles here.

First, let's talk finite terms and feats, such as destroying planets, stars, or more. Gamamoto can scale to most other Cats and Enemies, like Cli-One who cratered the moon, Golem Sunfish who can destroy the world, or Corrupted Psychocat who created Black Holes at **103.52 - 773.09 Yottatons of TNT**. In comparison, Captain Toad can compare to the Mario Bros and their allies or enemies as well, which nets much higher numbers, like Bowser or Donkey Kong. Not only have the Bros themselves defeated the black hole creating Cackletta at **548.96 - 711.03 Ronnatons of TNT**, but Bowser also has survived a black hole worth **277.5 Quettatons of TNT**, and Donkey Kong punched the moon down onto Earth with **1.2 Quettatons of force**. The previous black hole from Psychocat is dwarfed by both black hole yields on Captain Toad's side, with Bowser's number in particular being over *300,000 times greater*.

Going further into this, every yield Gamamoto can access is something Captain Toad can match and surpass, which requires much less scrutiny. Most of the impressive feats in **Battle Cats** come from Vajira and Ubers, which are more debatable than anything else to directly scale back to Gamamoto, whereas scaling Power Stars and the like scale back to people like Toad and Toadette much easier. That said, let's look at all finite ends to prove Captain Toad's superiority. More Stellar examples show that Bliza can freeze stars, Solar Cat became a solar system, and Cataur was a constellation. However, the Mario Bros have star-freezing power as well with the Ice Flower, while Paper Mario beat people who captured the sun, and Power Stars can also absorb all stars in the night sky at **140.94 PetaFOE**, which still clears in attack potency. Even Cosmic Cyclone being a nebula or Metafillibuster converting galaxies into energy at **9.09 PetaFOE** doesn't match that, and even if it did, Power Stars being mature lumas also compares them to infant Lumas outright creating galaxies at **71.977289 ZettaFOE**, which is nearly 8 million times more powerful. While Princess Kaguya could threaten a galaxy, all it took to reach that level of power is one Power Star, and Captain Toad has multiple on his person.

Even once things dip into universal levels of power and beyond, the Captain has all he needs to stay ahead. Cats can survive the big bang, and Youcan destroyed its home universe. More high-end feats lead to the same thing, like Kamakura moving the heavens, Bora having power beyond the big bang, Voli illuminating the universe, or Hevijak destroying heaven. Captain Toad can scale to similar universe destroying power through multiple avenues like Toadette and her many spin-offs, reasserting how he can compare to the more mainline Mario characters. This opens doors to him comparing to people like Wario, who defeated the parallel-universe-creating Black Jewel, Rosalina/the Grand Stars and their universal scaling at the end of **Super Mario Galaxy**, or Bowser enveloping all of reality with the Power Stars in **Super Mario 64**. Not only do these match any universal arguments, but Captain Toad scaling to all of this is much less open to problems than Gamamoto scaling to Vajira and such are due to how Mario as a series works. Literally the entire cast can fight each other without a problem in several different spin-offs or mainline series entries to the point that other Toads like the Captain have directly fought Bowser in **New Super Mario Bros. Wii**. Gamamoto's examples of fighting a Vajira can have several negative results ranging from outright death to thinking he will die, which isn't exactly solid information, although it will be used regardless for sake of the argument.

Even bringing more debatable arguments of DT and the like equal out, to the point where Gamamoto simply cannot hold a reliable strength advantage. One can argue that the Battle Cats universe is infinite, but Mario's universe has similar arguments through **Super Mario 64**, **Mario Party 5**, and **Super Paper Mario (infinite pocket dimensions Bowser uses to envelop the universe, Future Dream being a dream of outer space itself, and Outer Space in SPM being symbolic of space period)**. So, both at their most reasonable levels equal out at threatening a universe which can be argued as infinite. Note that higher ends are at levels that are either debatable or unlikely to scale, but they have the same kinds of caps or narrative blocks that could throw wrenches in the mix. Both of their worlds can be argued as multiversal and at 4D or 5D through higher dimensions like Hyperspace, where only a choice few characters can scale such as Cat God or the Chaos Heart, which is pretty fricking debatable on scaling adventure bois to. The same or similar arguments for DT and essential multiverses exist, and similar narrative caps make it unlikely either would scale to them anyway, to the point that making Gamamoto stronger through an Uber like Zero Legends then invokes similar scaling as an equal high-end for Toad. No matter the level Gamamoto's strength can be argued to, Captain Toad matches or surpasses it with equal levity.

This same sentiment is mirrored with their speed, where Toad still holds a tangible edge. While certain cats can reach the edge of the universe, like Voli illuminating it at **16 Quadrillion times faster than light**, that kind of speed is mirrored multiple times across Mario's world. Dribble and Spitz and the Millenium Star both hold several dozen quadrillion times faster than light values, with the latter being **73.32 Quadrillion FTL and 4.5 times faster**. Even more impressive is Power Stars flying Mario back from the edge of the universe at **489 Quadrillion times Light Speed, and over 30 times faster than Voli's illumination**. Of course, infinite universe arguments would then translate to infinite speed from crossing them, which would then make them similar again. However, that wouldn't detract from the fact that Toad scales to crossing a

structure like this in a much shorter timeframe, meaning he would reasonably be faster even at that standard.

So, overall, Captain Toad holds tangible edges in strength and speed in finite terms, and matches or surpasses any cosmic argument one can make for Gamamoto. DT or the like is unlikely to apply to them, and whether or not one buys Mario's examples doesn't matter much, because Gamamoto doesn't scale high enough for it to matter. **Captain Toad takes stats.**

Arsenal and Abilities

Since both these lovable goofballs are treasure hunters first and foremost, let's take a look at their extended arsenals to see if either can deliver more than just stats. Unfortunately for Gamamoto, he comes up quite short, to say the least. You'd expect quite the deadly arsenal from all the wacky stats and Cats that his series gets up to, but Gamamoto really doesn't pack that much of a punch by himself. From his many costumes, he has all sorts of weapons, but the most impressive he would get are blades, clubs, blunt clubs, or ray guns. Impressive, but not exactly a game changer when you're either at a big disadvantage or matched in stats. The Cat Shrine could lend help, but is more likely to actively hinder Gamamoto instead. His best tools would be the Catamins, which boost his speed enough to complete a 6 hour quest in 1 second, or up to a 21,600 times speed increase. However, this is the highest possible yield, and he still has to take the items first in order to get that increase. Now, as we move to Captain Toad? Hoo-hoo boy...

Despite being a spin-off character with little fighting appearances in the main Mario series, he's still acquired quite the deadly arsenal, in no small part thanks to Toadette and his crew. Even on his own, he has similar ranged tools like radishes, and the invincible power-boosting Pickaxe, which clears all of Gamamoto's weapons even despite its limited usage, and he even holds counters to the Catamins. Aside from that, he also has several stat boosting weapons such as mushrooms, let alone all the tools from **Mario Kart Tour** like homing attacks, AOE bombs, speed boost mushrooms, or Ice Flowers to freeze him in place. If worse comes to worse and he isn't fast enough to block, he doesn't *need* to, thanks to the many shields available to him like Hearts or Bubbles. That's really just the tip of the iceberg, and it doesn't stop there, even against Gamamoto's many helpers.

Gamamoto has several cats and allies he can summon to help him, but don't let their daunting amount of 148 fool you. He can only have 10 Exhibition Helpers on the field at a time, and none of them lend anything Captain Toad can't counter. Gamamoto can strengthen and heal his allies as Princess Punt, and has access to plenty of types for AOE attacks, ranged attacks, snipers, giving him more money to pay for more people, and two others of particular importance. The Cat Jobs can reduce opponent attack power to 1% for 6 seconds at a time, while the Boulder Cats resist basically everything and scales to the top of the verse, essentially making them unstoppable battering rams that die upon killing their enemy.

Those sound impressive, but Captain Toad has countermeasures for surprisingly all of that. Not only can he clone himself up to 5 times over while transferring all of his power-ups to said clones, but so can Toadette and any of the Brigade should they decide to. The Toad forces' many ranged attacks like shells provide plenty of options for attack from a distance, and even more methods for much wider AOE. There are multiple **Mario Kart** power-ups that strike all opponents of the user, such as the POW Block, but even deadlier is what comes as a side effect. That Block, as well as the Lightning power-up, strikes all enemies and makes them drop/lose their items on the fly. Not only does that relieve all parties of their weapons and make summoning them useless, as now they are defenseless, but the lightning actually reduces their speed as a result; both of which are major problems for even the Catamins (reducing speed or destroying them outright).

This sort of thing continues the more we go. Toad and his allies can access massive size and power boosts, blind all of Gamamoto's forces with the Blooper, turn invincible with the Stars, freeze them in place with the Ice Flower, fly around the area with Propellor Mushrooms, and more. Toadette can turn invisible with the Wonder Badge, which Gamamoto has no easy answer to in a team battle like this where he has even more to worry about. Toadette actually has all the same Kart power-ups as Toad, but also Item Stealing with Boo (which could grab Catamins as well), more methods of item smashing like Thunder Cloud, and still more tricks through Party tools. These actually are severely notable, as several of them spawns enemies or launches attacks that steal coins/currency, *like the one Gamamoto uses to pay for his allies*. While Gamamoto can increase his intake with certain Cats, the sheer amount of ways Captain Toad can mess with his currency poses no less of a threat in any sort of battle.

Other items from Party can further increase mobility, teleport people all around the area for disorienting attacks, slow down enemies through Poison Mushrooms or Amps, immobilize them through Kamek, steal items with Plunder Chest, revive people with the Super Heart, or straight up destroy items with Lava Bubble. All of this presents a very clear edge against anything Gamamoto can do, except perhaps the Boulder Cat. These sentries are stronger than Captain Toad or his allies, unable to be stopped by their powers, and would certainly kill them if they hit... but death can't exactly stop Captain Toad or Toadette. Even barring other revive items like the previously noted Super Heart, both of them have up to 99 1-Ups that bring them back from death; even as far as physical and spiritual destruction. They would simply come back good as new after, and would need nearly 100 tries of this to actually kill them, barring any spare items their crew have. Even aside from that, other items they have like the Super Horn block even Blue Shells, which are literally impossible to stop in-game without invincibility or intangibility (granted this is less solid, but still).

Speaking of invincibility, Captain Toad's team possesses multiple means of this like Invincibility Stars, furthering their chances of being harmed even more. In fact, things shift further thanks to all the Stat amps Captain Toad can access with Power Stars, which he can lend to allies as well with the several dozen he's collected. Gamamoto also doesn't have an easy counter to transmutation from something like the Bubble Flower, as resisting Petrification isn't quite the

same thing as being turned into a coin (even if they were comparable it wouldn't mean much in the long run). With their actual abilities, things are even more in favor of Toad.

Gamamoto can heal and strengthen his allies, but Captain Toad can do the same thing with his various items and simply wipe out Gamamoto's at will while nerfing them with Lightning or destroying their items with POW Block. Zoned in doesn't help much, and as interesting as his esoteric resistances to things like Antimatter are, they don't do anything major. Most damning is Toad and Toadette's power of Touch, which is just ***SUPER*** broken. It effectively functions like invisible telekinesis that stunlock enemies from a distance for as long as Captain Toad wants, while preventing enemies from even seeing him or doing anything else while active. This works on up to 20 enemies at once (provided they are similar/in a group like Parabeetles or Goombas) and can even freeze projectiles like Bullet Bills or Spike Balls. This completely shuts down nearly 100% of Gamamoto's options such as summoning allies, and can likely just prevent him from doing anything in the first place given how they stunlock enemies to the point that they can't even see Captain Toad (another counter to Catamins, though he does have to hit him first). Reminder, both him and Toadette have this power, and no limit to how many times they can use it.

Of course, one of Gamamoto's biggest chances would be the Cat Virus, which can turn enemies and items into cats through the process of Catification, and make them loyal to him. This passive transmutation in as little as a minute or two does sound pretty powerful, but it's nothing Captain Toad can't counter, or more accurately, nothing Toadette can't counter. As a reminder, while those powers can't do much against a literal virus like this, Toadette is still a legitimate Doctor who fought alongside Mario against a worldwide Virus outbreak. She's clearly pretty experienced in battling Viruses, and while she can't necessarily stop it normally, she has just the sort of abnormal weapon for the job: **The Wonder Flower**.

Even barring Mario characters resisting transmutation normally, this item actively warps them back to normal after transmuting them, and could easily nullify the effects of the Virus. While it could affect beings from higher dimensions, it only did so [when they came to ours and were thus vulnerable to such an effect](#). Being from a higher dimension doesn't necessitate *being* higher-dimensional in nature (think being a random monster vs somebody like Anti-Spiral), and otherwise the Virus is just a potent passive Transmutation effect that the Wonder Flower could reverse. Toadette would certainly be capable of seeing such an ability's danger and reversing it given her medical history, and that takes care of Catification as a problem. It also doubles against Nyavitation, which really doesn't matter much in the long run. Nyavitation is clearly [a play on gravity as a sort of drifting that others do towards the Cats](#), which more than likely simply means powerful beings are drawn into their path rather than literal passive mind control. This effect only completes when the Cat Virus does, like how Nyuton only came to our dimension at first to study this power, and was only then subject to it upon becoming a Cat. Nothing indicates it passively reaches into higher dimensions or across the universe or anything, and since the Wonder Flower can counter the Cat Virus, Nyavitation means practically nothing in the long run, but what remains is all the *other* nonsense the Flower can pull off.

This reality-warping beauty can create clones and summon hundreds of allies/enemies, turning any number advantage on Gamamoto's end into nothing, or literally nothing, like wiping them out of existence in a puff of smoke, which the Flower has done before. It can warp gravity in the area, make inanimate objects come alive, amplify powers, age enemies at will forwards or backwards, summon power-ups and turn enemy ranged attacks into power-ups, create shields, use telekinesis, warp time (also a counter to Catamins), and more. Not only would several of those actively hinder Gamamoto even with his experience, but they could counter or erase his allies at will (such as stat-nerfing Cats, which can be destroyed or their effects reversed by the Wonder Flower). He also has no counter to being aged into dust or theoretically backwards into a baby (like when it controlled the age of a Dragon), let alone having his enemies summon all the power-ups they could ask for or just turning Gamamoto's own *attacks* into power-ups. While all of that is potential uses more than anything, Toadette has actively seen the Flower do all of this or used it herself, and she only really needs a basic combat knowledge to turn things to the Toad Brigade's side.

Lastly, one could argue Gamamoto could theoretically revive from death just like Captain Toad, and eventually outlast him due to this. However, this argument doesn't work and really shouldn't be used. There is literally no context on how he did this, which is a major problem for several reasons. It doesn't elaborate on if he came back via ability or item, if he can do it on repeat, if his allies helped, or how even he died at all. If all that seems scatter-brained, think of it like this: If Gamamoto drowned and was brought back through CPR, "coming back from the dead," this would not mean he could survive getting dusted by the Wonder Flower or just getting fried by other Toad Brigade powers. Even if he came back from something like impalement, that still wouldn't save him from the kinds of things Captain Toad can do, and yet again, we don't even know if he could do that on repeat, let alone against the Flower, let alone if it's an inherent ability to begin with. It is also contradicted by other log options having him in afterlife-centric spaces [like Purgatory, fearing for his life to begin with, doing this "while on the verge of death," and so many more conflicting examples](#). Other spiritual entities within the series lead no sort of comparison to resurrection with him, and its sheer ambiguity means it can not and should not be relied on for resurrection arguments, so Captain Toad will always outlast him while having the abilities to put him down for good.

Captain Toad solidly takes abilities and arsenal.

Tertiary Factors

Lastly, let's cover the many facets of experience these two have encountered over the years. For overall experience, both have done just about everything for multiple years. They've defeated ancient sorcerers and the like, dueled master warriors, explored several environments and tombs, trekked across multiple kingdoms, and more. However, while both have plenty of experience fighting (Gamamoto is likely better considering he does so more), Captain Toad has also had much more experience against someone of Gamamoto's caliber than the other way around. Not only has he frequently escaped or conquered areas with dozens of enemies

jumping him in rapid succession such as Mummy-Maze Forever, but also fought clones of Magikoopas or Wingo at the same time. He's no stranger to fighting and outwitting small armies, and puts his intelligence in combat to use much more often as a result.

Finally, in terms of their help, Gamamoto's are arguably better at combat overall thanks to the laziness of the Toad Brigade, but all Toads have shown the capability to push past their limits and aid in battle. Captain Toad could certainly lead them to do so in a longer battle, and Toadette is the greatest help he could ask for without a doubt. Not only does she share his entire toolkit but bigger, but his stats, as well as all sorts of experience against monsters like Bowser. She's certainly well-equipped to help her partner to victory, and thus, **Captain Toad reliably rounds out in tertiary factors.**

Summary



"Forever onward, Captain Toad!"

Advantages:

- Comparable Power, Durability, and Speed with Infinite ends (*and matches in multi/DT arguments, even if both examples are very debatable*), and superior in stats in finite terms
- Can increase the stat disparity with multiple buffs to his team or debuffs to Gamamoto's, as well as resist similar effects on himself
- Much more versatile, with dozens of ways to outpace Team Gamamoto (Item manipulation/destruction, debuffs, shields, invincibility, item stealing, immobilization, time manipulation, etc)

- Wields multiple methods of AOE for debuffing, de-arming, or destroying Gamamoto's entire army at once, like the Wonder Flower
- Money siphoning methods lets him actively wreak havoc on Gamamoto's allies being summoned
- Wonder Flower and Touch is incredibly overpowered, and Toadette can also use them should Toad be indisposed
- Can reliably resist the Cat Virus with the Wonder Flower and Toadette's Dr experience
- Invincibility, Healing, Power Boosts, shields, and 1-Ups make him impossible to put down, and ensure Boulder Cats amount to nothing really
- Has multiple counters to the Catimins
- Just as experienced but more intelligent
- Greater ally in Toadette
- [Captain Toad X Toadette is precious y'all](#)

Disadvantages:

- Less skilled in pure combat
- Potentially vulnerable to Catification
- BFR wouldn't work
- Multiple hax he wields are resisted
- Lacks as useful allies
- Bruh Nintendo put him in more games

In the end, Captain Toad just matches and exceeds every argument or power Gamamoto can pull out here. He matches or outmatches him in stats no matter what, which he can further with buffs and debuffs to both parties. Toad also wields a bevy of benefits to annihilate Gamamoto's army, like the Wonder Flower and all its crazy powers. More varied powers like money siphoning, invisibility, time manipulation, cloning, power-up manipulation, and all the other crazy powers he or Toadette has used leave little room for Gamamoto to find an opening. Touch is a similarly overpowered ability that can stunlock Gamamoto or anybody in his army barring the Boulder Cats, who he can survive anyway thanks to the potency and supply of his 1-Ups, as can Toadette. They can also resist Catification by their own merit or through the Wonder Flower, and Gamamoto resurrection arguments just aren't good enough for him to keep up with all this. Toadette is also much more formidable of an ally than anybody Gamamoto can summon, and thus, all card fold to Captain Toad and the Toad Brigade. In such a Battle with such Cats, Gamamoto was no pussy-foot, but I already Toad you; there can only be one Captain.

The winner... is **Captain Toad and the Toad Brigade**.

Gamatoto (3) - TripleCx3, NeutralChaos, Aether

Captain Toad (4) - Round 1 Fight, Wooly, Seba, NormallyNormal

*Looks like the Cat is out of the bag **Gamatoto** is Toadst.*

The Winner Is Captain Toad



Next Time... For The Last Time?

This Project was far better than I expected it to be, and I am incredibly Happy with the finished product. To be frank this bring the blogs I'm happy with up to 2/4 and over the recent months I have kind of come to the realization that running a blog isn't for me so I am planning on doing on last blog to go out with a Bang. I will still be working on other blogs and may even end up posting the odd solo/duo blog here. Kars Vs Meruem is in development but idk when that will drop as im not directly involve. John also might just do something solo and that will go here ig. Before the (probably not permanent) end of this blog I have one last project I want to do...