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It is likely faster to do the Pit of 100 Trials before Chapter 3, but this requires getting Spike Shield before Vivian via tight Yoshi movement. There would also be more limited methods for Teleporter Room Early.

Optimal: [Click here](#)

US/PAL Pit late: [Click here](#)

US/PAL Pit early: [Click here](#)

## Prologue

### Lord Crump

- Superguard the attack
- Turn 1: Jump x2
- Turn 2: Jump x2
- If you missed the Superguard twice, Jump x1
- Level 1.09

Break lens

### Toad Bros. Bazaar

- Order contact lens
- Buy:
  - 4 Fire Flowers
  - 2 Fright Masks

Hit Save Block, don't save (you must hit a Save Block to save later if you're doing Vivian Skip)  
Frankly's house

First option (up 1) then second option (B) to skip tutorial

### Goomba Trio

- Goombella: Tattle (down 1) on Paragoomba (left 1) [1/124]
- Mario: Fire Flower (up 1)
- Level 1.19

Fire Flower in left block (get it later if the Spiky Goomba makes it inconvenient now)

Pretty Lucky in hidden block near Spinias [1/85]

Black Key on ledge

Plane Curse in black chest [1/4]

Stand on TTYD pedestal (second option [B] twice to skip tutorial)

Power Smash from Frankly (second option [B] twice to skip tutorial) [2/85]

### Badge menu (before taking pipe to sewers) (2 free BP)

- Equip Power Smash (A)

## [Blooper Skip](#)

### Petal Meadows & Hooktail Castle

**Close Call** in block **[3/85]**

**Horsetail** in candy cane past Spiky Goomba

**Star Piece** in background **[1/100]**

Menuing will be easier if you get the bridge Fire Flower later, but you can get it now if you wish

**Turtley Leaf** in bush near Kroop's house (it is random which one has it)

Kroop's house

**POW Block** in block

#### **Bald Clefts**

- Mario: POW Block (mash A)
- Level 1.29

**POW Block** in bush (near Paragoomba)

#### **Bristles**

- If you're not equipping Unsimplifier: Tattle Bristle
- Mario: POW Block (mash A)
- Level 1.43

**Fire Flower** in block (get it now, there will be several extra menu inputs otherwise)

65th Super Fun Quirk Quiz: 1, 3, 4, 2, 3 (1, 2 if necessary)

**Multibounce** in block **[4/85]**

**Sun Stone** to the right

#### **Fuzzies (Sun Stone)**

- If you're not equipping Unsimplifier: Tattle Fuzzy
- Mario: Fire Flower (mash A)
- Level 1.59

**Moon Stone** to the left

#### **Fuzzies (Moon Stone)**

- Mario: Fire Flower (up 1)
- Level 1.75

#### **Gold Fuzzy**

- Superguard Gold Fuzzy
- Turn 1

- Mario: Failed Power Smash (down 1) (can time it if not confident in Superguard)
  - Goombella: Headbonk x2 (top) on Gold Fuzzy (right 1)
- Turn 2
  - Mario: Jump x2 on Gold Fuzzy (right 1) (**menu left to Jump**)
  - Goombella: Headbonk x2 (top) on Gold Fuzzy (right 1)
- Level 1.97

If you have less than 5 coins: **Inn Coupon** near Koopa Troopa  
**Star Piece** in bush (near Petalburg gate) **[2/100]**

**Turtley Leaf** in bush near Kroop's house

### Niff T.'s Shop

- If you got the Inn Coupon, sell it (down 1)
- Buy:
  - **1 Courage Shell**
- Store (down 2):
  - 1 Courage Shell (mash A)
  - 2 Turtley Leaves (mash A x2)
  - 1 Horsetail (mash A)

**Fire Flower** in block near bridge

**Partner menu (in background or Plane Mode):** Goombella (left 1 or right 1)

First Strike (Jump) the Koopa Troopa near Power Bounce

### Koopa Troopa

- Turn 1
  - Goombella: Tattle (down 1) on **Paratroopa** (right 1) **[2/124]**
  - Mario: Jump x2 on Paratroopa (right 1)
- Turn 2
  - Goombella: Tattle (down 1) on **Koopa Troopa** (mash A) **[3/124]**
  - Mario: Run away (up 1)

**Power Bounce** in block **[5/85]**

Don't read Kolorado's dad's letter (B)

### Red Bones

- Koops: Fire Flower (mash A)
- Mario: Failed Power Smash (down 1)
- Level 2.30: **Upgrade FP to 10 (mash A)**

Shine Sprite near Dull Bones [1/42]

Star Piece on ledge (Lock Jump to yellow block, ride it up) [3/100]

[Flip Skip](#)

Black Key in spike room

Paper Curse in black chest [2/4]

Attack FX R behind bars [6/85]

### Badge menu (while exiting Paper Mode) (0 free BP)

- Equip Attack FX R (A)
- Unequip Power Smash (up 2 -> A)
- Equip Power Bounce (L -> down 1 -> A)
- Check email (B x2 -> left 1 -> A -> down 1 -> A x3)

Castle Key in Red Bones room (behind bars)

[Window Jump](#) (if you miss Window Jump, there's a [backup](#) to mitigate the timeloss)

Life Shroom on ledge (Koops)

Shine Sprite in Ms. Mowz room [2/42]

Castle Key in Ms. Mowz room (chest behind Shine Sprite)

**Partner menu:** Goombella (left 1 or right 1)

### Dull Bones

- Goombella: Tattle (down 1) on Spiky Goomba (right 1) [4/124]
- Mario: Run away (up 1)

**Partner menu:** Koops (left 1 or right 1)

Castle Key behind giant yellow block

### Hooktail

- First phase
  - Turn 1
    - Mario: Power Bounce (up 1) (first bounce does no damage)
    - Koops: Shell Toss (mash A), or Defend (down 2) if 11+ bounces
  - Turn 2
    - Mario: Power Bounce (up 1) to 20 total damage
    - Koops: Shell Toss (mash A)
  - Jump + Shell Toss to finish this phase
- Pick the first option (if you say no here, say no to the rest as well)
- Second phase
  - Mario: Power Bounce x10 (up 1)

- Koops: Shell Toss (mash A)
- Level 2.61

### **Peach Intermission**

- Left to shower room
- Right to TEC (don't have to take a shower)

### **Bowser Intermission**

- Right to end of hallway

Mega Rush P in Kroop's yard [7/85]

Turtley Leaf in bush near Kroop's house

Back to sewers

Stand on TTYD pedestal

Talk to Punio to open the entrance to Boggly Woods (pick the first option)

## **Boggly Woods & The Great Tree**

Pipe to Great Tree, talk to Punio twice

Right to Flurrie's house

P-Down, D-Up P in hidden block on stumps (seventh from right) [8/85]

Shine Sprite left of plane panel [3/42]

Star Piece in tree [4/100]

Star Piece near pipe [5/100]

**Partner menu (in background):** Goombella (left 1 or right 1)

Check Flurrie's door, pick second option (B)

Left to Shadow Sirens

Quake Hammer in block [9/85]

Star Piece on stumps [6/100]

### **Shadow Sirens**

- Superguard Vivian and Marilyn once each, guard Beldam
- Turn 1
  - Mario: Jump x2 on Marilyn (right 1)
  - Goombella: Tattle (down 1) on Marilyn (right 1) [5/124]
- Turn 2
  - Mario: Fire Flower (up 1)
  - Goombella: Tattle (down 1) on Beldam (left 1) [6/124]

- Turn 3
  - Mario: Fire Flower (up 1)
    - If you missed a Superguard: Earth Tremor (down 1) (3 bars)
  - Goombella: Fire Flower (down 2, or mash A if Fire Flower after Chapter 1)
- Level 2.97

#### [Tree clip](#)

Right to Flurrie's house (don't worry if you're in Danger, you level up before event overflow)  
Left to Great Tree

#### **X-Nauts (entrance)**

- Mario: Fright Mask (up 1)
- Level 2.98

Red Key in storage room

#### **X-Naut (storage room)**

- Mario: Power Bounce x4 (up 1)
- Level 3.03: **Upgrade BP to 6 (right)**

Ultra Shroom in chest to the left

[Event overflow](#) (wait for ~90 seconds, can unpause slightly before 90 seconds pass)

Unlock red cage

Puni Orb from Elder

You have 2 options if you did event overflow (roughly the same speed if everything goes right)

- Keep going down to the Blue Key, then manage the overlapped cutscenes [like this](#)
- Go up to cage room for remaining Punies (need to lose Punio to prevent a game crash)

[Shuffle or use "weird jumps"](#) to keep the Punies in bubble room

Continuously jump to the next pipe to keep the Punies

10-Jabbi fight

#### **If no event overflow**

- Blue Key in chest
- Drop down to lose Punies (skip this if blowing them across bubble room)
- Shine Sprite across plane panels [4/42]
- Thunder Rage in bush at the bottom of bubble room
- Shine Sprite in bubble room [5/42]
- Up to cage room, free Punies
- Back down to narrow passageway room

#### [Narrow passageway movement](#)

Damage Dodge P in block above gap (get it later if it goes right) [10/85]

100-Jabbi fight

Get Punies locked in cage

Star Piece behind pipe near switch [7/100]

Star Piece behind pipe near Pale Piranha [8/100]

Get Damage Dodge P now if you missed it before

Star Piece in bush below Damage Dodge P [9/100]

Super Boots in chest past 10-Jabbi room (3, 2, 0, 1 for number of times to hit each switch)

Charge on platform (Koops) [11/85]

Shine Sprite near Charge [4/42]

Back to cage, free Punies

Hit switch with Koops to lower water

Shrink Stomp in chest near stairs [12/85]

Shine Sprite above lilypad [5/42]

Place Puni Orb in next pedestals, leave Punies in basement

### X-Nauts (escape)

- Mario: Swap to Flurrie (top -> down 1) (just Fright Mask if no event overflow)
- Flurrie: Fright Mask (up 1)
- Level 3.04

Star Piece in bush [10/100]

### If event overflow

- Shine Sprite across plane panels [6/42]
- Thunder Rage in bush at the bottom of bubble room
- Shine Sprite in bubble room [7/42]

Star Piece in floor panel inside blue cage [11/100]

Power Punch in bush

Star Piece in floor panel near pipe (pedestal room) [12/100]

### Magnus von Grapple

- Superguard the stomp attack
  - You can guard for safety, it's slower but being at 8 HP makes things awkward
- You want to end this fight with 1 HP, guard fists + earthquake accordingly
  - 10 HP: Guard one of these attacks
  - 9 HP: Guard two of these attacks
  - 8 HP: Guard all of these attacks, or you can Headbonk x2 on a fist for safety
  - Less: Adapt (fists do 4 damage to front, earthquake does 2 damage to both)
- Turn 1
  - Partner: Power Punch (top) on Mario (left 1)
  - Mario: Spin Jump (down 1) (hit both Action Commands)

- Turn 2
  - Mario: Spin Jump (down 1) (hit both Action Commands)
  - Partner: Swap to Goombella (top -> down 1, or up 1 if Koops is out)
- Turn 3
  - Mario: Spin Jump (down 1) on Magnus (left 1) (hit both Action Commands)
  - Goombella: Swap to Koops (top -> down 1)
- Turn 4
  - Mario: Power Bounce (up 1) on Magnus (left 1)
    - Superguard: x5
    - No Superguard: x6
- Level 3.36

### **Peach Intermission**

- Right to TEC (wait for door to open)
- Dancing: Need to hit at least 10 out of the 16 dance cues correctly

### **Bowser Intermission**

- Clear 1-1
  - 161 is best possible time, but requires skipping the meats so probably not worth
  - 160 is best possible time with the meats

Right to Flurrie's house

Super Appeal P in chest in Flurrie's room [13/85]

Star Piece in floor panel in Flurrie's room [13/100]

Honey Syrup past Pale Piranha

Star Piece in floor panel immediately in sewers [14/100]

Damage Dodge around corner [14/85]

**Item menu (while entering Paper Mode):** Honey Syrup (mash A) (skip if a bingo restored FP)

Star Piece in floor panel in Plane Curse room [15/100]

Stand on TTYD pedestal

Star Piece in floor panel outside Frankly's house [16/100]

- You can wait and get this right before getting trash can Tattles if no Vivian Skip

### **Lovely Howz of Badges**

- Sell (down 1): (everything except Power Bounce, Multibounce, and Power Smash)
  - Damage Dodge (mash A)
  - Super Appeal P (mash A)
  - Shrink Stomp (mash A)
  - Charge (mash A)
  - Damage Dodge P (mash A)



- Quake Hammer (mash A)
- P-Down, D-Up P (mash A)
- Mega Rush P (mash A)
- Attack FX R (mash A)
- Close Call (down 2, down 1, or mash A depending on when you got it)
- Pretty Lucky (up 1)
- Buy (first option, then second option):
  - **Power Rush** (down) **[15/85]** (not worth it to use Unsimplifier yet, it's a scam)

### Toad Bros. Bazaar

- Buy:
  - **Contact Lens**
  - **1 Honey Syrup** (skip if you still have one)

### Charlieton

- **Mega Rush [16/85]**
- Other stuff
  - Don't buy more than 3 items, or 2 if you had to Earth Tremor on Shadow Sirens
  - If no Shooting Star: Keep 439 coins (379 coins if you got Mega Rush)
  - If Shooting Star: Keep 431 coins (371 coins if you got Mega Rush)
  - If you lost the Life Shroom, you need an additional 15 coins
  - These are absolute minimums and do not account for extra encounters

Give Contact Lens to Zess T.

If you don't have Mega Rush yet: Refresh Charlieton's inventory (train station)

**Star Piece** in floor panel in front of Pianta Parlor **[17/100]**

### Pianta Parlor

- Buy 6 Pianta Tokens
  - Buy 1 x1 (mash A)
  - Buy 5 x1 (down 1)
- Trade in Pianta Tokens (mash A)
  - **1 Cake Mix** (down 1)

### Westside Goods

- If you have Charlieton items besides Shooting Star and (optional) Boo's Sheet: sell them
- Store (down 2):
  - 1 Shooting Star if you have it
  - 1 Boo's Sheet if you have it and want to keep it
- Buy:
  - **1 Dried Shroom**
  - **Mushroom** from shop points
  - **1 Dizzy Dial**

- First question: First option (mash A)
- Second question: Third option (down 2)

[Jump Storage](#) from Don Pianta cutscene

Ultra Hammer in chest ([Super Jump](#), or [Flurrie Superslide off the inn](#) if no Jump Storage) [1/2]

Talk to Francesca in harbor (pick the first option)

If you are not in Peril: Fall in the water until you are

300 coins to Lumpy (first option 3 times)

### Charlieton

- Mega Rush if he didn't have it before
- Other stuff
  - You only have 1 inventory space, or 0 if you had to Earth Tremor
  - If no Shooting Star: Keep 107 coins (47 coins if you got Mega Rush)
  - If Shooting Star: Keep 99 coins (39 coins if you got Mega Rush)
  - If you lost the Life Shroom, you need an additional 15 coins
  - These are absolute minimums and do not account for extra encounters

### Zess T.

- Dizzy Dial or Charlieton item (mash A or down 1) = [Mistake](#) [1/57]
- If you had to Earth Tremor: Fire Flower (up 1) = [Spicy Soup](#) (not counted for now)
- Life Shroom (up 1) = [Shroom Roast](#) [2/57] (if you lost this, cook one pre-Chapter 8)
- Turtley Leaf (up 1) = [Koopa Tea](#) [3/57]
- Honey Syrup (up 3) = [Fresh Juice](#) [4/57]
- Cake Mix (up 3) = [Mousse Cake](#) [5/57]

### Toad Bros. Bazaar

- Store (down 2):
  - 1 Mousse Cake (mash A)
  - 1 Fresh Juice (mash A)
  - 1 Koopa Tea (mash A)
  - If you cooked Spicy Soup early: 1 Spicy Soup (down 1)
  - 1 Ultra Shroom (up 1)
  - 1 Dried Shroom (up 2)
  - 1 Mushroom (up 2)
  - If you have the Boo's Sheet and want to keep it: 1 Boo's Sheet (down 2)
- Sell (down 1):
  - 1 Shroom Roast (mash A)
  - 1 Mistake (mash A)
  - Any Charlieton items except Shooting Star (mash A or down 1)
- Buy:
  - [4 Mushrooms](#)

- Store (down 2):
  - 4 Mushrooms (mash A x4)
- Buy:
  - 7 Fright Masks (1 is extra)
  - Ice Storm from shop points
- Store (down 2):
  - 1 Ice Storm (down 2)

### Charlieton

- Farm for Mega Rush
- Other stuff
  - You have 2 inventory spaces, or 1 if you're holding on to the Shooting Star
  - If no Shooting Star: Keep 68 coins (8 coins if you got Mega Rush)
  - If Shooting Star: Keep 60 coins (doesn't matter if you got Mega Rush)
  - These are absolute minimums and do not account for extra encounters

Blimp Ticket from Don Pianta

### Badge menu (0 free BP)

- Equip Mega Rush (A)
- Equip Power Rush (down 1+ -> A)
- Equip Multibounce (down 2 -> A)
- If you got the Shooting Star after buying Fright Masks, you can sort items so that Fright Masks are on top (item menus in Minor League will assume you don't do this)

Star Piece behind pipe to blimp [18/100]

## Glitzville

Glitz Pit arena (bottom floor) (second option [B] after leaving)

Star Piece in floor panel in lobby [19/100]

Left door to backstage

Grubba's office (first door after camera turns)

Second option (B) after Grubba shows you around (option before doesn't matter)

Star Piece behind plant [20/100]

[Bookcase Jump](#)

Read paper (bottom desk drawer)

Star Piece in top desk drawer [21/100]

Right to arena

### Macho Grubba

- Turn 1
  - Mario: Power Bounce x4 (up 1)
  - Koops: Swap to Goombella (top -> up 1)
- Turn 2
  - Mario: Power Bounce x4 (up 1)
- Level 3.70

### **Peach Intermission**

- Right to TEC
- Elevator to Sublevel 2
- First door to the right
- Second locker from the right
- Changing area
- Talk to Grodus (to the right)
- Changing area

### **Bowser Intermission**

- Check rightmost bush

Blimp to Rogueport, then back to Glitzville

[Jump backwards toward the minor league locker room door](#) to be able to open it

Sleep in bed while waiting for Security Guard

[JP conditions \(file download\)](#)

### **Glitz Pit Notes**

- Jumping while waiting for the Security Guard delays him from entering the room. Try to avoid doing any actions during this time aside from equipping badges/swapping partners
- The fastest way to fulfill "use at least one Special Move" is to fail an Earth Tremor. If you do this, it may be a good idea to appeal on turns where you can't attack, or to use stylish moves to refill your Star Power in case this condition comes up again
- Using an item or special move that affects the enemy (even without directly doing damage) DOES count as an attack in the event of "do not attack for the first 3 turns" or "do not let Mario [or your partner] attack," so DO NOT have the respective character even use a Fright Mask or Clock Out
- Jumping on spiky enemies DOES count towards "take damage at least 5 times." Swapping to Goombella might be a good idea before these fights
- Superguarding DOES NOT count as an attack in the event of "don't attack for the first three turns" or "do not let Mario [or your partner] attack"

- If you're ever running from a fight for any reason, make sure that you fulfill the condition BEFORE running, or else you will drop a rank and need to refight your last opponents
- It's not too common, but the fight order can vary
- Listed below are the standard strats, you must adapt to conditions if necessary
- You ideally leave no higher than Level 4.26 (4.27 - 4.31 is workable but not ideal)
  - If you overlevel, you will have to fight Gus early or get Peril from a Buzzy Beetle

#### **#19 Goomba Bros. (5 Goombas [3 Star Points each])**

- Goombella: Tattle (down 1) on Goomba [7/124] (do this in Riverside if bad condition)
- Mario: Fright Mask (mash A, or down 1 if Shooting Star after Fright Masks)
- Level 3.71

#### **#18 KP Koopas (2 KP Koopas [2 Star Points each], 1 KP Paratroopa [3 Star Points])**

- Turn 1
  - Goombella: Tattle (down 1) on KP Paratroopa (left 1) [8/124]
  - Mario: Defend (down 2)
- Turn 2
  - Goombella: Tattle (down 1) on KP Koopa (mash A) [9/124]
  - Mario: Fright Mask (mash A, or down 1 if Shooting Star after Fright Masks)
- Level 3.72

#### **#17 Pokey Triplets (3 Pokeys [4 Star Points each])**

- If you're not equipping Unsimplifier later: Tattle Pokey
- Mario: Fright Mask (mash A, or down 1 if Shooting Star after Fright Masks)
- Level 3.73

#### **#16 Dead Bones (3 Dull Bones [3 Star Points each])**

- If you're not equipping Unsimplifier later: Tattle Dull Bones
- Mario: Multibounce (up 2)
- Level 3.82

#### **#15 Spike Storm (1 Lakitu [4 Star Points], 2 Spinies [3 Star Points each])**

- Goombella: Tattle (down 1) on Spiny (mash A) [10/124]
- Mario: Fright Mask (mash A, or down 1 if Shooting Star after Fright Masks)
- Level 3.83

#### **#14 Mind Bogglers (Pale Piranha [4 Star Points], Dark Puff [3 Star Points], Pider [4 SP])**

- Goombella: Tattle (down 1) on Pale Piranha (mash A) [11/124]
- Mario: Thunder Rage (up 1, or maybe up 2 if you sorted items with Shooting Star)
- Level 3.94

### #13 Punk Rocks (3 Hyper Bald Clefts [4 Star Points each])

- Goombella: Tattle (down 1) on Hyper Bald Cleft [12/124]
- Mario: Ultra Hammer (up 1, or up 2 if you equipped Power Smash)
- Level 4.06: Upgrade FP to 15 (mash A)

### #12 Bob-omb Squad (4 Bob-ombs [5 Star Points each])

- If you're not equipping Unsimplifier later: Tattle Bob-omb
- Mario: Fright Mask (mash A, or down 1 if Shooting Star after Fright Masks)
- Level 4.07

### #11 Hand-It-Overs (2 Bandits [4 Star Points each], 2 Big Bandits [5 Star Points each])

- Goombella: Tattle (down 1) on Big Bandit (left 1) [13/124]
- Mario: Fright Mask (mash A, or down 1 if Shooting Star after Fright Masks)
- Level 4.08

If you have 3-7 HP or less than 15 FP: Sleep in bed while waiting for Security Guard

### #10 Armored Harriers (2 Iron Clefts)

- You want to leave here with 2 HP (each does 4 damage unguarded, defense-piercing)
- Turn 1 (skip this if you already have 2 HP)
  - If you don't plan on equipping Unsimplifier later (or can't swap): Defend + Tattle
  - Mario: Swap partners
  - Partner: Swap partners
- Turn 2
  - Mario: Run away (up 1)

2 Hot Dogs from concession stand

Blimp to Rogueport

Grate to sewers

Shine Sprite on platform [8/42]

Star Piece in background (void out to spawn at pipe and get to 1 HP) [22/100]

Rejected by pipe :(

Left to Fahr Outpost

Star Piece behind bush near Ice Puffs [23/100]

Star Piece behind wall near Frost Piranhas [24/100]

Shine Sprite to the right of General White's house [9/42]

Star Piece inside General White's house [25/100]

### Northwinds Mart

- Store (down 2):
  - 2 Hot Dogs (mash A x2)
- If you have more than 3 leftover Fright Masks or Thunder Rage, sell (mash A or down 1)

- If you're not doing Vivian Skip, sell all of the leftovers
- If you stored the Shooting Star from Charlieton, withdraw it (up 5-6)
- Buy:
  - 1 Ice Storm
  - If no Shooting Star from Charlieton: 1 Shooting Star

Star Piece in floor panel near cannon statue [26/100]

Inn Coupon behind steps to inn (skip if 2-3 extra items or if no Vivian Skip)

Star Piece behind wall on left town screen [27/100]

Shine Sprite behind tree past Ice Puffs [10/42]

Double Dip P in hidden block [17+/85]

Star Piece in floor panel to the left of pipe [28/100]

Back to sewers

Star Piece behind middle platform near Spanias [29/100]

Star Piece behind stairs near Pit of 100 Trials [30/100] (don't swap back to Yoshi)

Shine Sprite in TTYD room [11/42]

Stand on TTYD pedestal

**Merlon (pause menu will show 9 fewer Shine Sprites than counts from here)**

- If Goombella has less than 5 HP, you might want to upgrade her instead of Flurrie
- Super Flurrie (down 2)
- Super Koops (down 1)
- Super Yoshi (up 1)

If you are Level 4.27 - 4.31: Fight Gus now (third option)

- Unequip Multibounce (up 2 -> A), equip Power Smash (down 1 -> A)
- Timed Power Smash + Gulp

Star Piece behind Darkly [31/100]

Talk to Darkly

Grate to sewers

Pipe to Twilight Town

## Twilight Town & Creepy Steeple

Star Piece behind house left of mayor's house [32/100]

Talk to gatekeeper

Talk to shopkeeper's wife

Mayor's house

Star Piece behind fence [33/100]

Jump Storage from gatekeeper pig cutscene

If no Jump Storage: Shop Key past fallen log

Black Key in shed

Shop Key Skip (or unlock the door)

- Life Shroom
- Defend Plus in chest [18+/85]
- Tube Curse in black chest [3/4]
- Boo's Sheet
- Jammin' Jelly

Inn Coupon behind sign in shop (skip if 3 extra items)

Super Shroom in hidden block near Hyper Paragoomba (get this later if no Vivian Skip)

Star Piece behind fallen log [34/100]

Star Piece behind pipe [35/100]

Hammer Throw in block near Crayzee Dayzee [19+/85]

Shine Sprite behind tree past Hyper Cleft [12/42]

If you are not in Peril: Jump into the well and get Peril from the Buzzy Beetle (3 damage)

Push statue, fall down

Ultra Shroom: Third option (up 1) after freeing Boos

Second option (B) to Boo in main room

Bottom door, hit red switch once

Star Piece in floor panel near stairs [36/100] (can wait until later for a backup Jump Storage)

Steeple Key upstairs

Lucky Start from Atomic Boo [20+/85]

### Atomic Boo

- Mario: Power Bounce x7 (up 1)
- Level 4.32

### Treasure room

- Ice Smash in left chest [21+/85]
- Star Piece [37/100]
- Shine Sprite [13/42]
- Cookbook in right chest

Jump Storage from Golden Leaf in tree (top door) (toss leftover, up 1) (skip JS if no Vivian Skip)

Partner menu: Goombella (right 1)

Run into Swooper



## Swooper

- Goombella: Tattle (down 1) on Swooper (mash A) [14/124]
- Mario: Run away (up 1)

Hit red switch twice (Hammer)

If you don't have Jump Storage: Reload for another Golden Leaf (toss Inn Coupon or leftover)

If Goombella is not out, swap to her while accelerating in Tube Mode

[Super Jump](#) to Doopliss

## Doopliss

- Superguard the attack
- Turn 1
  - Goombella: Tattle (down 1) on Doopliss (mash A) [15/124]
  - Mario: Power Bounce x7 (up 1)
- Turn 2
  - Superguard: Jump x1
  - Goombella missed Superguard: Jump x2
  - Mario missed Superguard: Jump x2 + Headbonk x2 + Jump x2
- Level 4.56

[Keep fake Yoshi](#) (if you keep real Yoshi, you must go back in the room then get Vivian)

- Swap to Yoshi (don't do any unnecessary actions, or else you might risk a game crash)
- Maneuver down to the bottom (you can ride Yoshi **after** the Ruby Star cinematic)
- Open the door about 1 second after "Mario" is down the hole
  - You could also close the text while riding Yoshi down the stairs, open the door about 1 second after hopping off Yoshi if you do this

**Star Piece** behind gate (get it while gate is opening) [38/100]

If no Vivian Skip: Superbombomb to Vivian, Star Piece in bush, hidden Super Shroom

- Note that the rest of the route assumes Vivian Skip for the most part
- Star Piece counts may be off and menus for some shops + cooking may not line up

Fall in the well

**Shine Sprite** in well [14/42]

Jump Storage from **Tornado Jump** in block near Buzzy Beetles [22+/85]

- If you miss this Jump Storage, you must try for an item drop from a Buzzy Beetle
- You cannot save and reload the file to try again, you will lose Yoshi if you do this

[Pushable Wall Skip](#)

**Shine Sprite** past pushable wall [15/42]

**Star Piece** to the right before parrot room [39/100]

### Parrot room

- Power Plus in left chest [23+/85]
- The Letter "p" and Steeple Key in chests to the left
- Star Piece in floor panel nearby [40/100]

**The following will softlock, avoid at all costs:** (only relevant if you did Vivian Skip)

- Getting an encounter while riding (fake) Yoshi
- Riding Yoshi into the Hyper Goomba screen (just stay in Tube Mode until Doopliss)

Back to Doopliss, spell his name (ランペル)

- Up 1 -> left 1 -> up 2 -> A
- Down 2 -> right 1 -> down 1 -> A
- Left 1 -> down 1 -> left 1 -> A
- Up 4 -> left 1 -> A
- Right 2 -> down 2 -> right 3 -> down 1 -> A
- Start -> up -> A

Golden Leaf in tree (top door in Steeple) (toss Inn Coupon or leftover) (skip if you have 2)  
Hammer red switch once

**Save and quit** before going back up to Doopliss (the game will crash if you don't)

- This is only necessary if you did Vivian Skip

### Doopliss (again)

- Power Bounce x7 (up 1)
- Level 4.81

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If you lost the Life Shroom in Chapter 4 (or lose it to Gus): [Follow these notes until they link back here](#)

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### Peach Intermission

- Quiz: 2, 1, 3, 2, 3

### Bowser Intermission

- Clear 2-1
  - 154 is best possible time

### Badge menu (0 free BP)

- Skip the badge equip if you already fought Gus
- Unequip Multibounce (up 2 -> A)
- Equip Power Smash (down 1 -> A)
- Swap to Yoshi (left 1)

Back to sewers, east through sewers

**Star Piece** behind fallen pillars to the right [41/100]

Talk to Gus, pick the third option (up 1)

#### **Gus**

- Mario: Timed Power Smash (up 1)
- Yoshi: Gulp (down 1)
- Level 5.01: **Upgrade BP to 9 (right)**

**Star Piece** in floor panel on Garf's rooftop [42/100]

**Shine Sprite** above Ishnail's rooftop [16/42]

**Star Piece** behind Bobbery's chimney [43/100]

#### Clip into Bobbery's house

**Shine Sprite** in Bobbery's house (back room) [17/42]

**Star Piece** behind barrels [44/100]

**Shine Sprite** above crates to the left [18/42]

Fall in the water to spawn in front of the Trouble Center

#### **Trouble Center**

- First option to listen to the explanation (this is required for some reason)
- Zess T. (up 1)

#### **Toad Bros. Bazaar**

- Sell (down 1):
  - Leftover Fright Mask or Thunder Rage from Minor League (up 1)
  - Inn Coupon (up 3 or down 4)
- Withdraw (up 2):
  - 1 Mushroom (down 3)
- Store (down 2):
  - 1 Boo's Sheet (up 4)
- Buy:
  - **1 Honey Syrup**

#### **Zess T.**

- Golden Leaf (down 2) = **Zess Tea** [6/57]
- Give Cookbook to Zess T. (don't pick up Honey Shroom)
- Golden Leaf (down 3) + Ice Storm (up 1-2) = **Snow Bunny** [7/57]
- Mushroom (down 3) + Life Shroom (up 2) = **Shroom Steak** [8/57]
- Jammin' Jelly (up 2) + Ultra Shroom (up 3) = **Jelly Ultra** [9/57]
- Super Shroom (up 2) + Honey Syrup (up 2) = **Honey Super** [10/57]

#### **Toad Bros. Bazaar**

- Sell (down 1):
  - Honey Super (mash A)
  - Jelly Ultra (mash A)
  - Zess Tea (down 2)
- Withdraw (up 2):
  - 1 Courage Shell (up 1)
  - 1 Turtley Leaf (up 1)
  - 1 Horsetail (up 2)
  - If you cooked Spicy Soup early: 1 Spicy Soup (up 5-6)
  - 1 Dried Shroom (up 6-7)
  - 1 Mushroom (down 4)
- Buy:
  - 1 Fire Flower (skip this if you just withdrew Spicy Soup)
  - 1 Honey Syrup

### Zess T.

- Honey Syrup (mash A) + Mushroom (down 1) = Honey Shroom [11/57]
- Fire Flower (down 1) = Spicy Soup [12/57] (skip this if you cooked it early)
- Spicy Soup (mash A, or down 2 if early) + Snow Bunny (up 2) = Couple's Cake [13/57]
- Dried Shroom (down 2) = Shroom Fry [14/57]
- Shroom Fry (mash A) + Shooting Star (up 1) = Meteor Meal [15/57]
- Horsetail (down 3) + Turtley Leaf (down 3) = Healthy Salad [16/57]
- Healthy Salad (mash A) + Shroom Steak (up 1) = Zess Deluxe [17/57]
- Zess Deluxe (mash A) + Courage Shell (up 1) = Courage Meal [18/57]

**Trouble Center:** Bub-ulber (up 4)

Pipe to east sewers

Spike Shield in spike room [24+/85]

### Badge menu (while unspinning from Paper Mode) (3 free BP)

- Equip Spike Shield (A)
- Unequip Power Smash (up 1 -> A)
- Equip Multibounce (up 1 -> A)
- Unequip Power Bounce (up 1 -> A)
- Swap to Yoshi (left 1)

Left to blue pipe room

Shine Sprite next to right blue pipe [19/42]

Right blue pipe to Petalburg

Star Piece in floor panel near right gate [45/100]

Turtley Leaf in bush near Kroop's house

### Niff T.'s Shop

- Store (down 2):

- 1 Turtley Leaf (mash A)
- 1 Couple's Cake (down 2)
- Sell (down 1):
  - 1 Courage Meal (mash A)
  - 1 Meteor Meal (mash A)
  - 1 Honey Shroom (mash A)
- Withdraw (up 2):
  - 1 Mousse Cake (up 2)
  - 2 Hot Dogs (down 3 x2)

Star Piece in floor panel near Bub-ulber [46/100]

Dried Bouquet from Bub-ulber

- Give 2 Hot Dogs (mash A x2)
- Give 1 Mousse Cake (mash A)

Turtley Leaf in bush near Kroop's house

Back to sewers, left blue pipe to Great Tree

4 Mystic Eggs from Petuni (first option): 1, 2, 2, 1 (take blue pipe to sewers and back to refresh)

Back to sewers, left to next blue pipe room

FP Plus in chest [25+/85]

Left blue pipe to Poshley Heights

1 Fresh Pasta from stand

Star Piece behind chair near Goldbob's pool [47/100]

HP Drain P in hidden room in Goldbob's house [26+/85]

Star Piece in floor panel near Save Block [48/100]

Get on Excess Express

## Excess Express, Riverside Station, & Poshley Sanctum

Talk to conductor all the way to the left

Talk to Pennington in kitchen

Examine floor in front of Cabin 003

Talk to Heff T. in Cabin 003

Galley Pot in drawer

Talk to Pennington in Cabin 006

Star Piece in drawer in Cabin 008 [49/100]

Talk to Goldbob, first option to Bub

Talk to Bub twice for hints

Talk to conductor for hint

Star Piece in floor panel in engine [50/100]

Autograph from engineer

Shine Sprite from Bub for giving Autograph [20/42]

Talk to conductor, first option to agree to find missing blanket

Star Piece in floor panel in Cabin 004 [51/100]

Hide to reveal Ghost T. (right 1 for Vivian, left 1 for Yoshi)

Talk to Ghost T., first option to agree to find diary

Ragged Diary in storage car (talk to conductor)

Blanket from Ghost T. for giving Ragged Diary

Mushroom from conductor for giving Blanket

Shine Sprite in Cabin 005 [21/42]

Sleep in bed

Star Piece from Chef Shimi for giving Galley Pot [52/100]

### Sales Stall

- Store (down 2): (everything)
  - 1 Mushroom (mash A)
  - 1 Fresh Pasta (mash A)
  - 4 Mystic Eggs (mash A x4)
  - 1 Turtley Leaf (mash A)
  - 1 Dried Bouquet (mash A)
- Buy:
  - 1-2 Boo's Sheets (can go without these)
  - 1 Thunder Rage
  - 4 Maple Syrups
  - Super Shroom from shop points
- Store (down 2):
  - All Boo's Sheets (up 1)
  - 4 Maple Syrups (mash A x4)
  - 1 Super Shroom (mash A)

Talk to Pennington in Cabin 006

Vital Paper in Cabin 001

Talk to Pennington to give Vital Paper to Businessman

Reveal "Zip Toad" in Cabin 005 (right 1 for Vivian)

Briefcase, Gold Ring, and Shell Earrings from "Zip Toad"

Give Briefcase to Businessman (mash A)

Star Piece from waitress for giving Shell Earrings [53/100]

Station Key from Toad near drawbridge

Tube Mode to switch to reveal stairs to gear room

### Gear room movement

Station Key across gears

Star Piece behind last gear [54/100]

**Partner menu (while accelerating in Tube Mode):** Goombella (right 2)

Let a Ruff Puff run into you while you're exiting Tube Mode

#### **Ruff Puff**

- Goombella: Tattle (down 1) on Ruff Puff (mash A) [16/124]
- Mario: Run away (up 1)

HP Plus in passage below stairs outside [27+/85]

**Partner menu (while turning in Tube Mode):** Flurrie (right 2)

Blow posters away

**Partner menu (inside):** Goombella (left 1)

First Strike (Jump) on a Spiky Parabuzzy

#### **Spiky Parabuzzy**

- Goombella: Tattle (down 1) on Spike Top (mash A) [17/124]
- Mario: Run away (up 1)

P-Up, D-Down in maze [28+/85]

#### **Goomba (first)**

- Mario: Swap to Koops (top -> down 1)
- Koops: Failed Power Shell (down 1)
- Level 5.04

#### **Goomba (second)**

- Koops: Failed Power Shell (down 1)
- Level 5.07

#### **Goomba (third)**

- Koops: Failed Power Shell (down 1)
- Level 5.10

Hit each switch the number of times labeled on them

Shine Sprite above stairs [22/42]

Ultra Boots in chest [2/2]

**Badge menu (while entering Paper Mode above grate) (0 free BP)**

- Unequip Spike Shield (down 4 -> A)
- Equip Power Plus (down 1 -> A, or down 2 -> A if you got Hammer Throw late)

- Swap to Yoshi (right 2)

Elevator Key behind fences

Shine Sprite past Ruff Puff outside [23/42]

Thunder Rage in hidden block upstairs

Elevator in lobby, hammer Smorgs away, flip switch, hammer second switch

Close Call P in lobby [29+/85]

Back to Excess Express

Sleep in bed

Talk to engineer

Left to storage car, pole to top of train, ride Yoshi to the right

### Smorg

- Guard the claw attack
- Turn 1
  - Yoshi: Thunder Rage (mash A)
  - Mario: Spin Jump (down 1) (hit both Action Commands)
- Turn 2
  - Yoshi: Thunder Rage (mash A)
  - Mario: Spin Jump (down 1) (hit both Action Commands)
- Turn 3
  - Mario: Spin Jump (down 1) on Smorg (right 1) (hit both Action Commands)
- Level 5.46

Leave Excess Express

Star Piece in hedge near Toodles' house [55/100]

Star Piece behind hedge near Bumpty house [56/100]

Blue pipe to sewers, right blue pipe to Keelhaul Key

## Keelhaul Key & Pirate's Grotto

Head Rattle in block to the left [30+/85]

3 Keel Mangos in tree (reload room to the left)

Star Piece in bush (bottom-left) [57/100]

Star Piece behind branch past Putrid Piranhas [58/100]

Shine Sprite above block to the left of clifftop [24/42] (don't need Thunder Rage)

Ice Power below bridge [31+/85]

Shine Sprite below palm tree [25/42]



### Badge menu (3 free BP)

- Unequip Power Plus (R -> A, or R -> down 1 -> A if you got Hammer Throw late)
- Equip Ice Power (L -> A)
- Equip P-Up, D-Down (down 3 -> A)

[Bobbery Early](#) ([Super Jump](#) is fastest, but risks wasting a lot of time if inventory isn't full)

### Embers (Bobbery)

- Mario: Multibounce (up 1)
- Level 5.70

Hammer the tree to knock Bobbery down

[2 Coconuts](#) in tree in background

### Item menu (do this near Jammin' Jelly block, enter Paper Mode)

- Coconut (mash A) (can skip this if banking on first try Gate Handle Early)
- Swap to Goombella (right 2)

[Jammin' Jelly](#) in hidden block (Hammer spin in front of the Thunder Rage block)

Run into Putrid Piranha

### Putrid Piranha

- Goombella: Tattle (down 1) on [Putrid Piranha](#) (mash A) [18/124]
- Mario: Run away (up 1)

[Star Piece](#) in shallow water near Flavio [59/100]

### DO NOT GIVE FLAVIO THE JAMMIN' JELLY

Chuckola Cola from Flavio (give Coconut, down 1)

[Star Piece](#) behind rock to the right [60/100]

[2 Coconuts](#) in tree in background behind bridge (only get 1 if you're not healing)

Give Chuckola Cola to Bobbery, hammer to wake him up

[Star Piece](#) behind rock in front of Grotto entrance [61/100]

[Pirate's Grotto Early](#)

[Ruin Powder](#) near entrance

[Shine Sprite](#) above ship [26/42]

[Gate Handle](#) Early ([video](#))

[Star Piece](#) on platform to the left [62/100]

[You can hover to get past the Bill Blasters](#)

Do not place the Gate Handle yet (this will lock you out of finishing the chapter)

**Star Piece** in floor panel near Bulky Bob-omb at the top of the waterfall [63/100]

### Storage room

- **Grotto Key** on ledge
- **Shine Sprite** above barrels to the left [27/42]
- **Star Piece** inside bottom barrel [64/100]

**Shine Sprite** at clifftop [28/42]

**Partner menu:** Goombella (right 3)

**Star Piece** in floor panel near Parabuzzies [65/100]

First Strike (Jump) on a Parabuzzy

### Parabuzzy

- Goombella: Tattle (down 1) on **Buzzy Beetle** (mash A) [19/124]
- Mario: Run away (up 1)

**Shine Sprite** above water to the right [29/42]

**Partner menu (while accelerating in Tube Mode):** Bobbery (left 2)

**Shine Sprite** above hidden coin block [30/42]

You can avoid the next Bill Blasters when applicable by [hugging walls while in Paper Mode](#)

- Top wall for first set, bottom wall for second

Run into the first Bill Blaster (if you have 76-99 Star Points, do this on the way back instead)

### Bill Blaster

- You should be at 5-6 HP ideally: If you have less, just run away after getting both Tattles
- The closer you are to Peril leaving this, the better
- Bullet Bills do 5 damage unguarded due to P-Up, D-Down
- Turn 1
  - Mario: Swap to Goombella (top -> down 1)
  - Goombella: Tattle (down 1) on **Bill Blaster** (mash A) [20/124]
- Turn 2
  - Mario: Jump x1 on Bullet Bill if 5-6 HP, run away after Tattling if less
  - Goombella: Tattle (down 1) on **Bullet Bill** (mash A) [21/124]
- Run away (up 1) whenever you're close enough to Peril or have exactly 5-6 HP
- If you leveled up right before this, you can Multibounce for more Star Points

**Partner menu:** Yoshi (left 3 or right 3)

If you have 5-6 HP: Get First Struck by a Bullet Bill (guard if you want 4 damage)

Make sure you are at 1 HP before Embers (skip if you want to be safer or aren't close to Peril)

**P-Down, D-Up** behind black chest **[32+/85]**

**Partner menu:** Goombella (left 3 or right 3)

If you are not in Peril: First Strike (Ultra Hammer spin) the Ember after talking to the black chest

### **Embers (Boat Curse)**

- Goombella: Tattle (down 1) on **Ember** (mash A) **[22/124]**
- Mario: Multibounce (up 1), or Art Attack (up 1) if no First Strike and no Peril
- Level 5.94

**Black Key** from Embers

**Boat Curse** in black chest **[4/4]**

Enter Paper Mode when taking loading zone near Bulky Bob-omb (to avoid Bill Blasters)

Tube Mode back to the right

**Partner menu (while accelerating in Tube Mode):** Yoshi (right 3)

Place Gate Handle

Boat Mode from top of waterfall to stranded Toads

If you are not in Peril: Fall in the water until you are

### **Cortez**

- First phase
  - Mario: Jump x2
- Second phase
  - Mario: Jump x2
- Third phase
  - Mario: Jump x2 on Cortez (left 2)
- Level 6.30: **Upgrade BP to 12 (right)**

**Whacka Bump** for hammering Whacka (if less than 32 coins, reload for another)

**Star Piece** in floor panel near Toads **[66/100]**

[Flavio Skip](#)

### **Keelhaul Galleria**

- If you got an extra Whacka Bump, sell it (mash A)
- Store (down 2):
  - 1 Keel Mango (up 1)

- 1 Ruin Powder (down 1)
- 1 Coconut (down 1)
- Withdraw (up 2):
  - 1 Turtley Leaf (up 1)
- Buy:
  - 2 Super Shrooms
  - 1 Honey Syrup
  - 1 Fire Flower

Blue pipe to sewers, left blue pipe to Poshley Heights

Shine Sprite outside Poshley Sanctum [31/42]

### Sanctum Pole Skip

Garnet Star from pedestal

L Emblem on top left ledge (climb poles on left, visual cutoffs will vary with TV/monitor) [33+/85]

Shine Sprite above left ledge (near door) [32/42]

### **Peach Intermission**

- Right to TEC

### **Bowser Intermission**

- Clear 3-1
  - 154 is best possible time if you destroy the third fire bar to avoid taking damage
  - 155 is possible if you take the fire bar hit, but this ends up being slower overall
  - 156 requires a cycle that seems rarely possible on console without dying first

Star Piece in floor panel to the left of train exit [67/100]

### **Zess T.**

- Fire Flower (mash A) + Coconut (up 4) = Coconut Bomb [19/57]
- Honey Syrup (down 1) + Keel Mango (up 1) = Fruit Parfait [20/57]
- Super Shroom (down 2) + Jammin' Jelly (up 2) = Jelly Super [21/57]
- Keel Mango (up 1) + Turtley Leaf (up 2) = Koopa Bun [22/57]
- Whacka Bump (up 1) = Zess Special [23/57]

### **Toad Bros. Bazaar**

- Sell (down 1):
  - 1 Zess Special (mash A)
  - 1 Koopa Bun (mash A)
  - 1 Jelly Super (mash A)
  - 1 Fruit Parfait (mash A)
- Withdraw (up 2):
  - 1 Super Shroom (down 3+, menus only change if 2 Maple Syrups withdrawn first)
  - 2 Maple Syrups (down 3 x2)
  - 1 Ultra Shroom (up 3+)

- 2 Mystic Eggs (down 7-9 x2)
- Buy:
  - 2 Fire Flowers

### Zess T.

- Fire Flower (mash A) + Super Shroom (up 1) = Zess Dinner [24/57]
- Fire Flower (down 1) + Mystic Egg (down 1) = Egg Bomb [25/57]
- Egg Bomb (mash A) + Coconut Bomb (up 1) = Zess Dynamite [26/57]
- Super Shroom (up 1) + Maple Syrup (up 1) = Maple Super [27/57]
- Maple Syrup (up 1) + Ultra Shroom (up 1) = Maple Ultra [28/57]
- Mystic Egg (up 1) = Fried Egg [29/57]

**Trouble Center:** Ms. Mowz (R x2 + down 1)

Pipe to east sewers

Blow up wall to Chet Rippo (swap to Yoshi [left 2] in background)

### Chet Rippo

- Change Mario's stats (mash A)
- Upgrade BP to 15 (up 1)
- Downgrade HP to 5 (mash A)

**Dazzle (pause menu will show 67 fewer Star Pieces than counts from here)**

- Attack FX Y (mash A) [34+/85]
- Chill Out (mash A) [35+/85]
- Happy Flower (down 1) [36+/85]
- Happy Heart P (down 1) [37+/85]
- Happy Heart (down 1) [38+/85]
- Item Hog (down 1) [39+/85]
- Flower Finder (down 1) [40+/85]
- Heart Finder (down 1) [41+/85]
- Peekaboo (down 1) [42+/85]
- Quick Change (down 1) [43+/85]
- Flower Saver (down 1) [44+/85]
- Flower Saver P (down 1) [45+/85]

Star Piece behind Dazzle [68/100]

Right to Blooper room

Star Piece in abandoned house [69/100]

[HRG to Petal Meadows pipe](#) (or take the pole of shame)

Star Piece in tree to the left [70/100]

Pipe to Hooktail Castle

Up Arrow in chest behind cracked wall in spike room

Green block up

Star Piece outside window [71/100]

Second green block up

Star Piece in rafters ([Spring Jump up there](#)) [72/100]

Attack FX B in chest in Hooktail's room (use Flurrie to reveal it)

Shine Sprite at the top of the castle [33/42]

Star Piece on ledge ([drop yellow block, raise it, fall onto ledge](#)) [73/100]

Star Piece in floor panel near Kolorado's dad (behind bars) [74/100]

Back to sewers

Shine Sprite on platform to the right (Boat Mode or [Extended Yoshi Hover](#)) [34/42]

**Partner menu (during Boat Mode):** Bobbery (right 2)

Defend Plus P in chest on ledge (Spring Jump up, blow up wall with Bobbery) [46+/85]

Star Piece in floor panel near Goomba Trio spot [75/100]

**Merlon (pause menu will show 33 fewer Shine Sprites than counts from here)**

- Talk to Merlon directly to show him the Up Arrow
- Ultra Bobbery (up 1 x2) [1/7]
- Ultra Vivian (up 2 x2) [2/7]
- Ultra Goombella (mash A x2) [3/7]
- Ultra Koops (down 1 x1) [4/7]
- Ultra Yoshi (down 3 x1) [5/7]

**Charlieton**

- Make note of how many coins you need to buy everything

**Lovely Howz of Badges**

- Sell (down 1):
  - Defend Plus P (mash A)
  - Flower Saver P (mash A)
  - Peekaboo (down 2)
  - Heart Finder (down 2)
  - Flower Finder (down 2)
  - Happy Heart (down 3)
  - Happy Heart P (down 3)
  - Happy Flower (down 3)
  - Double Dip P (up 6+)
  - Defend Plus (up 6+)
- Buy (first option, then second option):
  - Menu down for the following:
    - Power Jump [47+/85]
    - Piercing Blow [48+/85]
    - Power Rush P [49+/85]

- Last Stand [50+/85]
- Last Stand P [51+/85]
- Menu up for the following:
  - Attack FX P [52+/85]
  - First Attack [53+/85]
  - 2 Unsimplifiers [54+/85] (the second one is to further speed up Tattles)
  - Simplifier [55+/85]
  - Super Appeal [56+/85]
  - FP Drain [57+/85]
  - Pretty Lucky P [58+/85]
- Sell badges until you have enough for Charlieton's stuff
  - Do not sell the following:
    - FP Drain
    - Last Stand
    - Flower Saver
    - Quick Change
    - Item Hog
    - Chill Out
    - Ice Power
    - P-Up, D-Down
    - Spike Shield
    - Power Plus
    - Power Rush
    - Power Bounce
    - Multibounce

Attack FX B from Ms. Mowz on Zess T.'s rooftop [59+/85]

Star Piece on Zess T.'s rooftop [76/100]

Star Piece in floor panel behind Zess T.'s house [77/100]

Star Piece behind mattress in Bandit's house [78/100]

**Trouble Center:** Frankie (up 4)

Talk to Frankie in West Rogueport garden

Star Piece behind tall pipe near Frankie [79/100]

Star Piece behind wall [80/100]

### Charlieton

- Buy everything he has
- "Big spender" later indicates that you've spent 395+ coins by now, make note of this

Star Piece in floor panel in front of gallows (go for [Jump Storage](#)) [81/100]

### Jump Storage

- [Super Jump](#) to left section of harbor
- Star Piece behind barrel [82/100]

- **HP Drain** in chest [60+/85]
- Fall in water to spawn back (or Boat Mode if you touched the boat panel)
- **Star Piece** in floor panel near stairs [83/100]
- 999 coins from Lumpy

### No Jump Storage

- **Star Piece** in floor panel near stairs (go for Jump Storage) [82/100]
- 999 coins from Lumpy
- Super Jump or Boat Mode to left section of harbor
- **Star Piece** behind barrel [83/100]
- **HP Drain** in chest [60+/85]
- If you Super Jumped (and didn't touch the boat panel), fall in the water to spawn back

**Star Piece** in front of fence in Central Rogueport [84/100]

Wedding Ring above Gus' spot (you can [Spring Jump to the ring](#))

Gold Card from Frankie for giving Wedding Ring

If 2 or more of the things you just bought from Charlieton were items (not badges):

- Use recipes (or Dried Shroom) on Bobbery until you have 6 items
- Prioritize in this order (cheapest first):
  - Dried Shroom
  - Fried Egg
  - Zess Dinner
  - Maple Super

### Pianta Parlor

- Buy 296 Pianta Tokens
  - Buy 1 x1 (mash A)
  - Buy 5 x1 (down 1)
  - Buy 10 x29 (down 1, then mash A)
- Trade in Pianta Tokens (up 1)
  - **4 Cake Mixes** (down 1 x4)
  - **1 Refund** (up 1) [61+/85]
  - **7 Power Rushes** (up 3 x7)

### Westside Goods

- **Shine Sprite** in front of wall ([blow up Bobbery on bottom wall](#)) [35/42]
- Store (down 2):
  - 4 Cake Mixes (mash A x4)
  - Boo's Sheet/Ultra Shroom/Jammin' Jelly if you got them from Charlieton
- Sell (down 1):
  - Everything still in inventory
- You can withdraw/keep Boo's Sheets if you wish, shouldn't be necessary though



- Buy:
  - 2 Life Shrooms
  - 1 Volt Shroom

Star Piece behind trash can [85/100]

### Badge menu (while entering Paper Mode above grate) (0 free BP)

- Unequip Mega Rush (up)
- Equip Spike Shield (L)
- Unequip P-Up, D-Down (up)
- Unequip Ice Power (up)
- Equip Chill Out (L)
- Equip Flower Saver (up)
- Equip 2 Unsimplifiers (L) (can skip this if not confident)
- Equip FP Drain (up or down depending on badge sales)
- Equip 2 Power Rushes (L -> A -> down 1 -> A) (more if not equipping Unsimplifiers)
- Swap to Goombella (right 1)

Gradual Syrup in right block near Koopatrol

Slow Shroom in left block near Koopatrol

Run into Koopatrol

### Koopatrol

- Goombella: Tattle (down 1) on Koopatrol (mash A) [23/124]
- Mario: Multibounce (up 1)

Levels cannot be accurately listed from this point on

Enter the Pit of 100 Trials

## Pit of 100 Trials

Tattle (down 1) and Multibounce (up 1)

Do not take the Mover, except maybe in early floors when you have all necessary Tattles

Helpful drops

- Money Money: (from Dark Boo leads)
  - Lets you skip Toodles' trouble
- Ultra Shroom: (from Elite Wizzerd leads or held by Elite Wizzerds and Amazy Dayzees)
  - Lets you do Conveyor Belt Skip (to skip the background Ultra Shroom)
- Jammin' Jelly: (from Elite Wizzerd leads)
  - Lets you buy an Ultra Shroom instead so that you can do Conveyor Belt Skip
- Point Swap: (from Dry Bones leads)
  - Lets you skip buying one in Souvenir Shop

- Any badges you don't have yet (make note of these if you get any)

Upgrade BP to 51 (48 if you're not equipping both Unsimplifiers), then FP for the rest of the run

### Badge equips

- BP to 18:
  - Equip 3 Power Rushes (R -> up)
  - Unequip FP Drain (R x1-2) (animation probably loses time after each battle)
  - Equip Last Stand (R)
- BP to 27:
  - Equip all remaining Power Rushes (R)
  - Equip Item Hog (R x2-3)
  - Equip Ice Power (R)
  - Equip P-Up, D-Down (down)
- BP to 39:
  - Equip Quick Change (R x2-3)
  - Equip Power Plus (R x2-3)

### Floors 1-10

- Gloomba [24/124]
- Spinia (green) [25/124]
- Spania (orange) [26/124] (Shine Sprite room in sewers if missed here)
- Dull Bones [27/124] (detour to Hooktail Castle if missed here, right after leaving Pit)
- Fuzzy [28/124] (Major League if missed here)
- Sleepy Stomp in chest [62+/85] (buy for 75 coins if missed here)

### Floors 11-20

- Paragloomba [29/124]
- Cleft [30/124] (detour to Boggly Woods if missed here, immediately after leaving Pit)
- Pokey [31/124]
- Dark Puff [32/124] (detour to Boggly Woods if missed here, immediately after leaving Pit)
- Pider [33/124] (detour to Great Tree if missed here, immediately after leaving Pit)
- Fire Drive in chest [63+/85] (buy for 100 coins if missed here)

### Floors 21-30

- Spiky Gloomba [34/124]
- Bandit [35/124]
- Lakitu [36/124]
- Bob-omb [37/124]
- Boo [38/124] (detour to Creepy Steeple if missed here, during Amazy Dayzees)
- Zap Tap in chest [64+/85]

### Floors 31-40

- You should have more Power Rushes on by now (Koopas/Parabuzzies survive if not)
- Dark Koopa [39/124]

- Hyper Cleft [40/124] (during Amazy Dayzees if missed here)
- Parabuzzy [41/124] (detour to Pirate's Grotto if missed here, after Sanctum note)
- Shady Koopa [42/124] (Major League if missed here)
- Flower Fuzzy [43/124] (Major League if missed here)
- Pity Flower in chest [65+/85]

#### Floors 41-50

- You should have Ice Power on by now (you can't jump on Lava Bubbles if not)
- Dark Paratroopa [44/124]
- Bulky Bob-omb [45/124] (detour to Pirate's Grotto if missed here, after Sanctum note)
- Lava Bubble [46/124] (detour to Pirate's Grotto if missed here, after Sanctum note)
- Poison Pokey [47/124]
- Spiky Parabuzzy [48/124]
- Strange Sack in chest

#### Floors 51-60

- You want Item Hog on by now to slightly increase the chance of a Money Money drop
- Badge Bandit [49/124]
- Ice Puff [50/124] (detour to Fahr Outpost if missed here, before Amazy Dayzees)
- Dark Boo [51/124] (detour to Poshley Sanctum if missed here, after Sanctum note)
- Red Chomp [52/124] (Major League if missed here)
- Moon Cleft [53/124] (Moon if missed here)
- Double Dip in chest [66+/85] (chest in East Rogueport if missed here)

#### Floors 61-70

- Guard Dark Lakitus to get the Sky-Blue Spiny to bounce back
- Dark Lakitu [54/124]
- S. Blue Spiny [55/124]
- Dry Bones [56/124] (Palace of Shadow if missed here)
- Dark Wizzerd [57/124] (Palace of Shadow if missed here)
- Frost Piranha [58/124] (detour to Fahr Outpost if missed here, before Amazy Dayzees)
- Dark Craw [59/124] (Major League if missed here)
- You don't need Double Dip P

#### Floors 71-80

- Dark Koopatrols survive with 6 HP: Headbonk x2 if one is remaining, Defend otherwise
- Wizzerd [60/124]
- Dark Koopatrol [61/124] (Major League if missed here)
- Phantom Ember [62/124] (Palace of Shadow if missed here)
- Swoopula [63/124] (Palace of Shadow if missed here)
- Chain Chomp [64/124] (Palace of Shadow if missed here)
- Bump Attack in chest [67+/85]

#### Floors 81-90

- Spunia [65/124] (Shine Sprite room in sewers if missed here)
- Dark Bristle [66/124]
- Arantula [67/124]
- Piranha Plant [68/124]

- **Lucky Day** in chest [68+/85]

### Floors 91-99

- Elite Wizzerd [69/124]
- Poison Puff [70/124]
- Bob-ulk [71/124]
- Swampire [72/124]
- Amazy Dayzee [73/124] (during Amazy Dayzees if missed here)

### Badge menu (9-11 free BP)

- Equip Power Bounce (up 3 -> A)
- You should probably unequip at least 1 Unsimplifier (L x3)

### Bonetail

- Mario: Power Bounce x7 (up 1)
- Goombella: Rally Wink (up 1)
- Mario: Power Bounce x6 (up 1)

**Return Postage** in chest [69+/85]

If you are lower than Level 24, it may be best to do the Pit again for leveling

**Star Piece** in floor panel in TTYD room [86/100]

**Star Piece** behind giant yellow block [87/100]

Run into Magikoopa outside Spike Shield room

### Magikoopa

- Mario: Swap to Goombella (top -> up 3)
  - Goombella: Tattle (down 1) on Magikoopa (right 1) [74/124]
  - Mario: Swap to Yoshi (top -> down 3)
    - Mario: Run away (up 1)

Up to East Rogueport (email near pipe)

**Trouble Center:** Businessman (up 1)

### Lovely Howz of Badges

- If you skipped Sleepy Stomp or Fire Drive, buy them now
- Sell (down 1):
  - Return Postage (mash A)
  - Lucky Day (mash A) (skip this if you have 750+ coins)
  - If you still don't have 900-999 coins: Double Dip/Pity Flower/Zap Tap (down 1-2)

### Badge menu (7-9 free BP)

- Unequip Power Bounce (up 3 -> A)
- Equip Unsimplifiers (L x3) (can skip this if not confident, or if you kept both on)
- Equip Bump Attack (mash L to top -> A)

### Charlieton

- If you weren't a big spender, wait until later to buy W Emblem
- Aside from this, buy everything he has

Blimp to Glitzville

### Businessman

- **Hot Sauce** for opening briefcase (talk again, first option to say you figured it out) (2625)
  - 2 (down 2)
  - 6 (B -> down 1 -> A)
  - 2 (down 2)
  - 5 (B -> A)
- **2 Hot Sauces** from Businessman (talk twice, first option twice each time)

If you got a Money Money drop, go ahead and [do ranked fights now](#) (menus assume you don't)

### Souvenir Shop

- Buy:
  - **1 Point Swap** (skip this if you got a drop in the Pit)
- Store (down 2):
  - Boo's Sheets and Life Shrooms (up 1) (sell if not enough storage space)
  - Ultra Shrooms, Jammin' Jellies, and Boo's Sheets from Pit or Charlieton
- Sell (down 1):
  - Other items from Pit or Charlieton except Point Swap
- Withdraw (up 2):
  - 1 Fresh Juice (up 1)
  - 1 Koopa Tea (up 1)
  - 2 Mushrooms (up 1 x2)
  - 2 Maple Syrups (down a lot x2)
  - 1 Ice Storm (up 2-3) (skip this if you did Major League already)
  - 1 Turtley Leaf (up 2-3)
  - 1 Couple's Cake (up 2-3)
  - 1 Dried Bouquet (up 7-8)
  - 1 Fresh Pasta (up 3-4)
  - 2 Mystic Eggs (up 3-4 x2)

Blimp back to Rogueport

**Shine Sprite** in West Rogueport backyard (can [push Bobbery](#) or use [Spin Delay](#)) [36/42]

### Zess T.

- Mystic Egg (mash A) + Mushroom (down 8, down 9 also works) = **Omelette Meal** [30/57]
- Slow Shroom (up 3) + Point Swap (up 6 or 3) = **Poison Shroom** [31/57]
- Poison Shroom (mash A) + Couple's Cake (down 4) = **Trial Stew** [32/57]
- Fresh Pasta (down 3) = **Spaghetti** [33/57]

- Spaghetti (mash A) + Turtley Leaf (down 4) = Koopasta [34/57]
- Koopasta (mash A) + Hot Sauce (up 3) = Spicy Pasta [35/57]
- Hot Sauce (up 3) + Fresh Juice (up 4) = Inky Sauce [36/57]
- Inky Sauce (mash A) + Spicy Pasta (mash A) = Ink Pasta [37/57]
- Hot Sauce (up 3) + Koopa Tea (up 3) = Inky Sauce
- Mushroom (up 3) + Maple Syrup (up 3) = Maple Shroom [38/57]
- Maple Syrup (up 3) + Ice Storm (up 3) = Zess Frappe [39/57]

### Charlieton

- If you weren't a big spender, wait until later to buy W Emblem
- Aside from this, buy everything he has

### Toad Bros. Bazaar

- Store (down 2):
  - Boo's Sheet, Ultra Shroom, and Jammin' Jelly if you got them from Charlieton
- Sell (down 1):
  - Other Charlieton items (mash A)
  - 1 Zess Frappe (mash A)
  - 1 Maple Shroom (mash A)
  - 1 Ink Pasta (down 1)
  - 1 Trial Stew (down 1)
  - 1 Omelette Meal (down 1)
- Withdraw (up 2):
  - 1 Mushroom (up 1)
  - 1 Keel Mango (up 3-6)
  - 1 Ruin Powder (up 3-6)
  - 1 Coconut (up 3-6)
- Buy:
  - 1 Fire Flower

### Trouble Center: Toodles (up 2)

- Skip this if you got a Money Money drop in the Pit

If you still need a badge or Ultra Shroom/Jammin' Jelly from Charlieton, go to sewers to refresh

### Lovely Howz of Badges

- Sell badges until you have close to 999 coins
  - Do not sell the following:
    - Bump Attack
    - Jumpman
    - Unsimplifiers (can sell if not equipping them)
    - Last Stand

- Quick Change
- Item Hog
- Chill Out (can sell if confident in dodging enemies)
- P-Up, D-Down
- Spike Shield
- Power Plus
- Power Rush
- Power Bounce
- Multibounce

### Charlieton

- Buy everything he has (skip this if you didn't refresh his inventory)
- Store Ultra Shroom, Jammin' Jelly, and (optionally) Boo's Sheet
- Sell every other Charlieton item
- Sell badges to get close to 999 coins again

### Pianta Parlor

- No Money Money drop
  - Buy 282 Pianta Tokens
    - Buy 1 x2 (mash A)
    - Buy 10 x28 (up 1, then mash A)
- Money Money drop
  - Buy 48 Pianta Tokens
    - Buy 1 x3 (mash A)
    - Buy 5 x1 (down 1)
    - Buy 10 x4 (down 1, then mash A)
- Trade in Pianta Tokens (up 1)
  - 8 Cake Mixes (down 1 x8)

### Zess T.

- Cake Mix (mash A) + Volt Shroom (up 1) = Electro Pop [40/57]
- Cake Mix (down 1) + Gradual Syrup (up 1) = Zess Cookie [41/57]
- Zess Cookie (mash A) + Dried Bouquet (up 1) = Space Food [42/57]
- Cake Mix (down 2) + Keel Mango (up 4) = Mango Delight [43/57]
- Mango Delight (mash A) + Mystic Egg (up 1) = Love Pudding [44/57]
- Cake Mix (down 3) + Inky Sauce (up 1) = Choco Cake [45/57]
- Cake Mix (down 4) + Mushroom (up 1) = Shroom Cake [46/57]
- Ruin Powder (up 1) + Cake Mix (up 3) = Heartful Cake [47/57]
- Coconut (up 1) + Cake Mix (up 2) = Coco Candy [48/57]
- Fire Flower (up 1) + Cake Mix (up 1) = Fire Pop [49/57]

### Toad Bros. Bazaar

- Buy:
  - 3 Honey Syrups
- Sell (down 1):

- Every recipe you just made (up 1 x8)
- Withdraw (up 2):
  - Life Shrooms (mash A or down)
  - Boo's Sheets (up)

Blimp to Glitzville, Minor League locker room

### #10 Armored Harriers (2 Iron Clefts)

- Yoshi: Gulp (down 1)

Wrestling Mag from Jolene (talk to her directly) (skip this if Money Money drop)

Ice Storm behind lockers in Major League locker room

## Major League

### Glitz Pit Notes

- Jumping while waiting for the Security Guard delays him from entering the room. Try to avoid doing any actions during this time aside from equipping badges/swapping partners
- The fastest way to fulfill "use at least one Special Move" is to fail an Earth Tremor. If you do this, it may be a good idea to appeal on turns where you can't attack, or to use stylish moves to refill your Star Power in case this condition comes up again
- Using an item or special move that affects the enemy (even without directly doing damage) DOES count as an attack in the event of "do not attack for the first 3 turns" or "do not let Mario [or your partner] attack," so DO NOT have the respective character even use a Fright Mask or Clock Out
- Jumping on spiky enemies DOES count towards "take damage at least 5 times." Swapping to Goombella might be a good idea before these fights
- Superguarding DOES NOT count as an attack in the event of "don't attack for the first three turns" or "do not let Mario [or your partner] attack"
- If you're ever running from a fight for any reason, make sure that you fulfill the condition BEFORE running, or else you will drop a rank and need to refight your last opponents
- It's not too common, but the fight order can vary
- Listed below are the standard strats, you must adapt to conditions if necessary

### #9 Tiny Spinies

- Yoshi: Swap to Goombella (top -> up 3)
  - Goombella: Tattle (down 1) on Red Spike Top (mash A) [75/124]



- Mario: Multibounce (up 1)

### #8 Poker Faces

- Goombella: Tattle (down 1) on Bristle (mash A) [76/124]
- Mario: Swap to Yoshi (top -> down 3)
  - Mario: Multibounce (up 1 on Jump)

Go outside

Star Piece behind plant [88/100]

Shine Sprite above invisible coin block [37/42]

Enter juice bar

Super Hammer from Podler (except not really)

Star Piece behind bar [89/100]

Power Plus P in chest on top of juice bar [70+/85]

Star Piece below plane panel (Tube Mode) [90/100]

Go to Minor League locker room (talk to Security Guard)

Dubious Paper behind giant yellow block

- Charge hammer spin fully (probably also wait for camera to stop) to avoid a softlock

### #7 Shell Shockers

- Yoshi: Swap to Goombella (top -> up 3)
  - Goombella: Tattle (down 1) on Shady Paratroopa (right 1) [77/124]
- Mario: Multibounce (up 1)

### Armored Harriers (rematch)

- Goombella: Tattle (down 1) on Iron Cleft (mash A) [78-79/124]
- Mario: Run away (up 1)

### #6 The Fuzz

- Goombella: Tattle (down 1) on Green Fuzzy (right 1) [80/124]
- Mario: Multibounce (up 1)

Eat the cake if you're low on FP or star power

### #5 Magikoopa Masters

- Mario: Clock Out (down 2)
- Goombella: Tattle (down 1) on all 3 Magikoopas [81-83/124]
  - If you end up with one alone and it splits up, Tattling a fake one DOES count
- Mario: Defend (down 2) until all are Tattled, then Multibounce (up 1 on Jump)

### Bowser

- Goombella: Tattle (down 1) on Bowser [84/124]
- Mario: Swap to Yoshi (top -> down 3)
  - If you would be slightly below or above one of the following levels: Jump x2

- Otherwise: Run away (up 1) (or Jump x2 anyway if not confident in mashing)
- **Level 23 (8 SP from Bowser):** 9 Star Points, 51 Star Points, or 93 Star Points
- **Level 24 (7 SP from Bowser):** 34 Star Points or 75 Star Points
- **Level 25 (7 SP from Bowser):** 18 Star Points or 59 Star Points
- **Level 26 (6 SP from Bowser):** 0 Star Points, 40 Star Points, or 80 Star Points
- **Level 27 (6 SP from Bowser):** 22 Star Points or 62 Star Points
- **Level 28 (5 SP from Bowser):** 2 Star Points or 41 Star Points
- If you leave at exactly one of these: Multibounce Hyper Goombas after Tattling

#### #4 Craw Daddy

- Mario: Jump x1

Go outside

Storage Key in telephone booth

Star Piece behind telephone booth [91/100]

Star Piece in floor panel below landing site [92/100]

Right hallway backstage, go to the storage room

Switch behind boxes to the left

Charge P behind boxes to the right [71+/85]

Shine Sprite upstairs [38/42]

HP Plus P behind giant yellow block [72+/85]

Listen in on Grubba and Jolene

Star Piece in floor panel in center of storage room [93/100]

#### #3 Hamma, Bamma and Flare

- Mario: Swap to Goombella (top -> up 3)
  - Mario: Clock Out (down 2)
- Goombella: Tattle (down 1) on all 3 enemies [85-87/124]
  - You can Tattle Hammer Bro in the sewers if condition makes it inconvenient now
- Mario: Defend (down 2) until all are Tattled
  - Swap to Yoshi (top -> down 3) and Multibounce (up 1 **on Jump**)

#### #2 Chomp Country

- Mario: Multibounce (up 1)

#### #1 Koopinotor

- Mario: Jump x2

Storage Key behind left poster on second floor of lobby

Unlock top door in the storage room

Star Piece behind crates after breaking the block [94/100]

## Rawk Hawk

- Mario: Swap to Goombella (top -> up 2)
  - Goombella: Tattle (down 1) on Rawk Hawk [88/124]
- Mario: Swap to Yoshi (top -> down 3)
  - Mario: Run away (up 1)

Blimp to Rogueport

Blue pipe to Poshley Heights

Platinum Card from Toodles for giving Wrestling Mag (skip this if Money Money drop)

Read Sanctum note (to set sequence so that you can go to Twilight Town)

3 Shine Sprites in Spinia room [39-41/42]

## Badge menu (10-12 free BP, or 12-14 if you don't have Jumpman)

- Equip Jumpman if you have it
- Unequip Bump Attack (R -> up)

[Spring Jump up to Twilight Town platform](#), pipe to Twilight Town

[Peachy Peach](#) for sleeping at the inn

## Amazy Dayzees

- Second Crayzee Dayzee has 1/7 chance of having an Amazy Dayzee, others have 1/10
- If Palace Skip: Leave when you are close to Level 28.88
- If no Palace Skip: Leave when you are close to Level 28.31
- If you get 39 Star Points, you are Level 28
- Try to leave with 215+ coins
  - If you got both a Jammin' Jelly drop and Ultra Shroom drop, you only need 15
- There is a chance an Amazy Dayzee drops an Ultra Shroom (if it's holding one in battle)
  - Pick it up if one drops unless you already got one in the Pit
- Tattle the following
  - Hyper Goomba [89/124]
  - Hyper Paragoomba [90/124]
  - Hyper Spiky Goomba [91/124]
  - Crayzee Dayzee [92/124]

Star Piece in southmost bush on left Twilight Town screen [95/100]

Back to sewers, right to underground town

Soft Stomp in chest in shallow water [73+/85]

## Deepdown Depot

- Buy:
  - 1 Slow Shroom
  - 1 Jammin' Jelly
    - If you got a Jammin' Jelly drop in the Pit, buy an Ultra Shroom instead
    - If you entered the shop with 415+ coins, buy an Ultra Shroom as well
    - If you got both a Jammin' Jelly drop and Ultra Shroom drop, skip this
- If number of Life Shrooms + Boo's Sheets + Thunder Rage is above 4, store some
- Withdraw (up 2):
  - Everything except Boo's Sheets, Life Shrooms, and Thunder Rage
  - If you got a Jammin' Jelly and/or Ultra Shroom drop, fill inventory if possible

**Star Piece** in floor panel near Wonky (can go for [Jump Storage](#) for TRE) [96/100]  
[Teleporter Room Early](#) (can get [Jump Storage](#) from pillar Star Piece if not from floor panel)

## X-Naut Fortress

Red note (second door to the right)  
 Card Key in Grodus' office (right)

### No Crane Game Skip

- Spring Jump to vent (second room to the left)
- **Star Piece** in vent
- **Cog** down second grate

Elevator (second to left, or first from Cog room) to Level 1 (mash A)

Left to Moon

**Star Piece** behind rock [97/100]

Let a Z-Yux hit you, or run into the Moon Cleft

### Z-Yux

- Turn 1
  - Yoshi: Swap to Goombella (top -> up 3)
    - Goombella: Tattle (down 1) on Z-Yux [93/124]
  - Mario: Jump x1 such that there is only 1 Z-Yux remaining
- Turn 2
  - Goombella: Tattle (down 1) on Mini Z-Yux (mash A) [94/124]
  - Mario: Swap to Yoshi (top -> down 3)
    - Mario: Run away (up 1)

### Badge menu (2-4 free BP, or 4-6 if you don't have Jumpman)

- Equip Bump Attack (R)
- Equip Power Bounce (L -> up 3 -> A)

Elevator to Sublevel 1 (mash A)

Left to crane game

[Crane Game Skip](#) (or place Cog then left -> right -> middle to get the stuff normally)

- [Feeling Fine](#) [74+/85]
- [Feeling Fine P](#) [75+/85]
- [Star Piece](#) [98/100]

### No Elevator Skip

- Access code: 014029
- [Elevator Key](#) from 66th Annual Quirk Quiz: 3, 4, 2, 3, 1 (3, 4 if necessary)

Elevator to Sublevel 2 (down 1)

[Card Key](#) in tile room (left)

[Elevator Skip](#) (or elevator to Sublevel 3 [mash A])

[Card Key](#) in tile room (left)

### Ultra Shroom (or Jammin' Jelly) drop

- Jump Storage from [HP Drain](#) (don't need to keep it)
- **Recommended:** Throw Bobbery at the switch (to prevent a game crash)
- [Conveyor Belt Skip](#) (left 2 for Yoshi) ([if you land in jail, you can escape](#))

### No drop

- Hit switch to start conveyor belt (cutscene walk through fence)
- [Ultra Shroom](#) in background (left 1 for Vivian, right 1 for Bobbery)
- Plane Mode past platforms (left 2 for Yoshi)

[Background Skip](#)

### Magnus Von Grapple 2.0

- Mario: Power Bounce x4 (up 1)
- Level 29.16+ (28.59+ if no Palace Skip)

### Bowser Intermission

- Check Sanctum lock

Elevator to Sublevel 4 (down 1)

Right to TEC

Elevator to Sublevel 2 (mash A)

### Crane Game Skip

- Spring Jump to vent (first room to the left)
- [Star Piece](#) in vent [99/100]
- Fall down second grate

Teleporter back to sewers (second door to the left)

Left for email (go for [Jump Storage](#))

**Star Piece** behind pillar left of teleporter room [100/100]

**Shine Sprite** above pillar behind Dazzle [42/42]

22 **Tattles** from Frankly's trash can [116/124]

### Merlon

- **Ultra Flurrie** (down 2 x1) [6/7]
- **Ultra Ms. Mowz** (up 1 x2) [7/7]

### Lovely Howz of Badges

- If you still need money for anything from Charlieton, sell badges until you have enough
  - Do not sell the following:
    - Bump Attack (can sell if willing to dodge Bombshell Bills)
    - Jumpman
    - Unsimplifiers (can sell if not equipping them)
    - Last Stand
    - Quick Change
    - Chill Out (can sell if confident in dodging enemies)
    - P-Up, D-Down
    - Power Plus
    - Power Rush
    - Power Bounce
    - Multibounce

### Charlieton

- Buy all badges, Ultra Shroom, and Jammin' Jelly if necessary [82/85]

### Zess T.

- If you didn't cook Shroom Roast before Chapter 3, cook a Life Shroom alone here
- Optimal item menus will probably vary, can switch order as you see fit
- Honey Syrup (up 1) + Ultra Shroom (down) = **Honey Ultra** [50/57]
- Mushroom (down) + Jammin' Jelly (down) = **Jelly Shroom** [51/57]
- Honey Syrup (up 1) + Cake Mix (down) = **Honey Candy** [52/57]
- Ultra Shroom (down) + Cake Mix (down) = **Shroom Crepe** [53/57]
- Honey Syrup (up 1) + Ice Storm (up) = **Icicle Pop** [54/57]
- Peachy Peach (up) + Cake Mix (up) = **Peach Tart** [55/57]
- Slow Shroom (up) + Turtley Leaf (up) = **Shroom Broth** [56/57]
- Jammin' Jelly (up) + Cake Mix (up) = **Jelly Candy** [57/57]

### Pianta Parlor

- Skip this trip if you got a Money Money drop in the Pit
- Trade in Pianta Tokens (up 1)
  - **Money Money** (up 1) [83/85]

**If you just now got Jumpman:** Equip it (down -> A) while entering Paper Mode above grate

Stand on TTYD pedestal

## Palace of Shadow

[You can run between all Bombshell Bills and skip each set of Bombshell Bill Blasters](#)

- If you are lower than Level 29.14 (28.57 if no Palace Skip), Multibounce (up 2) cannons

**All or Nothing** in block (spike room) (hammer on right side if Swoopula is not in the way) [84/85]

**Boo's Sheet** in hidden block (fire bar room) (can skip this if you already have one)

### Dark Bones

- Mario: Swap to Goombella (top -> up 3)
  - Goombella: Tattle (down 1) on **Dark Bones** (right 2) [117/124]
- Mario: Swap to Yoshi (top -> down 3)
  - Mario: Multibounce (**up 2 on Jump**)
- Level 29.19+ (28.67+ if no Palace Skip)

Run into a Bombshell Bill Blaster

### Bombshell Bill Blaster

- Turn 1
  - Mario: Swap to Goombella (top -> up 3)
    - Goombella: Tattle (down 1) on **B. Bill Blaster** (mash A) [118/124]
  - Mario: Defend (down 2)
- Turn 2
  - Goombella: Tattle (down 1) on **Bombshell Bill** (mash A) [119/124]
  - Mario: Swap to Yoshi (top -> down 3)
    - Mario:
      - If you're short on Star Points: Multibounce (**up 2 on Jump**)
      - Otherwise: Run away (up 1)

**P-Up, D-Down P** in block [85/85]

Endless hallway: Down -> down -> up -> up -> down -> up -> down

If you are at 1-4 HP: Hit a Heart Block or use a recipe to heal

### No Palace Skip

- Blow up first Chomp statue, hit switch in background
- Blow up second Chomp statue, cutscene walk to door

Right to Gloomtail

## Gloomtail

- Yoshi: Swap to Goombella (top -> up 3)
  - Goombella: Tattle (down 1) on Gloomtail [120/124]
- Mario: Power Bounce x5 (up 1)
- Level 29.42+ (28.91+ if no Palace Skip)

If you're not doing Palace Skip:

- Star Key in chest
- **Riddle Tower**
  - Floor 1
    - Bottom-left: Hit left switch 3 times, right switch 2 times
    - Top-left: Break gray block, can [Unspin Jump to switch](#) to avoid backtrack
    - Top-right: Run through wall, hit switch
    - Bottom-right: Have Flurrie blow away center
  - Floor 2
    - Bottom-left: Dull Bones -> Red Bones -> Dry Bones -> Dark Bones
      - Jump x1 first three, Jump x2 Dark Bones
    - Top-left: Break gray block, can Unspin Jump to switch to avoid backtrack
    - Top-right: Have Bobbery blow up wall
    - Bottom-right: Hit invisible block (don't need to use Vivian)
  - Floor 3
    - Insert Star Key, insert Palace Keys
- **Shadow Sirens**
  - Mario: Multibounce (**up 2**)
  - Goombella: Rally Wink (up 1)
    - Mario: Multibounce (**up 2**)
  - Level 29.42+
- You can Extended Yoshi Hover after the two poles to save ~30 seconds optimally

## [Palace Skip](#)

If no Life Shrooms: [Life Shroom](#) on first ledge to the right

## Grodus

- Turn 1
  - Mario: Multibounce (**up 2**)
  - Yoshi: Swap to Goombella (top -> up 3)
    - Goombella: Tattle (down 1) on Grodus [121/124]
- Turn 2
  - Goombella: Tattle (down 1) on Grodus X (mash A) [122/124]



- Mario: Power Bounce x3 (up 1) on Grodus (right 1)
- Level 29.71+

### **Bowser & Kammy Koopa**

- Superguard Kammy's attack
- Turn 1
  - Mario: Power Bounce x4 (up 1) on Bowser (mash A)
  - Goombella: Tattle (down 1) on Kammy Koopa [123/124]
- Turn 2
  - Mario: Swap to Yoshi (top -> down 3)
    - Mario: Power Bounce x3 (up 1)
- Level 29.99+

[Gloomtail Warp](#) (saves ~2 minutes optimally) (swap to Bobbery [right 2] on the spring)

### **Shadow Queen (first phase)**

- Turn 1
  - Mario:
    - 5 HP: Defend (down 2)
    - 1-4 HP: Shroom Crepe (down) or Jump x2
  - Bobbery: Bomb Squad (down 1)
- Turn 2
  - Mario: Swap to Goombella (top -> down 2)
    - Mario: Jump x2 (menu over to Jump)
  - Goombella: Tattle (down 1) on Shadow Queen [124/124]

### **Shadow Queen (true form)**

- If Bomb Squad detonated now
  - Mario: Jump x1 on Right Hand (mash A)
  - Goombella: Boo's Sheet if only one textbox, Defend otherwise
  - Jump x1 + Defend if necessary
- If Bomb Squad was just set
  - Turn 1
    - Mario: Boo's Sheet (top, down 1, or up) on Mario (mash A)
    - Bobbery: Swap to Goombella (top -> down 2)
      - Goombella: Tattle (down 1) on Shadow Queen (mash A) [124/124]
  - Turn 2
    - Mario: Jump x1 on Right Hand (mash A) (menu left to Jump)

- Goombella: Defend (down 2)
- Jump x1 + Defend if necessary

### **Shadow Queen (final phase)**

- Mario: Power Bounce x9 (up 1) on Shadow Queen (right 1)
  - If you don't want to bother going for 2 frame-perfect inputs for a ~3.7% chance, drop at 6 bounces
- Goombella: Rally Wink (up 1)
  - Mario:
    - 6-cap or 7-cap: Jump x2 on Shadow Queen (right 1)
    - Dropped at 5: Power Bounce x3 (up 1) on Shadow Queen (right 1)
    - Dropped at 4: Power Bounce x4 (up 1) on Shadow Queen (right 1)
    - 8-cap: Jump x1 on Shadow Queen (right 1)
- Level 30.00+

### **Timing ends on the circular fade to black before credits start (first fully black frame)**

If you are missing any objectives, go into postgame and get them

If not Level 30: **Timing ends on the fade to black after the battle where you reach Level 30**

If missing a Star Piece: **Timing ends as soon as you touch the Star Piece**

If missing a Shine Sprite: **Timing ends as soon as you hold up the Shine Sprite**

If missing a partner upgrade: **Timing ends when Merlon's text closes after upgrading**

If missing a badge: **Timing ends as soon as you touch/collect the badge**

If missing a recipe: **Timing ends as soon as Zess T. hands you the finished recipe**

If missing a Tattle: **Time ends as soon as you obtain the Tattle and exit the battle, or when you close the last textbox from a trash can Tattle**