Super Mario RPG Low Level

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Get comfortable with these timings

Jump Lucky Hammer Bowser Attack

Bowser's Keep

Terrapins

- Untimed Jump
- Untimed Jump

Bowser Fight

- Untimed Jump on Chaindelier
- Untimed Jump on Chaindelier

Mario's Pad

- Talk to Toad, Leave
- Back to Bowser's Keep for cutscene
- Back to Mario's Pad
- Talk to Toad, attempt to leave, skip tutorials

Mushroom Way

- Get coins out of chests
- Get **Flower** in **Chest** (jump on the left most part of the flower that the Goomba is standing on, then jump up to the platform)
- Drop down on the left to get **Flower Tab** behind ambush Goomba **(use it now)**

Hammer Bros **TIMINGS - Attack Hammer Time**

- Jump on Left
- Jump on Right
- Jump on Left
- Jump on Right

Mushroom Kingdom

- Get both **Flowers** from **Hidden Chests** in Basement of **Item Shop**




Item Shop

Sell: All **Mushrooms**

Buy:

1 **Honey Syrup**

1 **Jump Shoes**

Equip:

Hammer on Mario

Jump Shoes on Mario

- Get **Frog Coin** in **Hidden Chest** above doorway in Castle (if you miss it, just keep going)



- Chancellor, get **Chests** in the vault **(the vault is skippable if you're confident in your JUMP timing)**
- Mallow cutscene, Leave

A lot of this guide will rely on you maintaining a chain throughout most of the fights. If at any point your chain breaks, try to defend some attacks to build it back up. For Croco, if your chain breaks, just defend until it's back to a 5+ chain.

Bandit's Way

- Get **Croaka Cola** in **Hidden Chest** on 2nd screen (Flower jump)



- BEFORE THE FIGHT, use the **Flower Jar**

Croco **TIMINGS - Attack Bomb**
- Jump / Defend x 3
- Jump / **Honey Syrup**
- Jump / Defend x2
- Jump

- LEVEL UP **MAGIC** FOR MARIO
- Use the **Flower Tab**
- Map warp to Mushroom Kingdom

AT THIS POINT YOU CAN CHOOSE WHETHER YOU WANT TO DO THE JUMP FARM NOW, OR WAIT UNTIL LATER. THE EARLY JUMP FARM ITSELF IS A BIT SLOWER, AND REQUIRES A BIT MORE ATTENTION, BUT MAKES ALL FIGHTS LEADING UP TO CALAMARI *MUCH* FASTER. IF YOU WISH TO JUMP FARM NOW, GO HERE . . . THE DOC WILL REDIRECT YOU BACK TO WHERE YOU NEED TO BE ONCE YOU ARE HEADING TO THE SUNKEN SHIP

Mushroom Kingdom

Item Shop

Sell:
- 1 **Croka Cola**
- 1 **Wallet**

Buy:
- 2 **Honey Syrups** (1 if you Freebied)
- 2 **Pick Me Ups**
- 1 **Cleansing Juice**
- 1 **Pants +** 1 **Shirt** (Equip both)

- Inside Castle, go right, then into room across from the vault and get **Wake-Up Pin**

Equip:
Wake-Up Pin on Mallow

Claymorton (Mack) **TIMINGS - Attack Flame Bodyguard Attack Hot Shot**
all Jumps on Claymorton. One Jump can be missed
- Attack (perfect timing should damage Shysters) / Thunderbolt (should kill Shysters)
- Jump / Thunderbolt
- Jump / Toad Assist (Can be pause buffered, you want the Mushroom or Flower Essence. Aim for the pink star)

IF YOU GET MUSHROOM
- Jump / Thunderbolt
- Jump / **Honey Syrup**
- Jump / Thunderbolt until dead

IF YOU GET FLOWER ESSENCE
- Jump / Thunderbolt x2
- Defend or Jump if you mistimed one / Thunderbolt

IF YOU MISS THE BUFF
- Attack / Thunderbolt
- Jump / **Honey Syrup**
- Jump / Thunderbolt until dead

- LEVEL UP HP FOR MALLOW
- Cutscene, Leave, warp to the Map and go to Kero Sewers

Kero Sewers
- Take Pipe near note on wall.
- Take pipe in bottom left corner. Take farthest right pipe, jumping over rat.
- Hit green switch, backtrack one pipe, take pipe on the bottom of the screen

Belome **TIMING - Attack**
- Jump / Thunderbolt x3
- Jump / **Honey Syrup** (Belome should eat Mallow)
- Jump
- Jump

****if he puts Mario to sleep, skip his turn and Thunderbolt until he uses Scarecrow****
****if he puts Mallow to sleep, Cleansing Juice, then proceed as normal****

Midas River

- Follow route on next page (remember that mashing B stalls Mario's descent)
- Grab the **Frog Coin** in the cave marked on the first image (you can skip this and do a Wiggler jump if you're comfortable with them)



- For Barrel Riding section, take the top path once, bottom path twice, then repeat.

Tadpole Pond

- Frog Sage cutscene. Do NOT listen to the story again.

Frog Coin Emporium

Buy:

2 **Energizers**

Rose Way

- Ride platforms and grab all Coins.
- Grab 5 coins out of two of the **Chests**

Rose Town

Item Shop (through chimney)

- Get **Flower** from **Chest**
- Get **Frog Coin** from **Hidden Chest**

Buy:

1 **Fearless Pin**



- Go to house at top
- Get both **Flowers** from **Chests**
- Get **Frog Coin** in **Hidden Chest** above bed on 2nd floor
- Go to **Inn**
- Cutscene (Get up and stretch, you're gonna be here a while)

Forest Maze

feel free to pick up Mushrooms as you go in case you get into an encounter and the Bees decide to unalive you

- Get **Croaka Cola** from **Hidden Chest** on 1st screen



- Get **Frog Coin** from **Hidden Chest** on 4th Screen



- On screen with 7 stumps, enter the top left stump.
- Get **Croaka Cola** from **Hidden Chest** behind Wiggler



- Get all **items** from Secret Area
  From **Mario's perspective** in the maze: Left, Left, Straight, Right (leftmost chest last)
- From secret area: Straight, then just follow Geno
- GET **RED ESSENCE** from **Hidden Chest**.



- Save here if you didn't get an auto save

Bowyer **TIMINGS - Attack Bolt Lightning Orb**

- Geno Beam / Defend / **Energizer** on Geno
- Geno Beam / Defend / Defend x5
- Geno Beam / Jump
- LEVEL UP **MAGIC** ON MARIO, **HP** ON MALLOW
- Leave

Pipe Vault

- Get the hidden **Frog Coins** down the first usable pipe in long hallway.




- Enter last pipe on 3rd screen
- Get coins from chest above munchers
- Go through rest of Vault to open up Yo'ster Isle

Yo'ster Isle

- Get **Frog Coin** from **Hidden Chest** behind Save Block
- Talk to Yoshi and saddle up
- Get 3 **cookies** from Red Yoshi (the one walking)
- Race Boshi (Yoshi with sunglasses)
- Auto save in between races. Reset on loss, or if odds are x1.5
- Race Boshi until you get 120 **cookies** (carrying 20, 100 in storage)
- Warp back to the Pipe Vault

Pipe Vault

- Use 60 **Yoshi Cookies** on Lava Bubbles to get **Yoshi Candies** and **Fire Bombs**
- After each 20 **cookies**, sell the **Yoshi Candies** you have at any shop
- After you've used 60 **cookies**, map warp back to the start of Pipe Vault and leave

Moleville

Item Shop

Sell:

2 **Croaka Colas**

Buy:

1 **Punch Glove**
1 **Finger Shot**
1 **Cymbals**
4 **Work Pants** + 1 **Mega Pants**

Equip:

Punch Glove + **Work Pants** on Mario **TIMING - Attack**
Cymbals + **Work Pants** on Mallow **TIMING - Attack**
Finger Shot + **Work Pants** + **Fearless Pin** on Geno **TIMING - Attack**

Moleville Mines

- Jump on Spring
- Chase Croco

Croco **TIMING - Monster Toss**

- Attack / Jump / Attack
- Repeat until dead

- Follow tracks until cutscene.
- Get **Frog Coin** from Shy Guy cart (Follow tracks on bottom path)
- ***DO NOT GET STAR IN THE CHEST***
- Get 150 coins from **Chest** (room has 1 Bob-omb)
- Get **Flower** from **Chest**

Punchinello **TIMINGS - Attack Mini Bomb Big Bomb**

- Attack / Attack / **Energizer** on Geno
- Attack / Attack / Attack
- Attack / Attack / Star Riders
- Repeat until dead

- Minecart Minigame
- Cutscene

Item Shop

Buy:

Lucky Jewel from Toad

if you got 0 Fire Bombs earlier, trade in 10 Mid Mushrooms for one now

Booster Pass

- Get **Frog Coin** from 2nd bush.
- Get **Rock Candy** from **Hidden Chest** at top of first exit of 1st screen

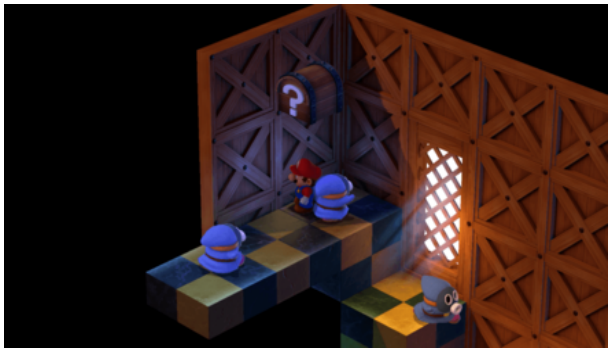


- Get **Flower** in the far right corner of the 2nd screen.

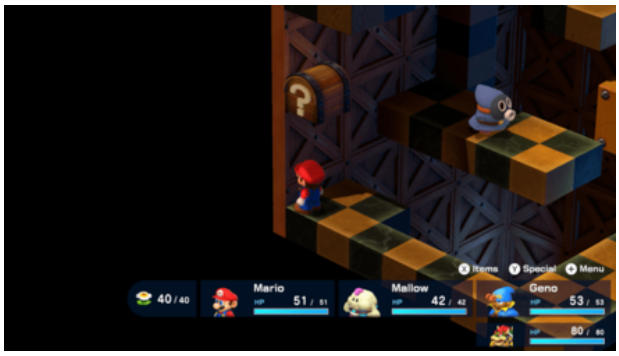
Booster Tower

all Snifits must be avoided. They are inescapable encounters

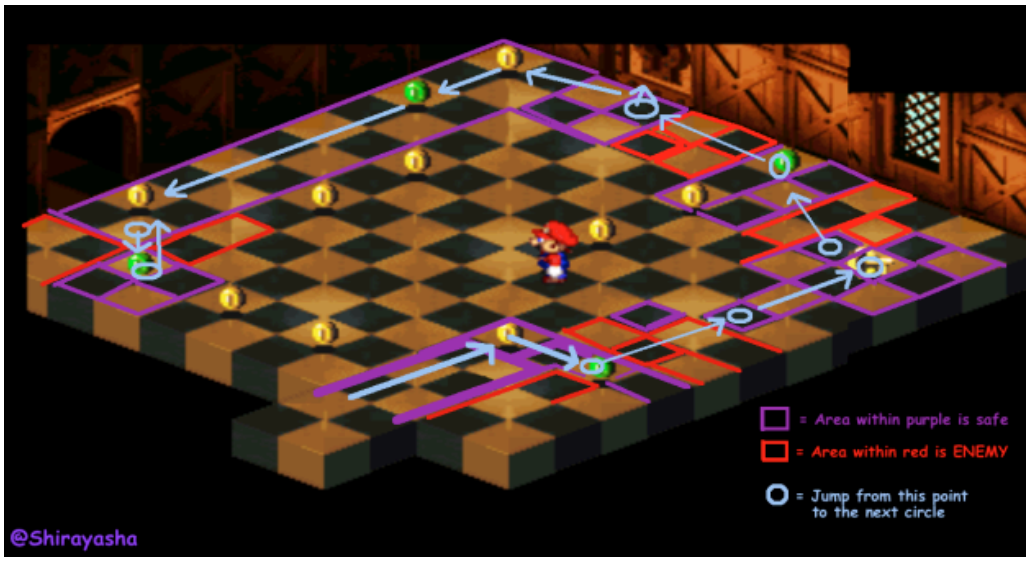
- Cutscene with Bowser
- Get **Frog Coin** from **Hidden Chest** in upper right corner on 2nd Screen



- Get **Flower Tab** in back corner of 3rd Screen
- Hit Green Exclamation Point Switch
- SAVE
- Get **Frog Coin** from **Hidden Chest** in lower left corner in parachuting Snifit room



- Get **Frog Coin** in **Hidden Chest** in crevice of same room
- Get all **Frog Coins** and Key in checkerboard room (FOLLOW ROUTE BELOW, same pattern)



- Open door with Key and get **Zoom Shoes**
- Booster Cutscenes and Curtain minigame (Reset if you fail minigame because you need **Booster Charm**)

- Get **Goodie Bag** from **Hidden Chest** and **Frog Coin** from **Chest** below **Goodie Bag** in Save Room



PARTY ORDER IS = **MARIO - GENO - BOWSER**

Equips are:

Punch Glove + Work Pants + Jump Shoes on Mario
Finger Shot + Work Pants + Booster's Charm on Geno
Work Pants + Zoom Shoes on Bowser
Cymbals + Work Pants on Mallow

- Get an auto save before the fight

Knife Guy & Grate Guy **TIMINGS -** **Knife Attack** **Knife Throw** **Grate Attack**

- Terrorize (reset if it misses KG) / **Rock Candy** / **Fire Bomb**
- Attack / Attack / **Lucky Jewel**
- Attack / Attack

Booster Hill

- If you have 38 FP, you can literally just do nothing. Your call. If not, try to get enough **Flowers** to reach 38 FP.

Marrymore

- Use **Flower Jar**

PARTY ORDER IS = **MARIO - GENO - BOWSER**

Equip:

Punch Glove + Work Pants + Jump Shoes on Mario
Finger Shot + Work Pants + Zoom Shoes on Geno
Work Pants + Fearless Pin on Bowser
Cymbals + Mega Pants + Booster's Charm on Mallow

- Save in room before fight
- Cutscenes
- Minigame to get Peach's items

Bundt TIMINGS - Torte Bundt Attack Raspberry Attack Orb Attack Diamond Saw

Phase 1 (timed hits and blocks are *very* important here)
- Attack / Attack / Attack
- Swap in Mallow, **Lucky Jewel** / Attack / Attack
- Defend (attack here if you half timed) / Defend (attack here if you whiffed an attack)
- Swap in Geno, Attack **(PHASE TWO SHOULD START NOW)**

Phase 2
- Swap in Mallow, **Red Essence** on Mario / Attack / Attack
- Attack / Attack / Swap in Geno, Attack
- Attack / Attack / Attack

Phase 3
- Attack / Attack / Jump
- Go to the **Inn**
- Get **Frog Coin** in the normal bedroom **Hidden Chest**.



Unequip:

Fearless Pin on Bowser
Mega Pants + Cymbals on Mallow
Punch Glove + Jump Shoes on Mario

Sell:

Mushrooms, **Honey Syrups**, **Shirt, Pants** (THE REGULAR PANTS, NOT THE WORK PANTS)**, Mega Pants, Cymbals, Punch Glove, Koopa Shell, Fearless Pin** and **Wake-Up Pin**

Buy:

10 **Maple Syrups**
1 **Nurture Ring**

- Leave from bottom right to Mushroom Kingdom

Mushroom Kingdom

- Get the Cricket Pie from the **Item Shop**
- Long cutscenes.
- Map warp to Booster Pass

Booster Pass

- Get **Flower** in **Hidden Chest** above Secret Area entrance.



- To skip Snifit, land on the spikey before his platform, Run Away, then jump over.
- Get **Flower**, **Frog Coin**, and **Croaka Cola** from **Chests**
- Use all **Flower** items to refill FP, get into an encounter

- Check your FP. If it's > or = 42, you will only need 2 freebies. If it's <42, you'll need 3-4.

RED Spiny **TIMINGS - Spikey**

- Kill a non Spiny enemy (USE AN UNTIMED ATTACK) / Jump / Defend
- Defend with all except Mario
- Jump until out of FP then use **Maple Syrup**

If you run low on health, use any healing items you may have, or run away and use* HP RAIN *with Mallow on Mario

- Map warp to Yo'Ster Isle.

Yo'ster Isle

- Grab 20 **cookies** for the Bandanas fights
- Map warp to Mario's Pad, and grab as many **Yoshi Candies** as you can. Then to Tadpole Pond

Tadpole Pond

Frog Coin Emporium

Buy:

2 **Sleepy Bombs**
1 **Energizer**
1 **Party Energizer**

- Talk to Frogfucious twice to unlock Star Hill.
- Map warp to Marrymore to walk to Star Hill

Star Hill

- Do Star Hill as normal

- After star, map warp to Seaside Town

Seaside Town

- Talk to Fake Elder in upper left house

Item Shop (Left side - Bottom door)
Sell:
All **Croaka Colas**
1 **Goodie Bag**
All **Yoshi Candies** (including the ones in storage, warp back to the Pad if needed)
Buy:
10 of **EVERY Bomb**
you will need 5500 coins total, minus 200 for every Fire Bomb you already have. If you are short, go farm some more Candies/ Bombs off of Lava Bubbles in Pipe Vault

Sea

Sea Shop
Buy:
Sailor Dress
PARTY ORDER IS = **MARIO - BOWSER - GENO**
Equip:
Work Pants + Jump Shoes on Mario
Work Pants + Zoom Shoes on Bowser
Finger Shot + Work Pants + Booster's Charm on Geno
Work Pants on Mallow
Slap Glove + Sailor Dress on Peach

- Take back door in Star Slap room to get **Flower** and **Frog Coin** from **Chests**
- Go to Sunken Ship.

Sunken Ship

- Get 100 coins from **Chest** in room with Rats going up and down stairs
- Get **Flower** behind boxes in same room
- Do 1st Puzzle Room before Calamari on bottom floor for 150 coins (Just follow coins and pick them up)

-Enter password 4 0
2 3
0 2

King Calamari ***he does not attack you if you time everything right***

- **Energizer** on Bowser / **Fire Bomb** / **Lucky Jewel**
- **Fire Bomb** / Defend / Jump
- **Fire Bomb** / **Fright Bomb** / Jump

may need a Bowser attack is a jump is mistimed

- Proceed normally
- Get 100 coins from both **Chests** on top of platform in room before Mirror room
- Get **Croaka Cola** from **Hidden Chest** in Mirror room



- Jump in the water, backtrack one screen and grab all **4 Frog Coins** underwater
- Get **Safety Ring** from **Chest** in room behind barrels

Bandanas 1 **TIMINGS - Attack Blue Pierce Red Skewer**

- Use **Yoshi Cookies** until 1 Bandana is left (The last 1 will run away)

Bandanas 2

- **Sleepy Bomb**
- **Yoshi Cookies** on all Bandanas, or until 1 Bandana is left (The last 1 will run away)

- Go down the stairs to get an Auto Save/ Heal using the **Mushroom Chest**

PARTY ORDER IS = **MARIO - BOWSER - GENO**

Equip:

Work Pants + Booster's Charm on Mario
Work Pants + Zoom Shoes on Bowser
Finger Shot + Work Pants on Geno
Work Pants on Mallow
Slap Glove + Sailor Dress on Peach

Johnny **TIMINGS - Attack Skewer**

- Swap to Mallow, **Sleepy Bomb** / **Fright Bomb** / Jump
- Attack / **Lucky Jewel** / Jump
- **Fright Bomb** / Defend / Jump

PARTY ORDER IS = **MARIO - MALLOW - PEACH**

Equip:

Work Pants + Jump Shoes on Mario
Work Pants on Mallow
Slap Glove + Sailor Dress + Safety Ring on Peach
Work Pants + Zoom Shoes on Bowser
Finger Shot + Work Pants on Geno

- Map warp to Seaside Town

Seaside Town

Speardovich TIMINGS - Attack Orb Pierce Flame Stone Will-o-Wisp

- **Party Energizer** / Jump / Swap to Geno, **Spare-Us-All**
- Swap to Mallow, **Fright Bomb** / **Fright Bomb** / Jump
- **Fright Bomb** / Jump / **Fright Bomb**
- **Lucky Jewel** / Jump / **Fright Bomb** (may not need it if your Jump count is high)

turns 3+ depend on which party members are alive. If Mallow + Mario die, swap in Bowser for Mallow. Throw 3 Ice Bombs and Lucky Jewel
if just Mallow dies, replace a Fright Bomb with an Ice Bomb, throw the Jewel with Geno
if you miss a Jump, do an additional Jump during Mirage Phase

- Get **Shed Key**
- Open Shed to free the townsfolk

Item Shop (Left house - Middle Door)

Sell:

1 **Croaka Cola**
All **Yoshi Candies**

Buy:

Lucky Hammer from Pink Toad

Equip:

Lucky Hammer on Mario
Nurture Ring on Peach

DISCLAIMER - OVER THE COURSE OF THE RUN, YOU WILL NEED AT LEAST 16 ROCK CANDIES, BARRING NO FREEBIES. YOU MAY CHOOSE TO FARM THEM ALL AT ONCE, OR BREAK IT UP. THIS IS THE ABSOLUTE EARLIEST YOU CAN FARM THEM. THIS GUIDE WILL ASSUME THAT YOU ONLY FARM THE BARE MINIMUM NEEDED EACH TIME

Item Shop (Right side - Top door)

Buy:

10 **Mushrooms**

Item Shop (Right side - Middle door)

- Talk to Toad Boy and trade him **Mushrooms** for **Rock Candies**
- Repeat process until you have 3 **Rock Candies**

You can take the Maple Syrups to Moleville to trade or sell them

- Talk to Elder in upper left house
- Buy **See Ya** from the tadpole disciple upstairs. Map warp to Moleville

Moleville

Item Shop

Buy:

Mystery Egg from Blue Toad

Trade Store

- Trade in all **Energizers** and any **Maple Syrups** if you didn't sell them. Don't buy anything.

Bandit's Way

- Find an encounter and kill all but 1 enemy
- Use your **Mystery Egg** with Peach 10 times until it changes to **Lamb's Lure**
- Run away from battle
- Map warp to Yo'Ster Isle

Yo'ster Isle

- Grab 20 **cookies** for the Shoguns/Chows in Land's End
- Marp warp to Seaside Town, leave

Land's End

- Grab the **Red Essence** in the **Hidden Chest**



- Proceed through as normal
- Use your **Yoshi Cookies** on any Shoguns/ Chows to get **Fright Bombs** and **Royal Syrups**. **Lamb's Lure** if you run out.
- Use **Yoshi Cookies/Lamb's Lure** on Chows blocking the way down

- Skip trampoline Shaman for now
- Get coins out of **Chest**, talk to Fortune Teller and hit right, middle, left statues
- Get coins out of **Chest**, open giant door
- Coins in regular **Chest**, two **Hidden Chests** for **Frog Coins**, **Frog Coin** in **Chest** near door





- Hit the Fortune switch until you get the correct message
- At the bottom, get an auto save

PARTY ORDER IS = **MARIO - PEACH - MALLOW**

Equip:

Lucky Hammer + Work Pants + Jump Shoes on Mario
Slap Glove + Sailor Dress + Safety Ring on Peach
Work Pants + Zoom Shoes on Mallow
Work Pants on Bowser
Finger Shot + Work Pants on Geno

Belome 2

- **Fright Bomb** / **Lucky Jewel** / Jump
- **Rock Candy** / **Rock Candy** / Jump

Use Group Hug if anyone is put to sleep

Monstro Town

- Go in first door and talk to Star upstairs
- Talk to Monstermama
- Go in second door and talk to Thwomp 7 times to get **Temple Key** outside
- Go in fourth door for **Item Shop**

Buy And Equip:

Spiked Chomp **Timing - Attack**

Belome Temple

- Go back to Belome Temple to use **Temple Key**
- When the message says “I’m not accepting any visitors” go down and use the key
- Grab **everything**
- Map warp to Tadpole Pond

Tadpole Pond

Frog Coin Emporium

Buy:

1 **Party Energizer**
4 **Energizers**
1 **Bracer**

Moleville

Trade Store

- Trade in **Royal Syrups** and **Max Mushroom** for an **Ice Bomb** if you need one, otherwise hold them for later.

- Map warp back to Belome Temple, and take the trampoline

Land's End

- Get **Troopa Pin** and farm up to **~50 Frog Coins** from Sky Troopa minigame
You get **Troopa Pin for completing under 11 seconds and 5 **Frog Coins** for completing under 10 seconds*
- Leave to Bean Valley

Bean Valley

- Bottom Pipe
- Top Pipe
- On screen with Shy Guy, Grab **Red Essence** in **Hidden Chest** in far right pipe *(to do this, wait until the Shy Guy has watered the plant, then use **See Ya** on encounters until you get two piranha plant enemies, then use **Lamb's Lure**)*



PARTY ORDER IS = **MARIO - PEACH - MALLOW**

Equip:

Lucky Hammer + Work Pants + Troopa Medal on Mario
Slap Glove + Sailor Dress + Safety Ring on Peach

Work Pants + Zoom Shoes on Mallow
Spiked Chomp + Work Pants on Bowser
Finger Shot + Work Pants on Geno

Mega-Smilax TIMINGS - Attack Big Attack *can do Hot Shot and Flame*
- Attack (Lucky Hammer) / **Energizer** self / **Energizer** self
- Jump / **Ice Bomb** / **Ice Bomb**
- Jump / **Ice Bomb** / **Ice Bomb**

if you mistime a jump or aren't full meter, throw one more Ice Bomb
if you get Slept, use a turn to Group Hug and defend

- Grab seed, climb beanstalk
- Go up yellow vine on 2nd screen. Grab coins and **Frog Coins**
- Go up green vine on 3rd screen
- Get **Frog Coin** and **Defense Scarf** from **Chests**
- Drop down and get both **Flowers** from **Chests**
- Drop down and bounce on springs to get to Nimbus Land

Nimbus Land
- Cutscene

Item Shop

Buy:

1 **Hand Cannon** **TIMING - Attack**

PARTY ORDER IS = **MARIO - GENO - MALLOW**

Equip:

Lucky Hammer + Work Pants + Booster's Charm on Mario
Hand Cannon + Work Pants + Troopa Medal on Geno
Nothing on Mallow
Spiked Chomp + Work Pants on Bowser
Slap Glove + Sailor Dress + Safety Ring on Peach

- Get **Frog Coin** in **Hidden Chest** in shop



- Go to upper left house and interact with gold Mallow statue
- Attempt to leave through door

- Dodo minigame
- Pick up **Feather**
- In hallway with 3 doors, get **Flower** from **Chest**, enter left door.
- Get **Castle Key** from Red Shirt Guy by door
- Go back out to hallway with 3 doors
- Use **Lamb's Lure** to get by Heavy Troopa (**Timing for Heavy Troopa here)**

Birdo **TIMINGS - Attack**
- **Party Energizer** / Jump / Attack
- Attack / Attack (Lucky Hammer) / Defend
- Attack *(egg should open. If not, defend until Geno's next turn)* / Jump / **Ice Bomb**
- **Fright Bomb** / Jump / **Fright Bomb**

- Leave through top door and jump over fan
- Pass by Jawful. ***DO NOT APPROACH DOOR ON THE LEFT.***
- Use **Lamb's Lure** on next Heavy Troopa
- Go through hallways dodging Blue Birds
- **DO NOT TOUCH DODO**
- After falling cutscene, warp to Seaside Town

Seaside Town

PARTY ORDER IS = **MARIO - BOWSER - MALLOW**

***BOWSER MUST BE IN THE MIDDLE SLOT. PEACH IN THE 4TH SLOT*v**

Equips should look like this

Lucky Hammer + Work Pants + Booster Charm on Mario
Spiked Chomp + Work Pants + Safety Ring on Bowser
Work Pants on Mallow
Slap Glove + Work Pants + Troopa Medal on Peach
Hand Cannon + Work Pants + Defense Scarf on Geno

Item Shop (Right side - Top door)
Buy:

10 **Mushrooms**
2 **Mid Mushrooms** (optional, for healing in Dodo Valentina fight)
6 **Pick Me Ups**

Item Shop (Right side - Middle door)
- Talk to Toad Boy and trade him **Mushrooms** for **Rock Candies**
- Repeat process until you have 3 **Rock Candies**

*You can take the Maple Syrups to Moleville to trade**
- Get an Auto Save, map warp to Nimbus Land

This fight can be difficult in the remake. It is vital to perfect block any potential Dodo attacks while in the solo portion with Bowser. Use healing items and Pick Me Ups where you think you need them. Simply survive and see the mini game

Dodo TIMINGS - Attack Multistrike Valentina Crystal *can do Diamond Saw*
- **Bracer** / **Energizer** / **Lucky Jewel** / **Fright Bomb** / **Fire Bomb**

Valentina (she always goes first. Be ready to block an attack)
- Jump / Defend or **Pick Me Up** Mario until Mallow dies, then swap to Peach
- **Red Essence** on Peach, throw 3 Candies with her

Bowser and Dodo return
- Swap to Geno, **Pick Me Up** Mario / Spare-Us-All

for the remainder of the fight
- **Fire Bomb** / Swap to Bowser, **Fire Bomb** / Jump

- Cutscene
- Warp back to the start of Nimbus Land
- Run along bottom right edge of Nimbus Land to go out to Shy Guy and get **Fertilizer**
- Map warp to Rose Town

Rose Town
- Exit through top right to go to Gardener's house
- Talk to him and give him **Seed** and **Fertilizer** to grow beanstalk
- Climb beanstalk to get **Lazy Shell** armor and weapon

PARTY ORDER IS = **MARIO - BOWSER - GENO**

Equip:

Lucky Hammer + Work Pants + Troopa Medal on Mario
Spiked Chomp + Lazy Shell Armor + Safety Ring on Bowser
Hand Cannon + Work Pants + Booster's Charm on Geno
Work Pants on Mallow
Slap Glove + Work Pants + Feather on Peach

Moleville
Trade Shop
- Make sure you have 10 **Ice Bombs** and 2 **Fright Bombs**-- Buy maple syrups and trade, if nothing else

Seaside Town *(if you did not farm earlier)*
Item Shop (Right side - Top door)

Buy:

10 **Mushrooms**

Item Shop (Right side - Middle door)
- Talk to Toad Boy and trade him **Mushrooms** for **Rock Candies**
- Repeat process until you have 3 **Rock Candies**
- Map warp to the Nimbus, talk to Hot Spring guards, fall into the Volcano

Barrel Volcano
- Skip first Stompillar (jump over the left side of it)
- Jump around Stump enemy. If you fail, just use **Lamb's Lure**
- Second Stompillar must be beaten using **Lamb's Lure** (leave the Body for last)
- Avoid Stump (if you fail the jump, use **Lamb's Lure**)

Hinopio Shop (Top one)
Buy:
6 **Pick Me Ups** (left desk, if you need them)

Czar Dragon **TIMINGS - Attack Zombone Blast Storm**
- **Fright Bomb** / **Ice Bomb** / **Ice Bomb**
- **Ice Bomb**

Do Not Revive Geno or Mario if they're knocked out before Phase 2
Phase 2
- **Pick Me Up** on Mario / Attack (Lucky Hammer) / Attack (with Geno)
- Defend / Jump / Attack
- Repeat until dead

PARTY ORDER IS = **MARIO - BOWSER - GENO**
Equip:
Lucky Hammer + Work Pants + Troopa Medal on Mario
Spiked Chomp + Work Pants + Feather on Bowser
Hand Cannon + Work Pants + Zoom Shoes on Geno
Work Pants on Mallow
Slap Glove + Lazy Shell + Safety Ring on Peach

- Chase Rangers, look for an auto save close to the fight

Axem Rangers **TIMINGS - Red Attack Orb**
- **Ice Bomb** / **Rock Candy** / Swap in Peach, **Rock Candy**
- **Energizer** (on Peach) / Attack (Lucky Hammer) / **Fright Bomb**
- Swap in Mallow, **Pick Me Up** Mario / Jump / **Rock Candy**
- For the rest of the fight, **Pick Me Up** Mario with Peach / Jump / **Ice Bomb** with Peach

Nimbus Land
- Talk to King & Queen

- Map warp to Tadpole Pond

Tadpole Pond

Frog Coin Emporium

Buy:

2 **Energizers**

- Warp back to Nimbus Land
- Go through top left exit and take Royal Bus to Bowser's Keep

BIG DISCLAIMER - FOR THE CURRENT STRAT ON MAGIKOOPA YOU MUST HAVE A FULL GAUGE AND 5+ CHAIN. IF YOU DO NOT HAVE IT, FARM BOTH SOMEWHERE BEFORE YOU ENTER THE CASTLE

Bowser's Keep

- Proceed through Bowser's Keep as normal
- Save in room with Croco
- Check doors for which ones to skip (long corridors are encounters. DO NOT DO THESE)
- You're looking for two puzzle rooms and two platforming rooms. Since there is no known manip, refer to the next few pages as you find each individual room..

1st: **Topper Questions** ***Link to Answers***

2nd: **Counting Barrels**

Idk dude just count them??

3rd: **Race Puzzle**

I outrode [...] = 1st
I fell into 4th [...] = 2nd
I placed the same [...] = 3rd
I came in 3rd for [...] = 4th

- Get **Rock Candy** from **Chest**

1st: **Coin Puzzle**

Take 4 at a time until 10, then until 15. Make sure he ends on 21.

2nd: **Button Puzzle**

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit buttons 13, 11, 4, and 2 in that order

3rd: **Ball Puzzle**

0	1	2*	3
4	5	6	7

8 9 10 11
12 13 14 15

10 Up
4 Right
12 Up
13 Up
1 Down
3 Left
7 Left
15 Left
0 Right
4 Right
13 Up
5 Right
11 Up
3 Left

- Get **Rock Candy** from **Chest**

FIRST ROOM IS THREE TERRAPINS, LAST ROOM IS DK ARCADE

- Get **Fright Bomb**, **Ice Bomb**, and **Rock Candy** from **Chests** on the left side in 1st room
- Get **Red Essence** from bottom left **Chest** in 2nd room, **Fire Bomb** to the right of the door
- Summon your inner Jumpman and defeat Dankey Kang
- Get **Super Slap** from **Chest** after completing Door 4

LAVA ROOM WITH MOVING PLATFORMS

- Get **Rock Candy** in second **Chest** on the right in 2nd room
- Get **Fire Bomb** in the far right chest, **Croaka Cola** in last chest near the door
- Get **Sonic Cymbals** from **Chest**

PARTY ORDER IS = **MARIO - BOWSER - GENO**

Equip:

Lazy Shell Weapon + Work Pants + Safety Ring on Mario
Spiked Chomp + Work Pants + Booster's Charm on Bowser
Hand Cannon + Work Pants + Troopa Medal on Geno
Work Pants on Mallow
Slap Glove + Lazy Shell + Feather on Peach

Magikoopa ***No attack timings. Can do Blast, Will-o-Wisp and Bolt***

- **Fright Bomb** / Shooting Star Shot / Swap to Peach, **Rock Candy**
- **Lucky Jewel** / **Rock Candy** / **Rock Candy**

Croco

Buy:

Pick Me Ups (Have 6)

PARTY ORDER IS = **MARIO - BOWSER - PEACH**

Equip:

Lucky Hammer + Work Pants + Troopa Medal on Mario
Spiked Chomp + Lazy Shell + Safety Ring on Bowser
Slap Glove + Work Pants + Feather on Peach
Work Pants + Booster's Charm on Mallow
Hand Cannon + Work Pants + Zoom Shoes on Geno

- Go back and Save just in case

Boomer **TIMINGS - Attack Shaker Skewer *can do Blast and Storm***

- **Energizer** on Bowser/ Jump / **Ice Bomb**
- Defend or **Pick Me Up** Mario / Jump / **Ice Bomb** x2
- Defend or **Pick Me Up** Mario / Attack (Lucky Hammer) / **Ice Bomb**
- Defend or **Pick Me Up** Mario / Jump / **Ice Bomb**

Leave Peach KO'ed

DO NOT HAVE MALLOW IN YOUR PARTY AT THE END OF THIS FIGHT

Exor **TIMINGS - Eye Attack Dark Star Gunk Ball Carni-Kiss *can do Blast, Storm, Diamond Saw, Bolt, Flame Stone***

- **Energizer** on Bowser / **Fire Bomb** / **Fire Bomb**
- Swap in either Geno or Peach if necessary, **Pick Me Up** Mario / Jump / **Fire Bomb**
- Swap in Mallow if necessary, **Pick Me Up** Mario / Jump / **Fire Bomb/Rock Candy**
- **Pick Me Up** Mario / Attack (Lucky Hammer)
- **Fire Bomb/Rock Candy** / Jump until dead

if Peach stays alive, just defend and use here to pick up Mario, throw bombs/candies with Bowser

Remember to use Hammer with Mario instead of Jumping once **cough cough Keiper**

- REJOICE
- Cutscene in Abyss
- Leave

Seaside Town *(if you did not farm earlier)*

Item Shop (Right Side - Top door)

Buy:

10 **Mushrooms**
As many **Pick Me Ups** as you can

Item Shop (Right side - Middle door)

- Talk to Toad Boy and trade **Mushrooms** for **Rock Candies**
- Repeat until 3 **Rock Candies**

Tadpole Pond

Frog Coin Emporium

Buy:

3 **Sleepy Bombs**
4 **Energizers**
1 **Party Energizer**

Abyss

- Proceed as normal
- Hit Green Switch
- Get an auto save before the Countdown fight

PARTY ORDER IS = **MARIO - BOWSER - PEACH**

Countdown **TIMINGS - Ring-A-Ding Fear Roulette *can do Dark Star and Crystal***

- **Party Energizer** / **Rock Candy** / **Rock Candy**
- Defend or **Pick Me Up** Mario / Attack (LuckyDingALing Hammer) / **Rock Candy/Bomb**
- Defend or **Pick Me Up** Mario / Jump / **Rock Candy/Bomb**
- Repeat until dead

- Leave the Abyss and refill on Rock Candies, either farming or out of storage

-Proceed as normal
-Try to avoid Bowyer Clones and Axem Clones. Get an auto save before the clone.

Yaridovich Clone

- **Lucky Jewel** / Jump / Defend
- **Pick Me Up** Mario / Jump / Defend
- **Pick Me Up** Mario / Jump / Defend

- Get an Auto Save

Cloaker & Domino **TIMINGS - Attack Knife Rock Snake Attack Carni-Kiss Poison**
Domino can use Lightning Orb and Flame Stone

- **Energizer on Bowser** / **Rock Candy** / **Rock Candy**
- Defend / **Rock Candy**

Phase 2 with Bad Adder (all Jumps on the snake)

- Attack (Lucky Hammer) / Defend
- Jump / **Pick Me Up** Mario until dead

PARTY ORDER IS = **MARIO - GENO - MALLOW**

- Proceed to Factory

Factory

Hammers

- **Lamb's Lure** / **Lamb's Lure** / Defend

Clerk **TIMINGS (Clerk, Manager, & Director) - Attack *can throw Croco Bombs***

- **Lamb's Lure** / Jump / **Lucky Jewel**
- Defend or **Pick Me Up** Mario / Jump

Unequip:

Zoom Shoes on Geno

- Cutscene with Mallow
- Cutscene with Toad, get **Rock Candy** from him
- Map Warp to Moleville

Moleville

Trade Store

- Trade in **Maple Syrups** and **Max Mushrooms**
- Leave with 7 **Ice Bombs**
- Buy the **Feather** and **Metal Plate (Frying Pan)**
- Map warp back to the Yo'Ster Island

Yo'ster Isle

- Go grab any **Yoshi Cookies** you have left, and use them to get **Fright Bombs** on the Chow enemies in Land's End, until you have 8 total
- Use *ALL* your **Cookies** on the fire ball enemies in Pipe Vault, you need 8. If you don't get enough, just keep the **Candies**
- Map warp back to the Factory

Factory

- Buy as many **Maple Syrups** and **Max Mushrooms** as you can from the Toad in the Factory.

Manager

- Attack (Lucky Hammer) / **Sleepy Bomb** / **Energizer** (on Geno)
- Jump / **Ice Bomb** / Defend
- Jump / Defend / Defend
- Jump

- Get an Auto Save before Director

Director
- Attack (Lucky Hammer) / **Sleepy Bomb** / **Energizer** (on Geno)
- Jump / **Ice Bomb** / **Ice Bomb**
- Jump / Defend / Defend
- Jump

Equip:
    Zoom Shoes on Geno
Unequip:
    Work Pants on Geno

Factory Chief & Gunyolk **TIMINGS - Attack**
- Attack (Lucky Hammer on Gunyolk) / **Sleepy Bomb** / **Energizer** (on Geno)
- Jump on Chief / **Ice Bomb** / **Ice Bomb**
- Jump on Chief / **Ice Bomb** / **Ice Bomb**
- Jump on Gunyolk / **Ice Bomb**

- Cutscene

PARTY ORDER IS = **MARIO - GENO - PEACH**
Final Equips should look like this:
    Lazy Shell + Work Pants + Troopa Pin on Mario
    Hand Cannon + Work Pants + Feather on Geno
    Frying Pan + Work Pants + Feather on Peach
    Spiked Chomp + Lazy Shell + Safety Ring on Bowser
    Work Pants + Booster Charm on Mallow

YOU CAN HANDLE THIS FINAL SETUP PHASE A NUMBER OF WAYS, BUT THIS SHOULD BE YOUR ORDER OF OPERATIONS:
- Go refill on Rock Candies, either farming or storage
- Go to Tadpole Pond and buy 3 Energizers, 3 Bracers, 1 Party Energizer. With any extra Frog Coins, buy additional Energizers to trade in, keeping 3.
- Go to Moleville, sell any Weapons, Armor and Accessories you don't have equipped, as well as the Yoshi Candies.
- Trade in as many things as you can at the trade shop in Moleville until you have 8 of EVERY bomb.
- Finally, buy 6 Pick Me Ups and as many Mid Mushrooms as you can from the Toad in the Factory.

Your final item count will be:
8 FRIGHT BOMBS

8 ICE BOMBS
8 FIRE BOMBS
3 ENERGIZERS**
3 BRACERS**
1 PARTY ENERGIZER**
2-5 MID MUSHROOMS
6 PICK ME UPS
3 ROCK CANDIES (farm them, or get them from storage)
2-3 RED ESSENCES (picked up as you've been playing)
****IF YOU NEED FROG COINS FOR ANY OF THESE ITEMS, WARP TO LAND'S END AND CLIMB THE CLIFF A FEW TIMES****
-SAVE
THIS FIGHT TAKES ADVANTAGE OF A TRICK WE ARE CALLING "REVOLVING DOOR", BASICALLY ALLOWING US MULTIPLE TURNS BEFORE SMITHY CAN ATTACK US. IT IS VITAL THAT YOU SWAP YOUR PARTY MEMBERS IN AND OUT WHEN ITS CALLED UPON, THIS FIGHT IS POTENTIALLY UNWINNABLE WITHOUT THIS STRAT OR LOWERING DIFFICULTY

TIMINGS - Hammer Gun Magnum *phase 2 can use Dark Star*
Smithy (2000 HP)
- **Party Energizer** / Spare-Us-All / Jump
- **SWAP TO BOWSER, Energizer** on Bowser / **SWAP TO MALLOW, Bracer** on Bowser / Jump
Mario will usually be dead by this point. Leave him down, if he's alive just Jump on his turn
- **SWAP TO PEACH, Rock Candy** / **SWAP TO GENO, Ice Bomb**
- **SWAP TO BOWSER, Rock Candy** / **SWAP TO MALLOW** (even if dead), Defend
- **SWAP TO GENO, Rock Candy** / **SWAP TO PEACH, Fire Bomb**
- SWAP TO MALLOW, Defend / **SWAP TO BOWSER, Fright Bomb**
- SWAP TO GENO, Mid Mushroom Bowser / **SWAP TO PEACH, Ice Bomb** (he should die)

Phase 2
Smithy 2 (8000 HP)
- **SWAP TO MALLOW, Fright Bomb** / **SWAP TO BOWSER, Ice Bomb** / Jump
*transitions to **Tank Head***
*what Smithy does from here is still random, for each Head you'll want to continue swapping your party members in and out as you have been, doing the following for each head. If Peach or Geno end up dying, use a turn to pick them up and rebuff them with **Energizers**. Aim to heal Bowser once he drops below half health, and reapply his buffs after Shredder.*
Tank = DO NOT SWAP IN PEACH DURING TANK HEAD! Jumps with Mario/ **Candies** or **Fire/Fright Bombs** with Geno and Bowser. Use Mallow to **Pick Me Up** or buff party members if he's alive.

Mage = **Red Essence** Mario on Mario's turn immediately (and keep applying it) / use **Frights** with Bowser / Attack (Frying Pan/Hand Cannon) with Peach/Geno. Use Mallow to **Pick Me Up** or buff party members if he's alive
Chest = **Fire Bombs** with with everyone except Mallow
Safe = **Ice Bombs** with everyone except Mallow (he will Shredder you, so reapply buffs as needed)
-End timer on Geno leaving cutscene (RIP the "D")



THIS SECTION IS FOR IF YOU'VE DECIDED TO JUMP FARM EARLY. THE ROUTE DIFFERS VERY LITTLE, BUT THE FIGHTS ARE MUCH FASTER

Mushroom Kingdom (Early Jump)

Item Shop
Sell:
1 **Croka Cola**
1 **Wallet**
Buy:
10 **Honey Syrups** (9 if you Freebied)
1 **Shirt** (Equip it)
Unequip:
Jump Shoes on Mario
- Head back to Mushroom Way

Mushroom Way (Early Jump)

- Get into an encounter with a Spiny, killing all other enemies
- Use Jump on the Spiny (timing both the Jump and blocking the attacks)

- Let Mallow die, and use Toad Assist whenever you're gauge is full and aim for the Flower Essence (pause buffer until you see the Blue Rock Candy, then mash A)
- Use your **Honey Syrups** in between Toad Assists, going back to Mushroom Way to buy more when needed, **RUNNING AWAY FROM THE SPINY WHEN YOU DO SO.**
- When your chain reaches *around* 447, you've hit the jump total
- **RUN AWAY FROM THE ENCOUNTER. DO NOT KILL THE SPINY.**

Equip:

Jump Shoes on Mario

Mushroom Kingdom (Early Jump)

Claymorton (Mack) **TIMINGS - Attack Flame Bodyguard Attack Hot Shot**
- Jump / Thunderbolt x2
- Jump

-LEVEL UP **HP** FOR MALLOW
-Cutscene, Leave

Kero Sewers (Early Jump)

- Take Pipe near note on wall. Pipe on the right.
- Take pipe in bottom left corner. Take farthest right pipe, jumping over rat.
- Hit green switch, backtrack one pipe, take pipe on the bottom of the screen

Belome **TIMING - Attack**
- Jump / Thunderbolt x2
- Jump

Midas River (Early Jump)

- Follow route on next page (remember that mashing B stalls Mario's descent)
- Grab the **Frog Coin** in the cave marked on the first image (this allows for an additional **Energizer** purchase. Or if you missed the one in Mushroom Kingdom)



-For Barrel Riding section, take the top path once, bottom path twice, then repeat.

Tadpole Pond (Early Jump)

- Frog Sage cutscene. Do NOT listen to the story again.

Frog Coin Emporium

Buy:

1 **Energizer**

Rose Way (Early Jump)

- First screen = Second platform, second stop. Third platform, second stop for **Flower**. Get back on platform, one stop. Fourth platform, grab coin, get off at shore.
- Second screen = First platform, second stop for coin. Second platform for two coins. Back to first platform, first stop, third platform for coin, to the end.
- Grab 5-10 coins out of the **Chests**

Rose Town (Early Jump)

Item Shop (through chimney)

- Get **Flower** from **Chest**
- Get **Frog Coin** from **Hidden Chest**



- Go to house at top
- Get both **Flowers** from **Chests**
- Get **Frog Coin** in **Hidden Chest** above bed on 2nd floor
- Go to **Inn**
- Cutscene (Get up and stretch, you're gonna be here a while

Forest Maze (Early Jump)

- Grab the **Mushroom** on the first screen
- Get **Croaka Cola** from **Hidden Chest** on 1st screen



- Get **Frog Coin** from **Hidden Chest** on 4th Screen



- On screen with 7 seven stumps, enter the northwestern stump.

- Get **Croaka Cola** from **Hidden Chest** behind Wiggler



- Get all **items** from Secret Area

    From **Mario's perspective** in the maze: Left, Left, Straight, Right (leftmost chest last)

- From secret area: Straight, Left, Straight, Right, Left, Left
- GET **RED ESSENCE** from **Hidden Chest**.



-Save here if you didn't get an auto save

Bowyer **TIMINGS - Attack Bolt Lightning Orb**

- **Energizer** on Mario / Jump / Defend
- Defend / Jump / **Mushroom** on Mario
- Attack / Jump

- LEVEL UP **MAGIC** ON MARIO, **HP** ON MALLOW
- Map warp to Tadpole Pond

Tadpole Pond (Early Jump)

Buy:

1 **Party Bracer** (skippable if you're comfortable fighting Bundt)

Pipe Vault (Early Jump)

- Get the hidden **Frog Coins** down the first usable pipe in long hallway.




- Enter 2nd to last pipe on 3rd screen
- Get coins from chest above munchers
- Go through rest of Vault to open up Yo'ster Isle

Yo'ster Isle (Early Jump)

- Get **Frog Coin** from **Hidden Chest** behind Save Block
- Talk to Yoshi and saddle up
- Get 3 **cookies** from Red Yoshi (the one walking)
- Race Boshi (Yoshi with sunglasses)
- Auto save in between races. Reset on loss, or if odds are x1.5
- Race Boshi until you get 120 **cookies** (carrying 20, 100 in storage)
- Warp back to the Pipe Vault

Pipe Vault (Early Jump)

- Use 60 **Yoshi Cookies** on Lava Bubbles to get **Yoshi Candies** and **Fire Bombs**
- Map warp back to the start of Pipe Vault and leave

Moleville (Early Jump)

Item Shop

Sell:

2 **Croaka Colas**

Buy:

1 **Punch Glove**
1 **Finger Shot**
1 **Cymbals**
5 **Work Pants** + 1 **Mega Pants**

Equip:

Punch Glove + **Work Pants** on Mario — **TIMING - Attack**
Cymbals + **Work Pants** on Mallow — **TIMING - Attack**
Finger Shot + **Work Pants** on Geno — **TIMING - Attack**

Moleville Mines (Early Jump)

- Jump on Spring
- Chase Croco

Croco **TIMING - Monster Toss**

- Attack / Jump / Attack
- Repeat until dead

- Take tunnel to the right of spring, follow tracks until cutscene.
- Get **Frog Coin** from Shy Guy cart (Follow tracks on bottom path)
- ***DO NOT GET STAR IN THE CHEST***
- Get 150 coins from **Chest** (room has 1 Bob-omb)
- Get **Flower** from **Chest**

Punchinello **TIMINGS - Attack Mini Bomb Big Bomb**

- Attack / Jump / Attack ***can also use Triple Attack on Mallow's turn***
- Repeat until dead

- Minecart Minigame
- Cutscene

Item Shop

Buy:

Lucky Jewel from Toad

if you got 0 Fire Bombs earlier, trade in 10 Mid Mushrooms for one now

Booster Pass (Early Jump)

- Get **Frog Coin** from 2nd bush.
- Get **Rock Candy** from **Hidden Chest** at top of first exit of 1st screen

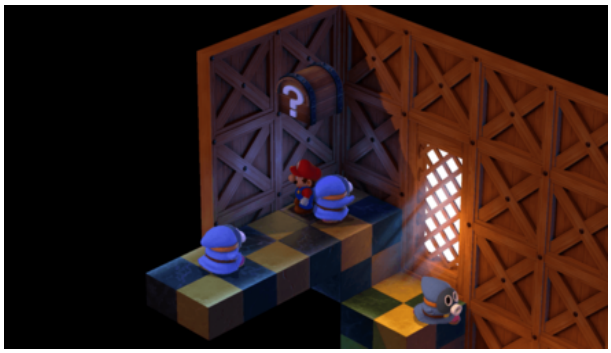


- Get **Flower** in the far right corner of the 2nd screen.

Booster Tower (Early Jump)

all Snifits must be avoided. They are inescapable encounters

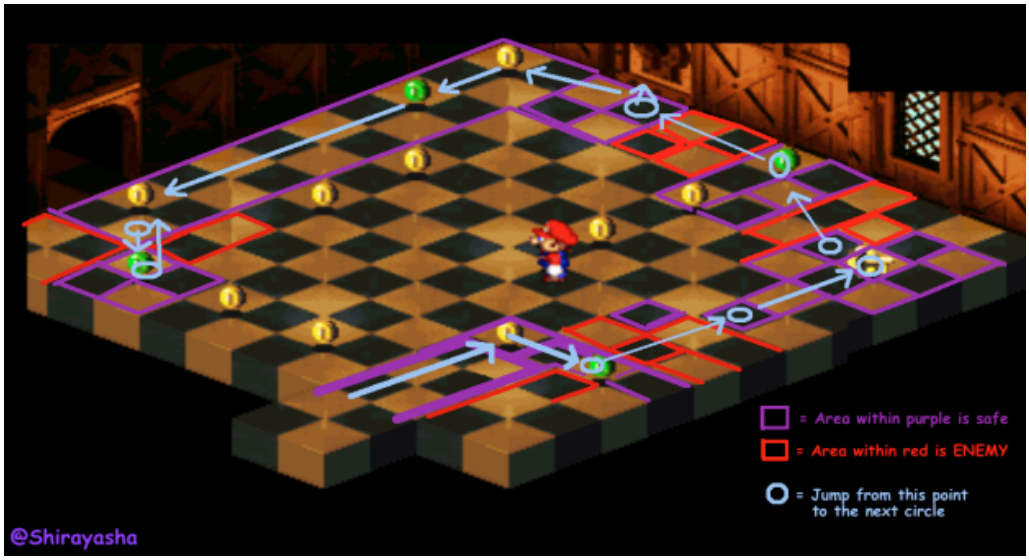
- Cutscene with Bowser
- Get **Frog Coin** from **Hidden Chest** in upper right corner on 2nd Screen



- Get **Flower Tab** in back corner of 3rd Screen
- Hit Green Exclamation Point Switch
- SAVE
- Get **Frog Coin** from **Hidden Chest** in lower left corner in parachuting Snifit room



- Get **Frog Coin** in **Hidden Chest** in crevice of same room
- Get all **Frog Coins** and Key in checkerboard room (FOLLOW ROUTE BELOW, same pattern)



- Open door with Key and get **Zoom Shoes**
- Booster Cutscenes and Curtain minigame (Reset if you fail minigame because you need **Booster Charm**)
- Get **Goodie Bag** from **Hidden Chest** and **Frog Coin** from **Chest** below **Goodie Bag** in Save Room



Equips are:

Punch Glove + Work Pants + Jump Shoes on Mario
Work Pants + Zoom Shoes on Bowser
Finger Shot + Work Pants + Booster's Charm on Geno
Cymbals + Work Pants on Mallow

PARTY ORDER IS = **MARIO - GENO - BOWSER**

- Get an auto save before the fight

Knife Guy & Grate Guy **TIMINGS -** **Knife Attack** **Knife Throw** **Grate Attack**

- Terrorize / **Fire Bomb** / Jump on KG
- **Lucky Jewel** / Attack (or Triple Attack if you have it) / Jump on GG
- Attack / Attack

Booster Hill (Early Jump)

- Early jumps need nothing from Booster Hill. Go stretch your legs, get a snack, use your Prime Gaming sub. Whatever you want!

Marrymore (Early Jump)

- Use **Flower Jar**

Equip:

Punch Glove + Work Pants + Jump Shoes on Mario
Work Pants on Bowser
Finger Shot + Work Pants + Zoom Shoes on Geno
Cymbals + Mega Pants + Booster's Charm on Mallow

PARTY ORDER IS = **MARIO - GENO - BOWSER**

- Save in room before fight
- Cutscenes
- Minigame to get Peach's items

Bundt TIMINGS - Torte Bundt Attack Raspberry Attack Orb Attack Diamond Saw

Phase 1 (timed hits and blocks are *very* important here. **DO NOT ATTACK THE CHEFS**)
- Attack / Jump / Attack
- Swap in Mallow, **Lucky Jewel** / Jump / Defend
- Defend / Defend
- Swap in Geno, Attack **(PHASE TWO SHOULD START NOW)**

Phase 2
- Swap in Mallow, **Red Essence** on Mario / Attack / Attack
- Attack / Attack (**Bundt should go now and kill Mallow)** / Swap in Geno, Attack
- Attack / Attack / Attack

Phase 3
- Attack / Attack / Jump
- Go to the **Inn**
- Get **Frog Coin** in the normal bedroom **Hidden Chest**.



Sell:

Mushrooms, **Honey Syrups**, **Pick Me Ups**

Buy:

10 **Maple Syrups**

1 **Nurture Ring**

- Unequip the **Jump Shoes** on Mario
- Leave from bottom right to Mushroom Kingdom

Mushroom Kingdom (Early Jump)

-Long cutscenes.
-SAVE IN THE **INN**

Booster Pass (Early Jump)

-Get **Flower** in **Hidden Chest** above Secret Area entrance.



-To skip Snifit, land on the spikey before his platform, Run Away, then jump over.
-Get **Flower**, **Frog Coin**, and **Croaka Cola** from **Chests**
- Leave and head to Tadpole Pond

FROM HERE, THE ROUTE IS NO DIFFERENT BASED ON THE JUMP FARM. CLICK HERE TO GO BACK AND FOLLOW THE REST OF THE ROUTE AS NORMAL