


Superstar saga joke's end guide

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I'm going to answer it, but it's going to be a long step-by-step guide (from the first floor, okay?) : The end of the joke-----Start outside this place, you can enter/get out of the warp pipe #9 west. Also, now would be a good time before you'll continue to check the Party quests section of this guide to catch up on some additional things that you may have missed initially. Anyway, go up the stairs to the next area. There, continue up the stairs and you reach the opening of sorts. As you approach, the guy will come out and talk to you, named Jojora. The brothers will try to ask her about Boulette and Peach, but she can't help. After Jojora leaves, follow her inside. In this room, use Firebrand to light the right pedestal to open the doorway. Use the Save Album in the next room as you'll need it. Now, high jump to the west or east of the ledges, and go to the north room. There, Jojora will be on a high ledge, and says he doubts that you will be able to do it there. At this point, you can't, but later you will. Anyway, you can go to the western room where you can find super mushroom/syrup in 2 blocks as well as a random block. From the large room, you will find a cracked wall to the north; hit him with a hammer several times to open the path. Go to this room. Head up the stairs while fighting Scaratroopea that swoops on you. You can talk to the guy with the telescope nearby, and he'll give you a couple of tips for later. Continue upstairs to the next room. Fight the enemies out there and you'll find that you can go left or right. Go to the left room first, and hit the blocks to get: 2 Hoo beans, refreshing herbs, and super mushroom. Then go back and head east to the next area. In this room, defeat Ice Snifit and Spin Jump through the gap on the grated ledge and then enter this room. There, use Luigi's Thunder to shock Mario, so you can both make it through this area safely. Do the same in the second area. In the third area, hit the exclamation point to open the doorway in the large room from earlier. From here you can jump on the north ledge and run with fast-moving spike rollers, and fall on the western platform. As you fight in the next room, use Thunderhand to move with spiked rollers. When they stop, recharge, and be prepared to move when they do. When you get in front of the path, follow it south and jump high through the ledges and then move to the south room with blocks. Go to the east room and then retreat down to the big chamber. Once you get there, go through the now open doorway. In this room, use the album Save. Now you can go to the north rooms and get the coins out of the blocks as well as dig out a couple of chuckle beans. otherwise, go east. Here, just drop down the stairs to the room below. There, hit 2 quarters to get 2 Hoo beans. You will come to the fireplace of sorts at the end of the hall; Use Firebrand to illuminate it. This will cause the joke broth pot above to start boiling, boiling, let off steam. Go back upstairs and jump high on top of the platform above the pot. Spin-jump to make the vortex appear and climb to the ledge high above. Walk through the western doorway and head upstairs, and onto that grated ledge. This time, use the second spin jump in the vortex and fly on the east ledge, and enter this room. Jojora will come out and say you should just give up now, but you're obviously not going to give up. Take the room and defeat the Glurps and then use the Save the Album. Pound Luigi into the ground and force him to pass under the east gate, and hit the exclamation point to open the door on the other side. While we take Mario under control, so switch to him alone and move into this room. Go upstairs to the next area, where you will come to the gate separating the southern part of the room and the north doorway. Go to this room. Hit the blocks to get Ultra Mushroom and Hoo Bean and then fight the enemies. Then go to the western room and save your game. From there, go to the south room. Stand under Simu-Block and then switch back to Luigi. There, just go south from the gate to the next area. Defeat a couple of enemies and then take Ultra Nut out of the block before heading west again. In this room, fight a couple more enemies before heading to the northern area. There, line up Luigi under another Simu-Block and then push the ABB together to open the gate to Mario's side. Switch to Mario and go to the next area with him. Haven't hit the block yet; instead switch back to Luigi and bring him a south 1 room and a west number 1. At this point, switch back to Mario and hit an exclamation point to allow the barrel to fall below the switch on Luigi's side. Hammer switch to open the doorway on Mario's side. With Luigi still, go to the north room and stand under the Simu-block on his side. Bring Mario to this room and stand below his block and then jump to hit them both at the same time. Jojora will go down and present you a game of sorts. Bros. Blocks will move from center to appropriate brother and you have to jump to hit as much as you can. Hit 30 in 25 seconds and the doors open. With Mario, go to the next area. Approach the ledges and the north room. There, head upstairs to the next room where you will find 4 unlit candles. Use Firebrand to illuminate them all. This will cause the green platform in the previous area to rise. Now, switch back to Luigi. Stand under the yellow block above and then switch back to Mario. Bring it down, and stand on the yellow block. Do Luigi jump the punch block up and then Mario go for a higher ledge. Hit the block for some coins, and then with Mario, go to the western room. There, fight the enemies and hit the blocks, Get 2 Hoo beans and Ultra Mushroom. Then continue in the southeast room. In this room, stand below Simu-Block and then switch to Luigi. Bring it southwest to southwest then both brothers got into Simu-Block at once. This will open the gate blocking Mario's pass. So, send Luigi to the south chamber, and then switch to Mario and head south. There, Mario hit the block so the barrel falls on Luigi's side. Take note where the barrel falls. With Luigi, exit/go back to this room, and stand where the barrel fell before. Hit the block with Mario again, and the barrel should fall to Luigi. With Luigi in the barrel, go to the north room and stand on the floor tiles, activating the mask on the wall. The fireball will reflect, destroying the mask. This will result in a platform uniting the two paths to appear where the block of mini-games took place. Now, with Luigi, go back north and east to steam the area on a connected path. Switch to Mario and get him to do the same and then reunite the brothers. Go southeast to this room. Continue through the next couple of numbers until you come to the room with save the album. Use it because you will need it at the moment. Now, high jump on the north ledge you passed with Luigi earlier, and enter this room. Go upstairs and fight with a pair of Scaratropeas, and then go to the room in front. There, go north on the way to the fountain. You won't be able to do much with it at the moment, so go northeast and down these steps. In the room you're ingested, you'll see Jojora again. He's not happy that you've done it this far, and he'll just say that before you run again. Head southeast to the next room. Get off the ledges to the next area, fighting enemies along the way. In the next room, light the fireplace with Firebrand Mario to heat the jock broth pot above. Go back upstairs and high jump on top of the platform above the pot, and spin-jump to make a whirlwind float on a high ledge. From here, you can either smash down the northwest wall and enter this room (for 2 Hoo beans and some coins), or go through the northeast opening you came from. So head northeast and back upstairs to the room above. In a room with a whirlwind and 4 candles, fill Mario with water from the fountain. Then stand to the right of the vortex and Luigi Hammer to make the water shoot into the vortex. This will spray water on all 4 candles, putting them all at once, causing the northern door to open. Go to this room, and continue upstairs to the top level. There, start with Save Album. After you save, move to the top area, and switch positions so Mario is in the back. Alternatively, you can pound Luigi lower into the barrel and then return it to an earlier area where you can hit an otherwise unattainable switch to get some Hoo beans. Anyway, here, hit the exclamation block to make the yellow bridge temporarily appear to the east. Once you get control, stand straight east, along an unobstructed line of white tiles. Use Firebrand Mario and dash all the way east. You are fast enough, you will make it across the bridge to the next area. There, Jojora will be you, and ask you what kind of friend you would like to see (choose any name, it doesn't matter). A giant girl will enter and you enter the fight. After the fight, Jojora will run away in a fit of anger. Now use Firebrand Mario to light 2 unlit torches on the wall to lower the eastern wall. Continue to this next room. You will see Fawful here who tells you to bring Beanstar to the top pedestal in exchange for a peach. Go east and pound Luigi into the ground, and pass it under the gate. Approach Fawful and it will want you to give up Beanstar. You use a fake one at first, but apparently it sees through it and steals the real one anyway. Your suitcase is also knocked to the floor, but you'll get it again soon. In the meantime, go to the north room. Hammer switch to open the south gate, leaving Mario too. He took out an extra dress and is holding on to it. Use save the album and then a high jump in the eastern area. Mario will come out and confront Boulette and Fawful here. As part of the sleek plot, Luigi will come out dressed as a peach to fool Bowletta. They release a real peach, and chase the supposedly real. So Mario wake up Peach to be thank you. Meanwhile, Luigi will take Boulette. Bouletta.

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