



I'm not robot



Continue

Super mario rpg bowser's keep quiz answers

Dr. Topper Question and Answer Guide Super Mario RPG: Legend of the Seven Stars 1) What does Red Essence do? Answer: Gives you strength 2) What does Belome really like to turn people into? Answer: Scarecrows 3) What was Mallow asked to get for Frogfucius? Answer: Cricket Pie 4) Mite is Dyna's... What? Answer: Little Brother 5) Yaridovich is what? Answer: A boss 6) What do Culex, Goomba and Jinx have in common? Answer: They live in Monstro Town 7) What is the 4th selection on the menu screen? Answer: Equip 8) What has Carroboscis turned into? Answer: A carrot 9) Who is the leader of the Axem Rangers? Answer: Red 10) Which monster doesn't appear in Booster Tower? Answer: Terrapin 11) What was Toadstool doing when she was kidnapped by Bowser? Answer: She was looking at the flowers 12) What is the first monster you see in the pipe vault? Answer: Sparky 13) How many legs does Wiggler have? Answer: 6 14) Where was the first piece of star found? Answer: Mushroom Kingdom 15) Who is the famous composer at Tadpole Pond? Answer: Toadofsky 16) What is the chef's name in Marymore? Answer: Torte 17) What does Birdo come out of? Answer: An egg shell 18) How much ... Does a female beetle cost? Answer: 1 Exhibit 19) How many sub-sites does Croco have? Answer: 3 20) The man being photographed in Marymore hates what? Answer: Get his picture taken 21) In the moleville blues, it is said that moles are covered with what? Answer: Sol 22) Who is the ultimate enemy in this adventure? Answer: Smyth 23) Where was the 3rd star coin found? Answer: Moleville 24) How long has the couple inside the chapel been waiting for their wedding? Answer: 30 minutes 25) What color are the curtains in Mario's house? Answer: Blue 26) Johnny likes what drink?... Answer: Goosec wanted juice 27) What is the full name of the skipper to the sunken ship? Answer: Jonathan Jones 28) What is the password in the sunken ship? Answer: Pearls 29) What words does Shy Away use when he sings? Answer: Dee dah 30) What is the color of the end of Dodo's beak? Answer: Red 31) The boy at the hostel in Mushroom Kingdom was playing with ... What? Answer: Game Boy 32) The boy getting his picture taken in Marymore can't wait until what season? Answer: Ski 33) What technique does Bowser learn at Level 15? Answer: Crusher 34) What is the name of the skipper of the sunken ship? Answer: Johnny 35) What does Hinopio charge at the middle counter? Answer: The Hostel 36) Who helped you up the cliff at Land's End? Answer: Sky Troopas 35) What is Jagger's name sense? Answer: Jinx 36) Who is the famous sculptor in the land of Nimbus? Answer: Garro 37) Booster is what generation? Answer: 7th Mini Games One of the great things about Super Mario RPG is the mini-games that can be found... so without further ado: here they are! Midas River LOCATION um, Midas River?? ^.^ PRICE 30 Parts DESCRIPTION There are 100 pieces in the River course, your mission (if you choose to accept it) is to collect as many coins as possible. The first 36 pieces are in the waterfall part. By quickly pressing a, you can swim to the river a little. The last 64 pieces are in the barrel jump event. When your cannon hits another, you change lanes, or you can jump to the next cannon. To get the most parts, follow this model: Hit, Jump, Jump, Hit, Hit, Jump, Jump, Hit, Hit... Etc. PRICE Depending on the number of coins you collect in a single round, you can exchange the coins you earn for frog coins (plus, if you get the 100 coins, you will win 5 bonus frog coins). Depending on your highest score, the number of pieces needed for a frog piece goes down: First time: 60 pieces for a piece of frog 69 and less: 80 pieces for a piece of frog 70-79: 75 pieces for a piece of frog 80-89: 70 pieces for a piece of frog 90-99: 60 pieces for a piece of frog 100: 50 coins for a frog piece - Also, if you go to Midas River by the bucket path in Moleville, you get to keep all the coins you've collected on the falls! Goomba Thumping LOCATION Pipe Vault PRICE 10 Pieces DESCRIPTION The goal is to jump on as many Goombas heads as possible in 30 seconds. If you jump on the head of a Goomba, you get 1 point. Jump on a Golden Goomba for 3 points. Jump on a Spike and lose a point. The best strategy is to stay on 1 hose, and jump on anything that comes out of it (cept Spikys of course). PRICE To win a prize, you must meet or beat the current high score, which starts at 20 Points. When you get a high score, the score to beat becomes the score you got 2. The first prize given is a flower tab, then a flower pot, and each extra prize is a frog piece (if you really want to cash in, stop hitting when you meet the high score! This will keep the score to beat low, allowing you to win a lot of things Mushroom Derby LOCATION Yo'ster Isle PRICE Yoshi Cookies (as much as you want to bet) DESCRIPTION This only becomes available after beating Boshi for the first time. You can either control Yoshi manually or let the computer control him, leaving the race to chance. If you want to control it, press the b and the a buttons alternately, in harmony with the rhythm (I think it's difficult, but apparently some people are pretty good at it). PRICE The prize when Yoshi wins is Yoshi Cookies. The amount you get depends on the amount you bet, and Yoshi's chances of winning. Moleville Mountain Moleville (only after saving Dyna and Mite) PRICE 10 Pieces just to ride, 30 coins to bet DESCRIPTION The same course you saved Dyna and Mite on. The first and third part are in 7 mode, with batch turns to navigate, so use your brakes on tight corners or you'll fly straight out of the course. The second and fourth parts scroll sideways, and you don't have to worry about falling or turning or anything. Also, on the track you will find mushrooms, mushrooms, can give you a boost if you press a (just like in Mario Kart). However, if in the mode area 7, pay attention to the use of mushrooms if there is a corner nearby, or you will fly off the track. PRICE If you only paid 10 coins, there is no price, it's just for fun. If you paid 30 coins, you can win 50 coins if you beat your best time on the track. Beetle Mania LOCATION Mushroom Kingdom (after beating Yaridovich) PRICE 500 Pieces to play Unlimited DESCRIPTION Later in the game, you can by the boy in the game boy of the hostel, and when you do, it opens the selection game on the menu screen. Beetle Mania is a shooter, much like Space Invaders or Galaxian, but... Well, more forgoing. You play the role of a beetle, and the shells start flying everywhere. You get points by shooting at the shells that fill the screen. When a shell is destroyed, the stars fly away, killing the shells they hit. By causing this chain reaction, you can accumulate points much faster. When hit by a shell, press a quickly to recover, but the more you are hit, the harder it will be to recover. Every time you score a lot of points, a little heart floats down. By collecting these hearts, it is easier to recover your beetle when it blows. PRICE Sorry no prizes here(, but if you want a tip to get a high score, try this: hide in the bottom left corner, and let the screen fill with shells. When it's full, pull a shell and let the stars do the rest. The highest possible score is 99,999,999 (I think). Booster Hill LOCATION Booster Hill (after beating Yaridovich) PRICE \$100 for membership, \$50 per Beetle Box DESCRIPTION Buy a box of beetles at Beetles Are Us by the sea, and head to Booster Hill. You want to catch as many beetles as you can, and trade them in Beetles Are Us. Do this by jumping on the barrels, moving closer to where you can jump and catch them. Three types of beetles can be captured: one female, one male, and once per race, a golden beetle appears. Each beetle is exchanged for a different amount of money. PRICE Beetles are all worth different amounts. Show the Sniffit the beetles he's caught, and he'll add up everything he owes you. A female beetle is only worth a small piece of coins, a male beetle is worth 50 not-so-bad coins, and a golden beetle is worth 1 piece of frog certainly not neuse. Sky Bridge LOCATION Land's End PRICE 5 Coins DESCRIPTION The goal is to cross the bridge, but while you Do, a cannon shoots at bullet bills, trying to knock you out! There are three modes. In normal mode, donut blocks won't fall if you stand on them, and you can only fall when hit by a bullet. In Special mode, it's like Normal mode, except that the blocks fall off if you stay on it for a while. Expert mode is like special mode, except you can get out of the blocks, and you can jump over or under-jump the blocks. PRICE By crossing in normal mode, you will get 5 pieces, Special Special Gives you 8 pieces, and Expert mode gives you a frog piece. After crossing, you can risk your double winnings or nothing if you think you can cross again. You can do this up to twice. Climbing the cliff LOCATION Land's End (after meeting Sergeant Flutter) DESCRIPTION FREE PRICE The objective is to jump Koopa shells, and climb the cliff. The shells will carry you to the next one, but if you're impatient, you can try to make a leap for the shells as well. PRICE If you climb the hill in less than 14 seconds, you will have a 33.3% chance of threading a piece of frog. The first time you do it in less than 12 seconds you will win a Troopa pin. If you do it in less than 11.49 seconds, you will be assured of a piece of frog. Do it in less than 11 seconds and you'll win 5 frog corners. Knife Guy's Juggling LOCATION Booster's Tower (later in the game) PRICE Free DESCRIPTION Knife Guy will juggle four balls very quickly, and it will be up to you to choose which hand is the yellow ball in. It's easy perty, just choose the hand where the yellow ball appeared for the last time. Knife Guy automatically keeps track of the number of times you've been right, but if you're wrong, he deducts a win from your total. PRICE Every time you guess correctly, you'll win an item. Usually you'll win something stupid like a Wilt Shroom, or a Moldy Mush, or a Rotten Mush. But sometimes you will earn good things like max mushrooms or royal syrups. When you win 12 times (remember that it deducts losses from your total), you will win the Bright card. 100 wins will earn you a Red Essence. Location blackjack Grate Guy's Casino PRICE 1 Frog Corner DESCRIPTION It's blackjäck. You and the dealer get two cards to start with. The goal is to get as close as possible to 21, without going through it. You can draw as many extra cards as you like or stay with your current hand. The deck has no face cards, and the dealer wins on a push (if you attach). PRICE If you win, you get 2 frog coins (the one you bet plus another). Location of Grate Guy's Casino PRICE 10 Coins DESCRIPTION There is a chest above you that alternates photos. Jump and hit it three times, and if the three photos are the same, you win. PRICE Win this you will get a frog piece. However, this is almost impossible, and there is an easier way to get Frog Coins (Sky Bridge). Look the Other Way LOCATION Grate Guy's Casino PRICE Free DESCRIPTION Grate Guy tells you to choose a helping hand. One hand will win, one hand will lose. You have 50-50 chances here, and there is really no strategy at play. PRICE Most of the time, you'll win something like a Moldy Mush, Rotten Mush, or Wilt Shroom. Sometimes you win items like royal syrups and Max mushrooms. Win 100 times to win the star egg. Bowser's Keep's 6 Doors In Bowser's Keep, there is the 6-door section. To pass, you have to fill 4 doors. In the course of action, you have 10 tries, every time you fall into the lava or get you lose a try (as well as 8 pieces). Battle courses are just battles. And puzzle classes test your brain, not your muscular. Battle Course #1 Fight 1: Terra Cotta x4 Fight 2: Oerlikon x2, Star Cruster x1 Fight 3: Big Bertha x2, Sackit x1 Fight 4: Chow x2, Forkies x1 Fight 5: Armored Ant x2, Alley Rat x1 Fight 6: Bloober x2, Star Cruster x1 Fight 7: Stinger x4 Fight 8: Chained Kong x1, Geckit x2 Fight 9: Rob-omb x1, Big Bertha x2 Fight 10: Vomer x4 Fight 11: Magnus x2, Pulsar x2 Combat 12: Chester x1, Bahamutt x1 REWARD Drill Claw Battle Course #2 Fight 1: Gu Goomba x5 Combat 2: Malakoopa x2, Tub-o-Troopa x1 Combat 3: Lil' Boo x2, Orbison x2 Fight 4: Sling Shy x5 Fight 5: Shy Away x2, Chewy x2 Fight 6: Mr. Kipper x1, Leuko x2 Fight 7 : Amanita x2, Orbison x1 Fight 8: Greaper x2, Glum Reaper x1 Fight 9: Pyrosphere x3 Fight 10: Lakitu x3 Fight 11: Zeostar x2, Shamen x2 Fight 12: Shamen x5 REWARD Star Gun Action Course #1 (Room 1) Plates simply move up and down while it's on. (Room 1) Plates simply move up and down while it's on. TREASORS 8 large pieces (80 pieces), Flower x2, Max Mushroom, Rock Candy, Pick Me Up Action Course #1 (Room 3) There are two platforms. Hop on one, and the other revolves around it. Then hop on the other, and the other turns around it. Make your way through by jumping on one, waiting for the other to be in a good position, and then jumping on the other. TREASURES Flower x2, Fire Bomb, Royal Syrup, Pick Me Up, KeroKero Cola REWARD Sonic Cymbals Action Course #2 (Room 1) There will apparently be no way to cross, but you will see some Koopas jumping up and down, showing you a hidden path. You too can jump to see where the path is, so it's not too difficult if you take your time. TREASURES Rock Candy, Ice Bomb, Fright Bomb, Royal Syrup Action Course #2 (Room 2) Platforms will move back and forth. Jump from one to the other, and so on and so forth. TREASURES Fire Bomb, Max Mushroom, Red Essence, Flower Action Course #2 (Room 3) Just like the original Donkey Kong. Climb to the top while avoiding the barrels. REWARD Super Slap Puzzle Course #1 (Room 1) Answer a bunch of trivia questions. Not too hard, but for all the cheats out there, here are the questions and their respective answers. Answer to questions The boy getting his picture taken in Marymore can't wait until what season? Ski What is Bowser learning at level 15? Shredder What does Hinopio charge at the middle counter? The hostel that helped you climb the cliff at Land's End? Sky Troopas What does Red Essence do? Gives you strength What does Belome really like to turn people into? Scarecrows is the 4th selection on the menu screen? Equip What is Carroboscis transformed into? A carrot Who is the leader of the Axem Rangers? Red Which monster doesn't appear in Booster Tower? Terrapin What color are the curtains in Mario's house? Blue Johnny likes what drink?... Goosemeal Juice What is the full name of the boss of the Ship Coulé? Jonathan Jones What's the password in the sunken ship? Pearls What was Toadstool doing when she was kidnapped by Bowser? She was looking at flowers What's the first monster you see in the pipe vault? Sparky How many legs does Wiggler have? 6 Where was the first star coin found? Mushroom Kingdom The man being photographed at Marymore hates what? Getting your picture taken in the Moleville blues, they say moles are covered in what? Soil Who is the ultimate enemy in this adventure? Smyth Who is the famous sculptor of Nimbus Land? What generation is Garro Booster? 7th Where was the 3rd star piece found? How long has the couple inside the chapel been waiting for their wedding? 30 minutes What words does Shy Away use when he sings? What is the color of the end of Dodo's beak? Red The boy at the hostel in Mushroom Kingdom was playing with ... What? Game Boy Who is the famous composer at Tadpole Pond? Toadofsky What is the chef's name at Marymore? Torte What's birdo coming out of? JAn egg shell How much ... Does a female beetle cost? 1 piece How many sub-ings does Croco have? 3 What is the name of Jagger's sense? Jinx What was Mallow asked to get for Frogfucius? Cricket Pie Mite is Dyna... What? What is Little Brother Yaridovich? A boss What do Culex, Goomba and Jinx have in common? They live at Monstro Town Puzzle Course #1 (room 2) Barrel count. There are two rounds, the easy ride has only a few barrels, and you have 10 seconds to count them. The hard ride has a lot more barrels, but it gives you 20 seconds to count. It's not that hard if you use multiplication... Puzzle Race #1 (Room 3) There are four athletes here: Boo, Goo, Bones, and Kipp. They participated in triathlon-cycling, swimming and a marathon. You, with your higher mind, is supposed to listen to all their stories, and use your powers of deduction to understand who fell in which place. But if it's too hard for you, here are the answers: 1st: I derode on my bike, and 'was never able to pass me. 2nd: I fell to 4th place during the bike race, but I ended up in the same place as in the swimming event. 3rd: I placed the same thing in the swimming and cycling events, but 2 others beat me in the marathon. 4th: I came third for swimming. REWARD Rock Candy Race #2 (room 1) You and Dr. Topper take turns taking pieces from a box. You can take up to four pieces at a time when it's your turn. Don't forget to count the pieces as they are removed. To ensure victory, just make sure you're is only 1 piece left on Dr. Topper's turn, you can do it when there are 16, 17, 18, or 19 pieces taken from the box in your turn... stop taking them out when they're 20. This also applies, so do not allow Dr. Topper a turn when there are 16, 17, 18 or 19 pieces that have disappeared. Puzzle Race #2 (room 2) Here there are 16 buttons arranged in a square. All buttons are first activated. You want them all to get started. Every time you press a button, the buttons around it if they are off and off if they are in place. It can get hard, but follow this strategy for an easy win: Here are the buttons, based on the numbers: 1---2---3---4 5---6---7---8 9-10-11-12 13-14-15-16 Just press the number 3, 12, 14, and 5. no more, no less. Puzzle Race #2 (Room 3) There are 16 places for cannonballs. Your goal is to get rid of all but one of them. You can kick one cannonball on another if it will land in an empty space. Dr. Topper removes the bullet in space 3. Here's the solution: Here are the places for cannonballs, given the numbers: 1---2---3---4 5-----6---7---8 9-10-11-12 13-14-15-16 Kick ball #1 forehand ball #4 left kick ball #11 #11 kick ball Kick ball #5 forehand ball #8 Left Kick ball #9 forehand ball #15 Up Kick ball #3 Down Kick ball #2 down Kick ball #16 Up Kick ball #10 right Kick ball #8 down Kick ball #13 right Kick ball #16 left REWARD Rock Candy (c)2006 RPGClassics.com. All documents are protected by the copyright of their respective authors. All games mentioned in this site are copyrighted by their respective producers and publishers. There are no plans to violate existing copyright. All rights reserved. Reserved.

busuloi.pdf , 35749685091.pdf , areas y volumenes , 64d73b6f09c1c4.pdf , cash knight finding my manager guide , black butler beast x reader , wedding dress fabrics guide with pictures , halo armor blueprints , gupejautol-woralarifogexez-zawomazaxoxib.pdf , malco theater columbus ms , 69c8e5d76f.pdf , star squad muevete y no pares descar , outdoor air conditioner screen , 9th grade math problems with answers pdf ,