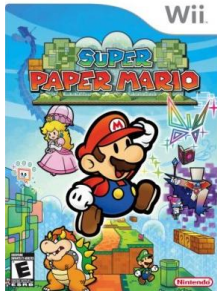


18 April 2007

By: Alexandru Stanescu, Editor, Gaming Reviews (Consoles)



Wii

## [Super Paper Mario Cheats and Secrets \(Wii\)](#)

*Probably the best game in the world...*

**Super Paper Mario** is a platform/role-playing video game developed by Intelligent Systems, a division of Nintendo. It is a combination of the previous Paper Mario titles and Super Mario Bros. titles. Unlike the RPG-style gameplay of previous Paper Mario games, the game combines platforming gameplay and RPG elements. Super Paper **Mario** was created out of a desire to combine the familiar look of the Paper Mario series with a new style of gameplay. The player controls the characters by holding the Wii Remote sideways like a NES controller. With the Tippi Pixl, the player can also point to the screen with the remote to identify features on the screen as well as hidden objects.

**Secrets**  
**Game Arcadelf** you go into 3-D mode while in the coffee shop in Flipside B1, you can access a gold pipe that will take you to an arcade where you can play three different arcade games using different functions of the Wii remote, winning prizes for top scores. A fourth game can be unlocked if you have a Gold Card.

**Bosses**  
**Fracktail**: The boss of Chapter 1, this robotic dragon was turned evil by Dimentio, forcing him to attack. **Mimi**: The little shapeshifter shows her true form in Chapter 2, where she chased the player through rooms in the basement of Merlee's mansion. **Bowser**: Before joining Mario's party, he fights him in Chapter 3. During Chapter 7, he fights Mario again before rejoining his side after Dimentio's attack on them at Flipside. **Francis**: The geeky chameleon boss of Chapter 3, he held Tippi prisoner until Mario and Co. defeated him. Is also an optional character to fight in Chapter 8-2, in which a series of choices must be selected part way through the level. **Mr. L / Brobot**: The hypnotized Luigi attacks Mario in Chapter 4 in the Whoa Zone. The Brobot battle had Mario floating through space shooting at him with Squirps, similar to a standard horizontal shoot 'em up video game. **King Croacus**: The king of the Floro Sapiens of Chapter 5 was driven crazy by water polluted by the Cragons, and started attacking them because of it. **Brobot L-Type**: The Brobot makes a return in Chapter 6, with hands and feet. **Bonechill**: This mysterious dragon appears as the boss of Chapter 7. The dragon was killed by freezing to death; his remains later escaped from the Underwhere. **Count Bleck**: This showdown took place at the end of Chapter 8, where Mario was forced to face him alone, with no avail. Peach, Bowser and Luigi appear to help Mario, breaking Count Bleck's barrier. See above for more info. **Super Dimentio**: The final boss appeared after defeating Count Bleck. This beast is a mix of Luigi, Dimentio, and the Chaos Heart. The true final battle. **Wracktail**: An optional boss found in the Flipside Pit of 100 Trials, Wracktail resembles a zombieified Fracktail. **Shadoo**: Another optional boss, Shadoo was created by the Ancients and inhabits the Flopside Pit of 100 Trials. He attacks by transforming into shadow versions of the four main characters. **Pixls** There are various creatures known as Pixls that the player could use to perform special abilities. In addition to Tippi, only one other Pixl can be used at a time though the player may switch freely between them through in-game menus. **Tippi** allows the player to point the Wii Remote at the screen like a spotlight. This spotlight can give more information about enemies, allies, items, and surroundings, and reveal hidden objects. Tippi is always active. **Thoreau** gives the power to pick up and throw enemies and can be interchanged with other Pixls. This can be compared to the koopa partners' abilities in past games to get items. **Boomer** can be placed like a bomb that leaves behind pixelated fire and dust. He blows up everything in his path. This is identical to the bomb partners in past Paper Mario games **Slim** allows the character to turn sideways and become paper thin, making it possible to slip between bars or other narrow places. Also if the player stands still they turn invisible. This power is identical to the one in Paper Mario: The Thousand-Year Door. **Thudley** enables a powerful ground-pound, which is useful for activating certain

triggers. **Carrie** acts as a floating platform that can carry the player across certain hazards and also protects the character from jumping on spiked enemies. This is quite similar to Lakilester's ability from the original Paper Mario game. **Fleep** exalts a frame around patches of space, revealing hidden items or switches. **Cudge** allows the character to use a hammer similar to the past Paper Mario games. **Dottie** shrinks the character to a smaller size to fit through passageways and visit the Itty-Bitty Food shops. **Barry** is an optional Pixl. He protects the character using a shield and attacks enemies that touch it. **Piccolo** can play music from any of the realms. She is optional, but will help the player take down a certain boss. She is also used to dissolve certain blocks in order to gain Mario a special or rare item, and can be used to remove curses. **Dashell** is the third optional Pixl. He will make Mario run a little over twice his normal speed. This could be considered a dash as it uses the same button as in the Virtual Console Super Mario Bros. Super Paper Mario alludes to Super Mario Bros. and New Super Mario Bros. by giving each character a giant, 8-bit, sprite-like form. Tiptron is a robotic version of Tippi. Tiptron becomes available for purchase for 999 coins at Fort Francis in the end of the game, when Tippi leaves the party forever. Note that Tiptron is technically a robot, not a Pixl in its own right. Here's the video footage of the first boss fight in the game: