Fawful Feats Documentation



Fawful is the overarching villain of the Mario & Luigi Franchise, he also doubles as a side antagonist of SuperStar Saga and a merchant in partners in time. He is a character whose personality centers around the use of broken English and chef themed metaphors that tend to tie into his plans and how he is feeling. This document will be centering around his feats from these games. He is considered to be one of Alpha Dreams most iconic characters to boot. As previously mentioned, this document will be going into his feat from the following games: Superstar Saga, Partners in time, and Bowser's inside story. Excluding the remakes. - By Dude Bruh/DmcFan3

Red - Full Scale IQ: PSI, VSI, FRI, VCI, CPI,

Cyan - Emotional Intelligence & Adversity Capacity: Emotional Understanding, Emotional Management, Emotional Engagement, Emotional Perception

Purple - Manipulation, Persuasion, Indirect, Mass-Scale, Emotional, Misdirection,

Green - Strategizing & Planning: Setting Traps, Coverage, Shielding, Strategic Forecasting, Strategic Complexity, Difficulty to Counter, Improvisation, Long-Term, Short-Term

Gold - Influence & Social Skills: Charisma, Influence Creation, Influence Building, Influence Coverage, Social Engineering, Acting Skills,

Blue - Reasoning & Perceptiveness: Logical Reasoning, Logical Prediction, Foresight, Adaptability, Knowledge, Cold Reading, Hot Reading, Observation

Fawful's Feats From Superstar Saga

We start off with Fawful's first strategy, Cackletta and Fawful begin to arrange a meeting under the guise of the goodwill ambassador from the Bean Bean Kingdom where they initiate the start of their plan. They put on a convincing act to the princess by saying: "I wish to improve my Kingdom's ties with the Mushroom Kingdom, I bring a gift from Queen Bean." This is when Fawful initiates the part of his plan where he activates his own device to create a cloud capable of stealing Peach's voice from her using his vacuum helmet. The scene ends with the two escaping into the sky.
(Trap Setting, Coverage)

Bowser later goes on to pursue both Fawful and Cackletta in the Koopa Cruiser only to be met by both Fawful and Cackletta once again. Fawful is given the task by Cackletta to slow them down.

This leads to a fight between Fawful and the brothers where Fawful eventually ends up retreating. It's because Fawful is fighting them that he is able to get a better grasp at what Cackletta and himself are dealing with while finding out about where he lies in terms of a head to head battle with them so he can later create a plan to better deal with them. A dialogue is shared between Fawful.
(Indirect Manipulation, Information Gathering)

Bowser and the bros (the tutorial) only to lead to this dialogue: "Bah! I have no time to smell foul roses such as you. One fell swoop is the way I deal with you Fink-Rats!" In that moment, Fawful is quickly able to analyze the layout of the Koopa Cruiser and fire several differing orbs of energy in a specific pattern to ensure maximum damage and a 100% crash rate before flying away to catch up and most likely inform Cackletta about what has occurred.
(Processing Speed Index due to how fast he was able to analyze the layout and weak points of the Koopa Cruiser , Visual Spatial Index given he was making the calculations of where the best spot was to strike and take down the Koopa Cruiser in order to crash it., Working Memory Index later on, Fawful was able to learn and pilot the Koopa Cruiser on a level above every single pilot in Bowser's crew. This means Fawful was able to learn every single control and feature in order TO pilot it.)

Adding on to this feat, it is safe to assume that while Fawful was gathering information of the character's powers, he was also profiling them psychologically. Specifically Bowser whom he had later went on to exploit in Bowser's inside story. He was able to perform this through a very simple process with this dialogue: "You! You're the one who stole Peach's voice! How dare you pull off such a cool evil plan!" Fawful had arrived a few dialogue boxes later, but this also means he would be in earshot of the two when he had shown up on screen.
His thought process goes as follows:

1. Bowser is extremely aggressive and egotistical.

2. Bowser is quick to temper.

3. Judging from his ship's designs: the green and red mustaches aren't usual minions and have a long time rivalry.

With that information he had remembered, he was able to influence Bowser later on with this given information, especially since this is the only time these two characters interact in the entire series before Bowser's inside story In short, Fawful was not only able to understand how the Koopa cruiser work, but also psychologically profile his enemies in that first instance of meeting them.
(Emotional Understanding, Cold Reading: Fawful was able to understand the reluctance in Bowser helping them. And using cues like: "Cool evil plan." as a means of further profiling him and his rivalry with the Mario brothers. It was obvious to Fawful that Bowser wasn't doing this out of good nature but rather a means to an end for him to attempt to get back to trying to conquer the Mushroom Kingdom. With this knowledge, he'd be able to use it in the future to manipulate Bowser if needed to further his own personal goals.)



"I wish to improve my kingdom's



"Eeeyah ha ha ha ha!"


Fawful! Take care of

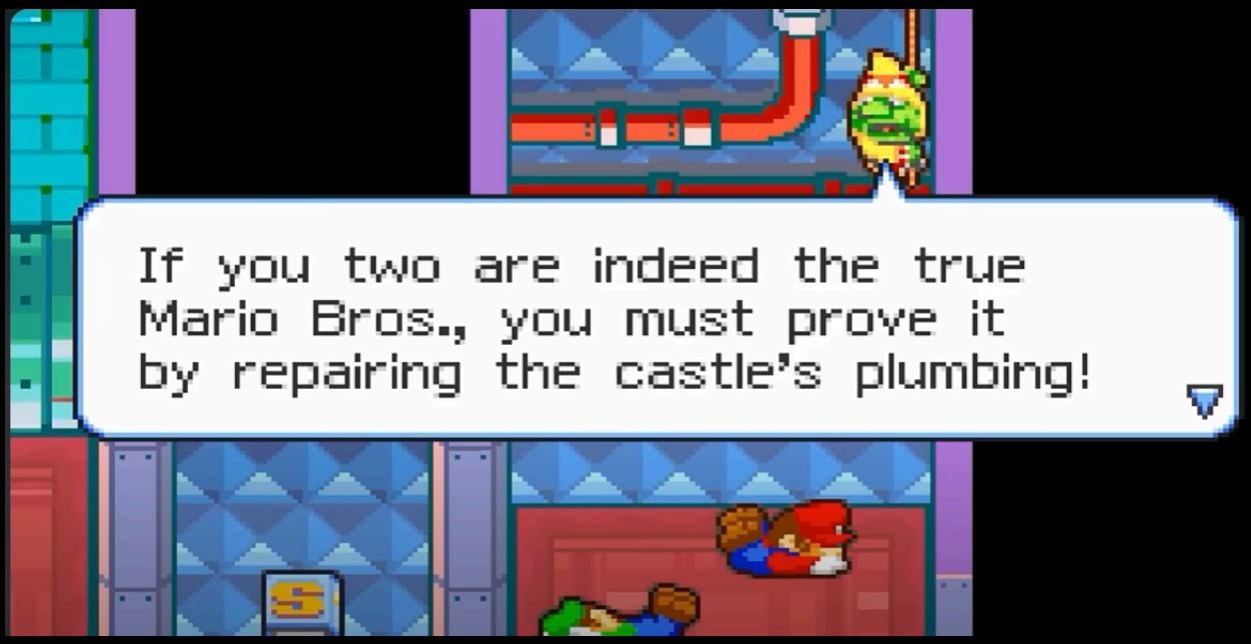
Fawful and Cackletta later choose to raid Bean Bean castle, but how they go about this will be explained in full detail. Firstly Fawful lures out the Bean Bean Kingdom's protection and strongest adversaries in the form of Prince Peasley. First Prince Peasley follows along with Fawful all the way up to the peak of Hoohoo mountain where he is able to trap him in an egg in order to mutate him into a dragon-like creature. The brothers are soon to catch up with him and Fawful had enough time to plan ahead with a blockade to halt their progress with a rock that couldn't be jumped over or shattered with pure strength. It's not until after they get their hammers crafted that Mario and Luigi are able to progress and make their way up to the height of the mountain and meet a bird named Blablanadon taking care of the Egg Fawful and Cackletta had created.
(Setting Traps, Strategic Coverage, Strategic Shielding, Strategic Deception, Strategic Length)

Prince Peasley later confirms that he was tricked by the two and only discovered who they were until it was already too late. Prince Peasley had been missing for such a long period of time that a manhunt was formed to try and find him.
(Direct Manipulation, Misdirection, Information Control)

This distraction creates a large enough time window for them to not only infiltrate Bean Bean castle but also to disguise themselves as the goodwill ambassador and the assistant to further deceive both Mario and Luigi. Upon the bros and the ambassador's initial meeting, he tasks them with fixing the plumbing of the castle so they can meet Queen Bean.
(Logical Prediction, Logical Reasoning)

Which the two brothers agree to do with little knowledge on why the plumbing was set up this way. This is later revealed to be the security system for the artifact they are searching for: The bean star (an artifact that has the ability to grant the wielder's wishes.) By that point they were able to conceal their identities to such an extent that they could deceive and manipulate the guards standing post outside of the castle as well. This also further allowed them to poison and mutate Queen Bean into a bloodthirsty monster ready to fight and kill whatever it could get its hands on as a means of escaping amidst the chaos as well as having enough time to invade Woohoo Hooniversity to gain access to the technology for the peach bots.
(Mass Manipulation, Concealment, Acting Skills, Information Control)
 (Note and Spoiler in case of a debunk: Yes, Prince Peasley was able to Warn Peach beforehand which later on will be discussed as to how this occurred, however this strategy still would have been successful had Fawful and Cackletta beat Prince Peasley to Peach's castle which doesn't take away from the feat. The fact that Fawful was able to work around this wrench in his plans and still come out on top with Bowser's army should in fact be a buff to his Adaptability)

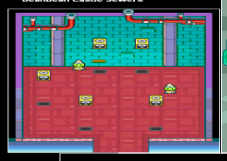
Due to Fawful being the technically savvy one of the two, it can be reasonably assumed he was the one to learn the layout of the sewers and deduce how the security system was disabled, but needed Mario and Luigi to do the work to avoid them giving chase.
(Visual Spatial Index, This is a pretty impressive Visual Spatial Index feat given the quick amount of time it took for Fawful to learn the schematics and plumbing of the security system and knowing the exact points in order to shut it down, essentially creating his plan through his use of engineering knowledge. This also doubles as a Fluid Reasoning Index feat due to Fawful only really specializing in robotics and engineering rather than plumbing, this implies he was able to learn and pick up on the basic principles of a plumber to further his scheme in order to fool the Mario brothers into lowering the security systems as well as giving them time to set up their trap.)

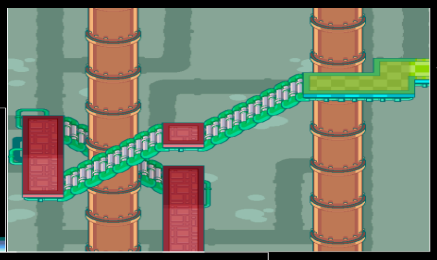


Map by -Peardian-



Beanbean Kingdom:
Beanbean Castle Sewers





To Beanbean Castle











Super Fly
HP: 10 POW: 5
SPD: 40 DEF: 20



Spiny
HP: 15 POW: 6
SPD: 24 DEF: 28



The invasion of WooHoo Hooniversity happened right after both Fawful and Cackletta's plans have been put into motion, here they are able to logically predict Mario & Luigi's pursuit of them.
(Critical Thinking, Logical Prediction, Foresight, Matrix Reasoning)

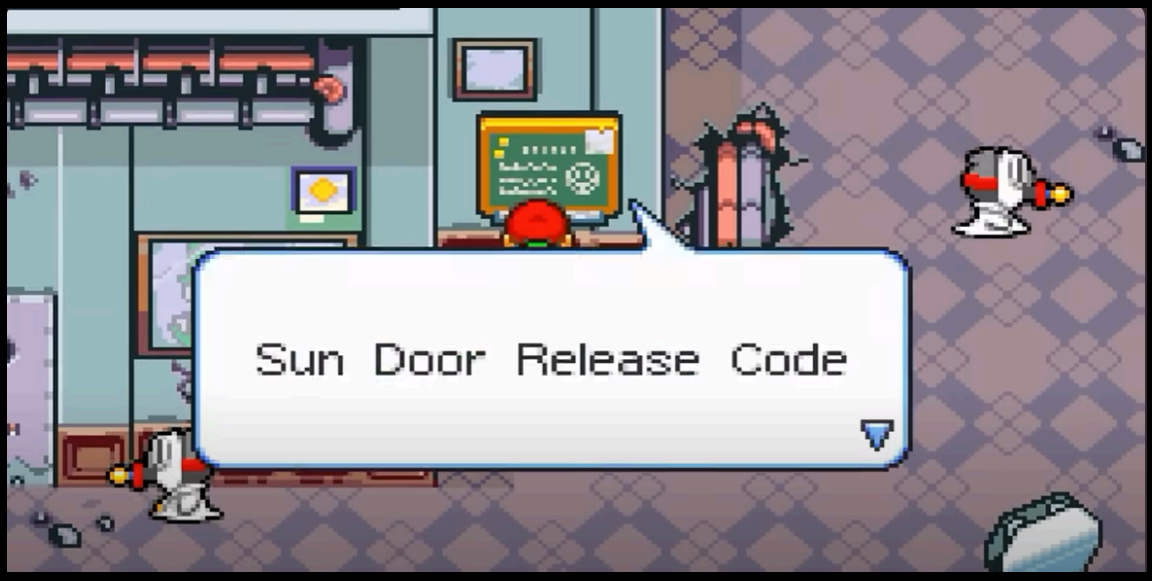
So of course they lay out a few puzzles and doorways to stall for time while they are setting up equipment to begin the awakening of the beanstar. Fawful utilizes and recognizes the sun-door as a means to further slow them down besides Cackletta's magic turning the professors into monsters to act as a further distraction for both Mario and Luigi.
(Setting Traps, Indirect Manipulation, Misdirection)

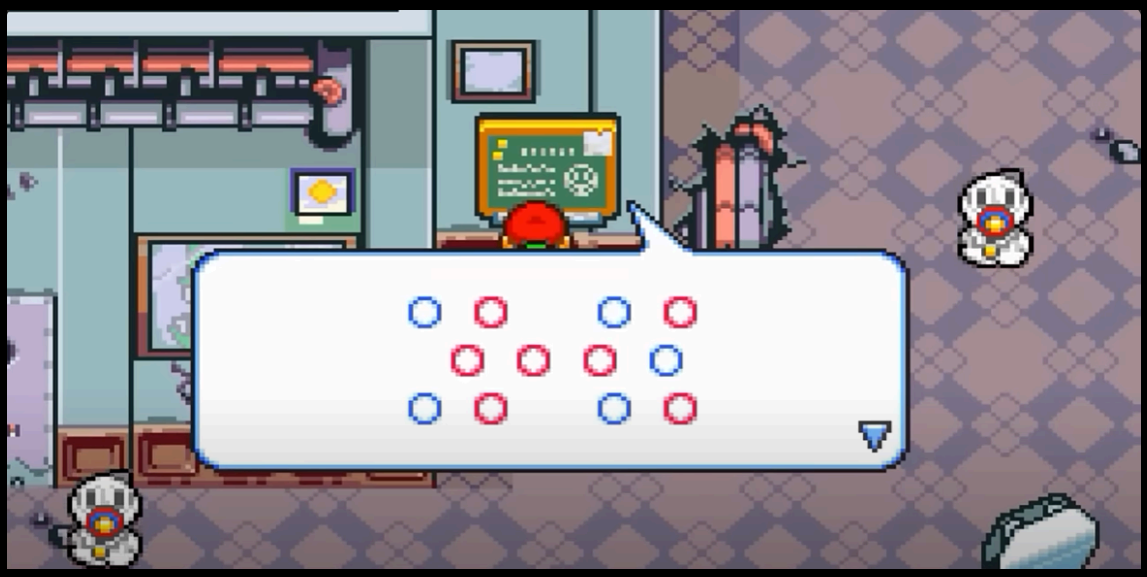
The sun-door itself requires a specific pattern to activate, and several passageways throughout the Universities' complex with differing doorways to be open, electrical currents to be used, buttons to said entry ways that need to be pressed in order for it to fully allow it to be opened. Fawful was able to block off and scan the layout of the entire campus in order to lay traps and puzzles for the Mario brothers to solve as a means of further slowing their progress, and by the point they had gotten to Fawful and Cackletta, they had already began their operation of awakening the beanstar.
(Visual Spatial Index, Cognitive Proficiency Index)

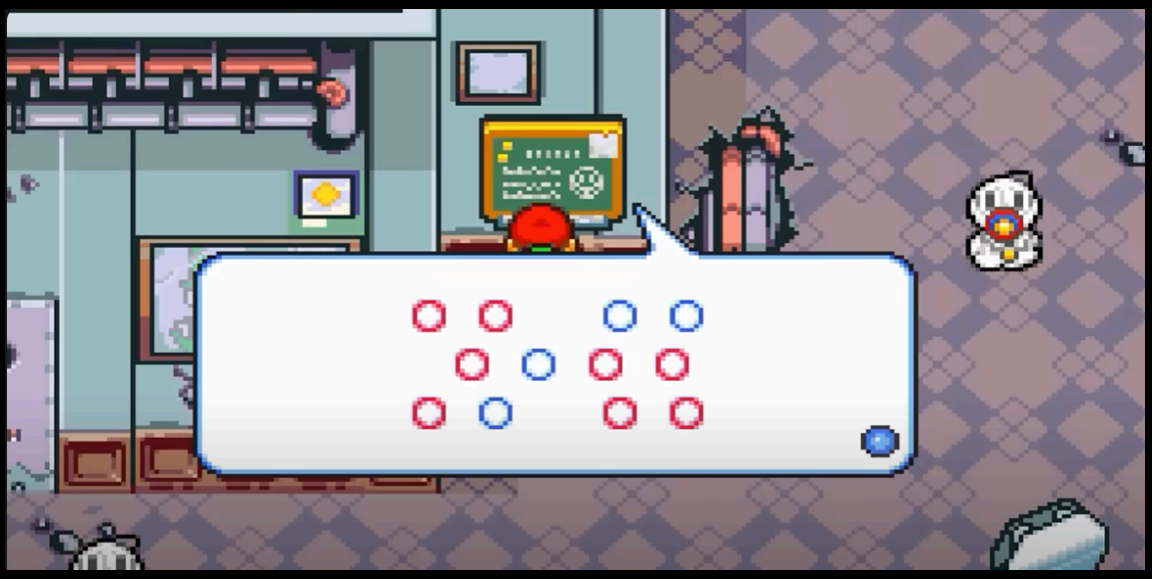
However, thanks to Prince Peasley's quick-thinking of catching onto their strategy and swapping Princess Peach for Birdo, the beanstar ends up throwing the robots out of whack and the plan ultimately ends up getting a wrench tossed into it. If it were not for this factor, their plan would have been successful. Later on, Fawful and Cackletta were ultimately flexible enough to adapt to Peasley's countermeasures; he had found Bowser and was able to quickly continue with his and Cackletta's plans in the future.)
(Perseverance, Mental Fortitude, and Stress Tolerance)

Fawful anticipated that Mario and Luigi would pursue him, so he is quickly able to learn the entire layout of the Woohoo Hooniversities facilities as a means of laying out traps, using his prowess in hacking and technology, and using his strategic mind to make it as grueling of a process to get to the two to allow for even more time to set up and build the Peach bots.
(Complexity, Shielding, Coverage)

The sun-door is activated through sunlight, but it requires several mirrors to be perfectly aligned in order to fully activate, as well as having the mirror not be blocked off to fully shine upon the gate. This can be considered and theorized to be a security system for the Hooniversity in case people wish to mess with their research centers. Fawful was also able to remove the electrical power source from a cord that led to the generators, Fawful knew how it needed to be rewired in just the right way that he could program it to shut only doors and not the entire facility due to his vast knowledge in technology and engineering. Fawful was able to make several calculations of where to mislead and redirect the flow of sunlight throughout the entirety of the structure in order to lengthen the amount of time it would take for Mario and Luigi to go through and fix it. Not only this, but he added on to the several traps with his technological prowess to further slow down their progress.
(Fluid Reasoning Index, Processing Speed Index)


Sun Door Release Code






BOSS
BOSS

After Prince Peasley's plan to keep Peach's voice away from Fawful had gone successfully, and they had been defeated: Fawful was sent to the outskirts of Bean Bean Kingdom and close to where the border is. For context: After Mario and Luigi had defeated Cackletta, Fawful quickly devised a way to preserve Cackletta's energy in the form of a spirit; he used his vacuum helmet in order to do this. Cackletta orders Fawful to give them one last hit and is interrupted by the prince and sent on to Stardust Fields on the Bean Bean side of the border. The two are not seen again until two chapters of the game later, after Peach had come to visit, after her escort across teehee valley. Fawful and Cackletta come across an unconscious Bowser who was sent away by the beanstar pieces after Mario and Luigi had fought Popple and his Rookie (Bowser with amnesia). Fawful asks Cackletta if Bowser's body will suffice, to which Cackletta responds by saying: "Anyone will do. Hurry, quickly!"
(Improvisation, Strategic Effectiveness)

After Bowser and Cackletta merged together: creating Bowletta, Fawful and Cackletta set off for Bowser's kingdom and began gathering resources to prepare for their next plans which will be covered shortly.
(Influence Creation, Influence Coverage, Influence Building, Influence Control Mass-Scale Manipulation, Control over the victims)

Fawful and Bowletta begin to set sites on a place called Little Fungitown in anticipation of Princess Peach arriving at the village to visit the few Mushroom Kingdom residents that actually reside within the Bean Bean Kingdom.
(Adaptability given they were able to essentially bounce back from having no hope of achieving their goals of the Beanstar, Fawful and Bowletta were able to find the whereabouts of Little Fungi town and continue setting up their plan from there., Inductive Reasoning goes as follows:

1. Little Fungi Town is the only Toad populated area in the Kingdom, and the Toads are immigrants.

2. Princess Peach will naturally go to visit her people which will create an opening.

3. There is a possibility a distraction may be caused by a disease given the circumstances of how Fawful is quite knowledgeable of biology in Bowser's inside story. This would mean Fawful and Cackletta were able to Logically Reason where Peach would be and when to strike.)

With Mario being foreign to that region of the Bean Bean Kingdom, it is safe to say that Fawful and Bowletta had expected that he'd fall prey to a common illness called "Bean Fever" which will turn someone into a bean if they aren't treated within three days or less.
(Short-Term Planning, Strategic Coverage, Strategic Shielding)

Anticipating this they were able to steal peach from little Fungi Town and make off with her to their castle. Due to the fact that there was a Magikoopa within little fungi-town it is possible they had a spy informing them about all of the ongoings within the town and when a good time to strike may be.
(Possible Indirect Manipulation)

(But this is mostly theoretical and will probably be disregarded as them keeping tabs on the town whenever Peach had arrived). So far the two showcase that they were able to Kidnap Princess Peach through Mario being sick and Luigi being absent, despite not having it being mentioned they were keeping tabs on little Fungitown in some way or another in order to pull off their plan and set it in motion.

Later, Cackletta and Fawful plan to meet Mario at the top of Joke's end so that they can "trade" Peach for the Beanstar in the form of a ransom.
(Direct Manipulation)

Fawful and Cackletta are able to use the Koopa Cruiser in order to skip the trials that may await them from the bottom to the top while both the bros are forced to go into this place the long way.
(Fluid Reasoning Index due to it being new technology for Fawful to use)

Mario and Luigi eventually make it to the top of this structure to meet Fawful who has been waiting for them for an unknown amount of time. Mario signals to Fawful to get his attention, in turn Fawful orders Mario or Luigi to send the beanstar on the top of a pedestal while having a gate closed in front of him. It is safe to say Fawful at this point had gathered enough information to know that both of them together would be a difficult thing to face. He is able to manipulate the situation with this basic blockade. Fawful was able to take advantage of Luigi's ability to burrow underground by the use of Mario's hammer.
(Setting Traps, Strategic Broadcasting, Strategy Execution, Strategic Efficiency)

Luigi eventually arrives to reveal the beanstar which was a decoy that was given to them prior to their meeting in an attempt to trick Fawful into taking the fake one instead, however Fawful was able to see right through this fake beanstar in 0.99 seconds (via using real time dialogue and a stopwatch), showing an absurd level of quickly processing information, much like what he has showcased when viewing the layout of the Koopa Cruiser before causing it to crash by striking it in its vital parts to ensure that it crashes, as well as being able to learn exactly how to pilot it just from a glance.
(Processing Speed Index)

Fawful after knocking Luigi out was quickly able to deduce that they were carrying the beanstar with them the entire time and therefore find it in the suitcase they carried.
(Logical Prediction, Foresight, Deductive Reasoning)

(Debunking a potential argument for an anti-feat, after this scene Luigi had disguised himself as peach to such a level that it was uncanny between the two, he even got her inflections and voice on point, the dress almost perfectly made him have a matching appearance despite his mustache and face which he had hidden from them the entire time. This is a feat to Luigi rather than an anti-feat, and another argument can be made that Fawful was still mainly following Cackletta's intuition rather than his own, a fact confirmed much later after deciding to part ways with his former mentor.)

After kidnapping Luigi, it is revealed that Fawful not only learned the entire layout of the Koopa Cruiser, but he was also able to understand everything about it, how it operated, how it flew, how it even started. Fawful being an engineer and the tech savvy of the two logically knows quite a bit about motors and is able to apply his mechanical and technological prowess to single-handedly fly and pilot this ship. This is a ship that required a whole crew to operate. This is technology Fawful as far as the game goes, doesn't have any prior knowledge to using, this means he was able to quickly learn how to fly it like a seasoned professional pilot without the need of a crew.
(Visual Spatial Index, Fluid Reasoning Index,)



Mario and Luigi eventually arrive at Bowser's castle where Fawful is able to predict their arrival and informs Bowletta: "O' Great Bowletta, the Mario Bros. who I hate are coming this way!" These preparations and confidence in Bowletta imply that they have prepared for their arrival beforehand by utilizing the full potential of their influence over not only Bowser's most powerful soldiers, but their children as well.
(Logical prediction, Foresight)

It is safe to assume that since Bowletta and Fawful are trusted partners with one another, Fawful's influence over Bowser's army has the same level as Kamek's influence, being the second highest ranked leader next to Bowser himself, or in this case: being the second highest ranked member in Bowletta's regime next to Bowletta herself.
(Mass Manipulation, Direct Manipulation, Verbal Deception)

The castle can be seen floating in the sky, meaning one of two things, one it already had this option, or two being that Fawful modified the castle to float, there is more evidence pointing towards Fawful having modified Bowser's castle into floating as well as using these components to create puzzles that require certain rigging with toy Koopas to open different doors. (This can be seen by the purple less stone-like platforms laid out and floating within the walls of the castle) it is in a similar vein to Woohoo Hooniversity, but on a much larger scale. Fawful is able to learn this entire layout in a short amount of time and build the previously mentioned components to not only set these traps, but also to let the castle float in the air. This is further proven by the throne room itself. Instead of being surrounded by lava, the throne room is surrounded by several spikes as well as two hollowed out spikes with a purple-ish hue to them, indicating a similar design likened to that of an engine.
(Visual Spatial Index, Fluid Reasoning Index, Setting Traps)



In Fawful's last scene of the game, before his boss fight, he emerges from the lava to make a statement and voice his anger and frustration at essentially being made into the second fiddle to Cackletta's schemes. Which, in correlation to what happens later on in the franchise, this is implied to be Fawful gaining self awareness of what he is truly capable of doing on his own. The monologue goes as follows: "I have fury! At last my entrance with drama! Finally! Now is where my true might shines, like many angry sunbeams of rage! St-standing in the spotlight at such a Gala of spectacularity… My nerves are nervous! But now that I am thinking… Cackletta's revival was all thanks to my quite nasty efforts! Which means that all this time, I am Fawful, who is just a today! Such working, all for others! And THAT means the true meaning of our battle gives me fear and confusion!! I need no long speech before this battle, which will now be mighty! Snack on my wrath, fink-rats!" Fawful knows at this point he doesn't need Cackletta, and does not need to follow her intuition when his own has proven to be far more efficient every time with his own schemes and plans to get ahead of everyone else around him.
(Emotional Understanding, Self Awareness, Meta-Cognition, Emotional Engagement, Perseverance, Mental Fortitude, Stress Tolerance, Impulse Management)

Knowing at this point what the Mario brothers are fully capable of, Fawful creates one last device in order to try and take them out once and for all, or at least to make it so that they'll be too weakened to face Bowletta so he can carry out his own schemes later on, he was aware that he might lose, and had showcased enough foresight to do one last ditch effort.
(Strategic Prediction)

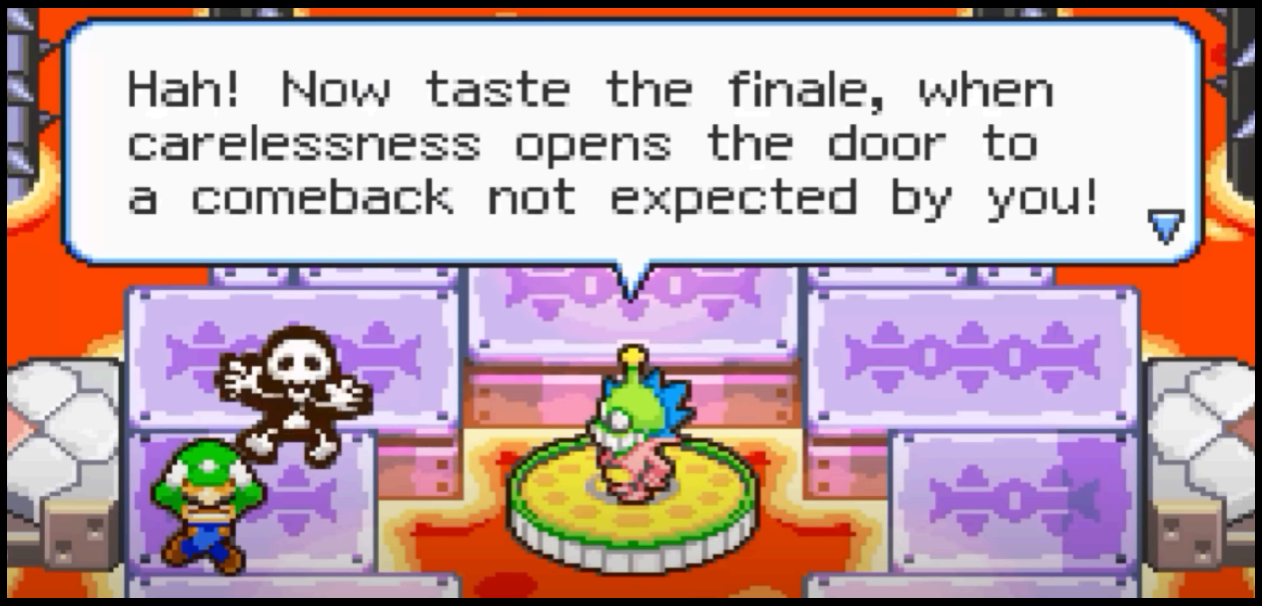
He had gone about this by acting weakened and defeated to eventually lower their guard so that he may electrocute them with an electrical orb. This strategy initially succeeded until Prince Peasley, who had previously infiltrated Bowser's castle, intervened.
(Non-Verbal Deception)

He had initially struck Fawful down and made the assumption that he had been bested for good, he let his guard down due to his own hubris which Fawful quickly took advantage of by acting as if though he was unconscious to create yet another electrical orb in order to stun him as well.
(Setting Traps, Improvisation)

Fawful was able to process the given information of his situation in a quick amount of time: clocking in at an insane 2.13 seconds.
(Processing Speed Index)

Eventually Mario and Luigi both break out of their stunned state and simply send Fawful flying outside of the castle itself with a single swing of a hammer, causing him to fall from a great height only to survive later on.




Hah! Now taste the finale, when carelessness opens the door to a comeback not expected by you!



This concludes the Superstar Saga section of the document.

Fawful's Feats From Partners in Time

Fawful, after surviving his initial fall from Bowser's castle, ends up landing in the Mushroom Kingdom. Presumably near Toad Town and Peach's castle. Here he is implied to have entered the sewers where he resided for a long time until the events of Bowser's inside story.
(Cognitive Discipline, and Impulse Management given Fawful's situation, if he were to launch his plan earlier on, it most likely wouldn't have been successful. This would mean he would have to be in complete control of his thoughts in order to keep himself hidden while also building up a network with Bowser's minions)

With the presence of enemies underneath Peach's castle, it is safe to assume that these enemies also count as customers coming to visit Fawful's bean n badge for items to upgrade and make themselves stronger. Not only this, but Fawful is first seen wandering the sewers as though he were familiar with its layout. While the time is unspecified in-game it is safe to assume that it was a similar time window to the actual game's release date between Superstar Saga and Partners in time, making it a two year frame of time between when we last see Fawful in Superstar Saga and when we see him again with the baby Mario's. Not only was Fawful able to learn the layout of the Toad Town's sewers and navigate the pipe-like structures. Fawful was also able to do this presumably from memory given that he possessed no map or blueprints of the complex before or during the game. Meaning Fawful in this novel situation and new environment was quickly able to memorize these underground corridors as a whole as well as finding off-screen entrances and exits.
(Visual Spatial Index given his extensive and clear knowledge on the toad town sewer's layout. Fluid Reasoning Index due to him being literally thrown into this situation with no resources and was able to learn the layout in quick succession as well as picking up and becoming efficient with business practices in the span of two years, Working Memory Index because of him being able to navigate the sewers without the use of a map and going completely off of his intuition.)

During this time, Fawful was also able to quickly learn and build up his knowledge on business practices, because as mentioned before: Fawful had several customers and is clearly no stranger to networking and getting people invested in his products by the time the babies meet him. This process has been repeatedly Practiced several times over the two years he spent in hiding. During this time it is safe to assume he is using this networking process to begin slivering his way into Bowser's soldiers' good graces by offering these items and becoming an asset to their army. We can tell these goombas probably work for Bowser because of: A. They attack Mario and Luigi on sight, and B. in the game Bowser actually ends up showing up and kidnapping "Peach" before

falling into one of the time portals. This would mean Fawful was slowly building up his influence with Bowser's army and simultaneously working behind the scenes to build up resources to begin crafting and setting up his plans for the future rise to power in Bowser's Inside Story.
(Charisma and Social Awareness due to his knowledge on how customers can consume his products given he was selling really overpowered items that would require a high demand. Influence Creation and Building: Fawful is clearly aware of how business and networking goes and how it can be used to get him what he desires, by acting as a middle man for Bowser's forces with these powerful items that he was vending. Mass-Scale Manipulation considering that he was effectively putting himself into a position where he would prove indispensable. Fluid Reasoning Index due to him being put in this unfamiliar situation and coming out with more knowledge on business during these two years.)

After these two years pass: Fawful would naturally know the area quite well, given his lack of trouble navigating the corridors and sewer pipes. However due to the lack of the adult Mario bros reactions, it's safe to say that they weren't able to really recognize Fawful due to thinking he was still dead. The evidence for this lies in the lack of any urgency of pursuing them. The explanation point does appear however, but it is clearly more of a surprised reaction for someone even being down there rather than recognizing an old enemy. This is further backed up by their lack of urgency to pursue him.
(Non-Verbal Deception)

The baby versions of the Mario brothers, out of curiosity, decide to follow Fawful into one of the sewer pipes only to discover a store room that was built by Fawful himself in his own image. In that scene Fawful talks of how he is bored due to the lack of business going on at the time. This also would imply Fawful has a form of schedule when it comes to how many of Bowser's goombas and minions visit him, meaning the babies would have caught him at a time his business was running slowly with little to no activity going on. He was able to perceive the sound of footsteps behind him shortly after without the need of turning around and eventually addressed the babies in 0.67 seconds. It was in this instance where Fawful goes from messing about with his own thoughts to his usual salesman pitch that he more than likely gives to each and every one of Bowser's minions. The babies proceed to ask about how Fawful ended up in the sewers in the first place. This prompts him to reveal more about where it is he came from and what he used to do before he became a merchant in the sewers. The word "fury" in this scene takes on multiple meanings, "I have Fury" can mean: "I am victorious!" or "I am furious!" in the context of how Fawful uses the word when he discusses the fury he once had: he is speaking about his reign and how the fury seems to have him despite "suppressing" it.
(Emotional Engagement via using Fury as a means of pushing onward and achieving greater ambitions, Emotional Management and Impulse Control given how well he is able to keep these ideas and ambitions in check during his time in the sewers. This also shows how well he is able

to keep his sanity in check as well which would qualify as well for Emotional Realization due to how well he understands his fury by asking: “D-Did I have evil? Did I have insanity?”)

During Fawful and the babies’ conversation: Fawful is actually able to recognize baby Mario and Luigi, but he doesn’t act upon it and only continues to deceive them. This may be a bit of a stretch as well as a theory, but the evidence is in Fawful’s dialogue: “Red and Green! A pair of jumping hammers in red and green who are looking like you!” During this realization, Fawful proceeds to go into an unhinged rant about how much the Mario brothers have ruined his reign, how they took his former glory from him and how he was essentially robbed of all of his grandeur and potential for conquering an entire kingdom. During this rant Fawful manages to calm himself down, but he later goes on another rant where he reveals a more theatrical, or broadway type of outfit. What Fawful is doing here is that he begins playing up on his unhinged ranting so he can make baby Mario and Luigi think he is just some crazy merchant not worth mentioning to the adult versions. He continues his rageful rant with a more theatrical spin to it. Fawful’s initial anger was genuine because it lacked that showman attitude that he later showed after uncloaking himself. Fawful was presenting his “Fury” like how a ringmaster presents circus acts rather than purely screaming with malice and hatred, his act is so taxing that he takes a moment to breathe before asking: “D-Did I have evil? Did I have insanity?”. Judging from Fawful’s reaction, he was able to successfully convince baby Mario and Baby Luigi of his insane merchant act so well that they had written him off completely.
(Emotional Management, Verbal Deception, Acting Skills, Deductive Reasoning)

(I will add more to this section if I am able to find evidence of Fawful’s influence throughout the game other than here. For now, this will conclude the analysis of Fawful’s feats from Partners in time.)

The Shroobs Plan

Upon further analysis, I found a potential theory regarding Fawful's bigger role in Partners in time. Fawful received a vision of a path that opened on the viewing platform, where Fawful described it as: "a new path… of doom!" Which implies Fawful, who had been wandering the sewers for two years knew about the ongoing news of E. Gadd's time machine, the new alien species coming through from the past, as well as the time portals opening up through differing locations, one that Fawful was able to "envision" with an act akin to that of a mentalist or fortune teller. This would imply that Fawful was either:

A. Truly psychic and possessed precognition.
B. Used his technology to plant secret cameras across the castle.

Given Fawful's character, I concluded that possibility B would have been the most likely scenario, which allowed for Fawful to gather as much information as he needed from Peach's castle staff, the Mario Brothers, and Professor E. Gadd himself. This would effectively create a network Fawful would have established for both Peach's side and Bowser's side given his aforementioned role as a merchant selling badges to Bowser's army.

This would enable Fawful to:

1. Keep tabs on the current Mushroom Kingdom news, and what happened even behind what the news would cover, allowing for him to make a proper assessment as to the strange creatures coming through the time portals.

2. Keep an eye on Mario and Luigi's progress to make a proper assessment of their growing threat level to take into account, as well as creating contingencies if the new threat were to attempt an invasion.

3. Monitor what technology comes through the portals, as well as research the changes in the past of the Shroob empire, effectively allowing free Blueprints for him to do with as he wishes, which was later confirmed when modelling drones after the Shroob Ufos later on in Bowser's inside story.

This would also imply that Fawful is quite adaptable and creative when creating new machine models, as well as using multiple sources for inspiration for his next robots, inventions or biological projects.
(Fluid Reasoning Index, Information Gathering, Direct Manipulation and Mass Manipulation Given that Fawful was able to act like the mad merchant mentalist, and most likely performed similar tricks with Bowser's underlings, Planning Formulation)



(Fawful's vision as mentioned.)

Fawful's plan extends even further in the story when the present version of Bowser makes an appearance to kidnap "Peach" right after the Mario brothers saved her from the Shroobs' clutches in Gritzy Desert. As we have already established, Fawful had built quite a wide system of information brokers in the form of his technology through both Bowser and Peach's sides, allowing him to effectively pull strings in order for Bowser to make this appearance. For context: The Mario brothers had brought back Peach who had a Shroob mushroom attached to her face, which caused Fawful to sit and speculate on what it is that latched onto Peach. Not wanting to get his hands dirty, or to reveal himself early. Fawful would go on to play into his fortune teller role, giving Bowser a horoscope that would predict his absolute victory in order to get him to try and go at kidnapping Peach alone, which would accomplish his goals that have already been established. As well as another factor for Bowser that Fawful can add to his profile which would list as follows.

A.) Bowser is overconfident, meaning he could easily be tricked with promises of victory or

grandeur.

B.) His impulsiveness to come alone indicates that he doesn't always thoroughly plan or strategize, indicating that Bowser's ego can hinder his ability to think ahead.

With this added on to Fawful's profile, Fawful would have been able to predict Bowser would go in, recklessly trying to take on both Mario and Luigi. Another goal this would fulfill is learning the very nature of the shroob mushrooms and how their biology works, due to him being able to sense that Peach, might have been an impostor, or taken over by some parasite, to find this out, he would have needed to see how Peach reacted to a dangerous situation, hence why he sent the horoscope to Bowser to make him overconfident so he'd show up with no backup or plan in mind, and arrogantly fight Mario and Luigi, only to fall into one of the time portals he had been monitoring, which might hint at Fawful analyzing the exact directions to add to the prediction of the horoscope Bowser Received.
(Planning Aim, Planning Intricacies, Anticipation, Logical prediction, Planning Invincibility, Preparation Process, Psychological Profiling, Visual Spatial Index)

Fawful's Feats From Bowser's Inside Story

After the events of Partner in time, Fawful had begun to set his plan into motion first by recruiting Midbus. Midbus is one of Fawful's most loyal followers throughout the entire game as well as being his answer to Bowser's strength throughout every encounter of the game until the end. While it is unspecified how long it took Fawful to really get to know Midbus on an individual level to the point where he can fully understand his thought process. Given the information we know about how Fawful was able to cold read Bowser, it is safe to assume that he had done something quite similar upon their first encounter and only grew in his knowledge of Midbus as time went on. This also would mean Fawful was able to find the perfect minion who didn't have anything close to his intelligence or cunning given that he himself was planning to betray Cackletta when he was in a similar position to Midbus.
(Cold Reading with what information we have previously gathered about how quickly Fawful is able to analyze others and learn their characters. Emotional Understanding, Fawful was able to understand how Midbused worked and how much prie he took in his strength, something he was able to exploit in the final chapter of the game. Emotional Facilitation given Fawful's promises for Grandeur which he most likely enticed Midbus with. He was able to assume the leadership role and have him follow along in his quest for world domination.)

After understanding that Midbus was going to be one of his die-hard loyal lackeys. He was able to carry on to the next step of his plans. It can be safe to assume that prior to the games events: Fawful was able to get into contact with Bowser's minions. Specifically contacting the elite trio and enticing them with his competence and his rule of not only their territory but the entire Mushroom Kingdom as well, this was something Bowser had constantly failed to do and Fawful had already established a reputation of supplying Bowser's minions with badges to increase their strength given what we already know from Partners in time. Fawful most likely planted a seed of doubt in the elite Trio's head and began exploiting Bowser's more incompetent moments by revealing how he'd react to a situation he wasn't prepared for or had no knowledge of to begin with.
(Direct Manipulation as well as Indirect Manipulation given how Fawful was able to influence Bowser's most influential members of his army. This would have naturally began causing the word to spread across the entire faction of Bowser's incompetence and eventually create a doubt that rippled throughout Bowser's military to a point where only a few squads of loyal followers remained as confirmed below)



(The Elite Trio apologizing to Bowser for trusting Fawful. Spoilers for the post credit scene.)



(A scene that happened early on in the game.)



(That same scene continued.)

The Blorbs Outbreak

Prior to the events of the game, Fawful is able to manufacture and mass produce a series of mushrooms made to infect the entire population of Toad Town and eventually the entire Mushroom Kingdom. As the Blorbs began to spread to the news and become an epidemic to the point of Kingdom wide panic, the cause remained unknown which implies Fawful was able to create a network to ship the blorb mushrooms and integrate them as an item into the Mushroom Kingdom's mushroom Market.
(Direct Manipulation, Indirect Manipulation, Mass Manipulation)

By using this network, it allows Fawful to operate anonymously where only one witness, presumably the first person he was able to sell this plethora of blorbed Mushrooms to was barely able to make out his features and still remained unable to identify him. By integrating these mushrooms into the economy and local markets of Toad Town and the Mushroom Kingdom, it accomplishes several things. As well as emphasizing why he learned business practices over the years, to learn how the Mushroom Kingdom was able to operate and ultimately learn to create a network of Blorb Mushrooms to sabotage several stores.

1. It eliminates multiple witnesses from trailing him.

2. With his knowledge on the Mushroom Kingdom's stocks and business practices, he's able to further analyze the impact it would have on the Toad's and how much chaos it would create as well as affecting not only the Toads. But Bowser's military and Kingdom as well.

3. Due to Fawful's previous psychoanalysis on Bowser, as well as knowing of his relations with the Mario brothers, as well as the Mushroom kingdom Hierarchy as a whole. Fawful can come to a reasonable conclusion of their method of responding to this attack. Specifically through an emergency meeting.

4. With these facts in mind. Fawful can reasonably guess and predict the actions of not only Peach, but Bowser as well. He knows that they wouldn't inform Bowser of an emergency meeting, he knows the news will anger him to crashing the meeting, and he is able to figure that he may be a potential suspect in causing the Blorbs.

By taking each of these factors into account. Fawful is able to use the chaos he created in the Kingdom, as well as the psychological profiles of each of the characters to accurately gauge how they will respond and eventually use these events to further his end goal. The evidence for Fawful predicting all of this was due to his presence in the woods, the same place Bowser landed

after he was defeated by Mario during the epidemic meeting, as well as referencing Bowser's rivalry with Mario as well as the fresh wound to his ego to entice him.
(Short-Term Planning, Strategic Forecasting, Strategic Concealment, Strategic Shielding, Information Control, Non-Verbal Deception, Psychological Profiling, Mass Manipulation)

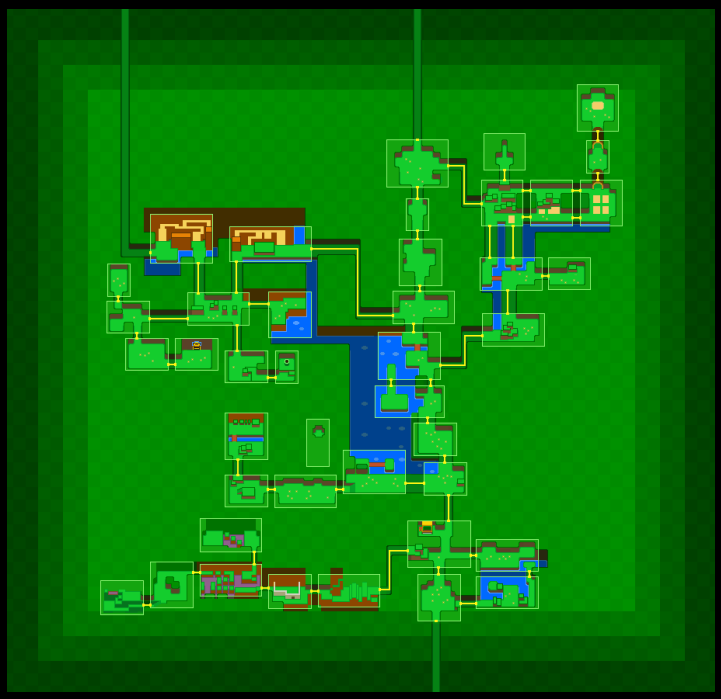
When Bowser ended up being thrown into the woods, Fawful, as previously mentioned, had anticipated Bowser being defeated by the Mario brothers and was able to predict the general area where Bowser would land. This would imply that Fawful had to search the woods for Bowser and use his own jackpot location as a reference to set up the next steps in his plan. This would also imply that he knew Peach would want to send him back to where he came from, and was able to figure that she would throw him into the general direction of his own castle. This is evidenced by Fawful setting up a fake jackpot scenario around the basic tutorial area Bowser fell in where he becomes playable.
(VSI, WMI, Logical Prediction, Analytical Prediction, Anticipation)



(The world Map for reference.)

As Bowser made his way through the forest, upon entering the jackpot area where he first encountered Fawful. We catch a glimpse of the hooded figure running away from him to set things up. This would lead me to believe Fawful had prepared this scenario in multiple locations of the woods, or used drone technology to watch and see where he would land if his calculations were wrong. Fawful immediately calls on Bowser, calling him a winner and that he is the customer who has luck to further entice him with a lucky shroom that he engineered to cause Bowser to go on a rampage by inhaling everything in his path. To be able to do this, he calls upon the knowledge he had recently obtained of the Koopa King to further lower his guard. Upon being questioned, he begins to shrug off Bowser's concerns and brings up his history with Mario, and despite Kamek's warnings, Bowser eats the Mushroom and begins a course to Peach's castle to once again crash the meeting.
(Direct Manipulation, Emotional Manipulation, Verbal Deception, Information Control, Knowledge)

Upon further analysis, and reviewing the scene, it is very possible that the way Fawful was able to track Bowser down in dimble wood was through trailing behind Kamek and quickly setting up his jackpot location after he knew that Bowser was going to try and navigate out of the woods and knock down any rocks, burn down any trees and basically blast through anything that stood in his way. Which would still qualify for VSI due to him knowing the layout of the woods enough to not lose track of him, but also a boost to his adaptability, anticipation and foresight.



(Picture of Dimble Wood Map for reference)

After Bowser accepts the vacuum mushroom from Fawful, he begins to almost be reprogrammed to consume anything that stands in his way, and is set for a crash course to Peach's castle where he then traps everyone in the meeting in his body to basically eliminate any opposition that could stand against him in the future, thus allowing him to act freely and begin his work of controlling the Mushroom Kingdom. From here Fawful is further able to sway the elite trio into joining him where he begins converting Bowser's castle into his theater not only for a self tribute to himself, but also to begin looking through several of Bowser's projects to see if there are any new ways of furthering his goals.
(Strategic Shielding, Indirect Manipulation, Influence Building, Information Gathering)

The Fawful Theater Plan

Bowser later on ends up being woken up from his unconscious state by Mario and Luigi, who were roaming his body and struck his funny bone. After this, Bowser begins to make his way towards the exit of the main caves of Cavi Cape only to run into Fawful and Midbus where Fawful begins describing his plans to conquer the mushroom Kingdom to Bowser, describing the information he wanted him to know, Fawful knew this would make Bowser worried over the state of his kingdom, and was able to make the prediction of where he would go next, that being his castle. Fawful initially has Midbus fight Bowser, given that Fawful created the Vacuum Shroom and knew of its effects. It would be logical to conclude he also knew the side effects, and when to time his and Midbus' first encounter with one another. Fawful would continue his taunts to get Bowser to lash out through excitedly explaining his plan, knowing full and well it would provoke him to attack and cause Midbus to defend him. By having Bowser fight Midbus in this weakened state, causing Bowser to feel an urgent need to avenge his own loss and prove that he was king. Which Fawful, knowing Bowser quite well at this point, was counting on. (Direct Manipulation, Emotional Manipulation, Emotional Understanding, Emotional Engagement, Emotional Management,)

With Fawful already having profiled Bowser, and having an even better understanding of his character by now. He knows that Bowser would attempt to attack, or immediately leave to try and stop him, or take back his minions by force. Which is why Fawful had a contingency in case Bowser became too much to handle for his machines or creations in general. Knowing his loss to Midbus would only steel his resolve further. Fawful's goal would be to have one of two possibilities happen once Bowser makes it back to his castle.

1. Midbus beats Bowser and Fawful takes him out.

2. Bowser beats Midbus and Fawful can stage a celebration which is really just a trap to blimp Bowser to crippling sizes so that he wouldn't be able to further interfere with his schemes.

The general goal for Fawful is to lure Bowser to, and eventually trap him in his own castle.

(Planning Aim, Planning Formulation, Preparation Process, Anticipation,)

