

# Mario & Luigi: Superstar Saga Enemy/Boss FAQ

by \_MJ\_

Updated on Dec 22, 2003

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Mario & Luigi: Superstar Saga  
Enemy/Boss FAQ  
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|= About the FAQ |  
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This FAQ describes every Enemy/Boss attack patterns and gives methods to dodge there attacks with proper timing. All timings are in seconds so you can count it out during the attack for easier execution. Why make this FAQ? Well the game has some tricky enemys and bosses that are hard to beat at first but with this faq you can overcome them with the knowledge of there moves and how to dodge them with the right timing.

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|= How to Time |  
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The way to properly count these times is when the enemy begins its attack animation, unless otherwise noted.

A Jump attack the way you would dodge a attack would be like this..

For example the enemy Bill Blaster you would wait til his Bullet to shoot out then you would count 3 seconds 1,2,3 then jump afterwards.

Thats all! I've made it easy to dodge his attack. Some enemys and boses have real tricky attack sequences so pay close attention to there movements.

Now for Hammer attacks the way you would dodge a attack would be like this..

For example the enemy Tanoomba you would wait til he transform then count his hops towards you 1,2,3,4 (4 seconds) then hammer! Piece o' cake, huh? You've properly countered his attack.

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|= Enemy Attacks |  
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In parenthesis I listed how the enemy/boss attacks you so..

(single attack) - Enemy/Boss attacks 1 character.

(multiple attack) - Enemy/Boss attacks both characters.

(single attack hits multiple times) - Enemy/Boss attacks 1 character more then once.

(multiple attack hits multiple times) - Enemy/Boss attacks both characters more then once.

(single and multiple attack) - Enemy/Boss attacks 1 or both characters more then once.

(can hit multiple times if miss) - If attack isn't dodge it will hit again.

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|= Enemy/Boss List|  
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They are not in alphabetical order but instead in the order you meet them in the game...

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=	=	=	=	=	=	=	= Location: Bowsers Ship		
= Goomba	=	=	=	=	=	=	=	=	=
=	=	=	=	=	=	=	=		

Enemy Attack Patterns - 1 - Bite (single attack)

Dodge Method - Jump as they approach you.



Laser (multiple attack)

Dodge Method - Jump as it approaches you.

Dodge Timing - Laser (single attack) - Its slow too so just jump when its near your feet.

Laser (multiple attack) - It tracks both Mario & Luigi slowly so jump when it's near your feet.

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|=|=|=|=|=|=|=|=|=|=|=|=|=|=|=| Location: HooHoo Mount.|

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Enemy Attack Patterns - 1 - Charge (single attack)

Dodge Method - Jump as it approaches you.

Dodge Timing - Wait for 2 seconds then jump.

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|=|=|=|=|=|=|=|=|=|=|=|=|=|=|=| Location: HooHoo Mount.|

|= Boss: Dragohoho |=|=|=|=|=|=|=|=|=|=|=|=|=|=|=|

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Boss Attack Patterns - 2 - HooHoo Stones Throw (Far) (multiple attack)

HooHoo Stones Throw (Close) (multiple attack)

Dodge Method - Jump as it approaches you.

Dodge Timing - HooHoo Stones Throw (Far) - Wait for 2 seconds then jump.

HooHoo Stones Throw (Close) - Wait for 1 second then jump.

Notes: If Dragohoho stands tall he shoots at a faster rate.

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|=|=|=|=|=|=|=|=|=|=|=|=|=|=|=| Location: Beanbean |

|= Sharpea |=|=|=|=|=|=|=|=|=|=|=|=|=|=|=|

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Enemy Attack Patterns - 1 - Jump and Spin attack (single attack)

Dodge Method - Hammer when he lands.

Dodge Timing - Sharpea walks to you then jumps in the air then attacks.

Hammer when he lands from his jump wait 1 second then hammer.

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|=|=|=|=|=|=|=|=|=|=|=|=|=|=|=| Location: Beanbean |

|= Swarm |=|=|=|=|=|=|=|=|=|=|=|=|=|=|=|

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Enemy Attack Patterns - 2 - Bury and Bite (single attack)

Underground Attack (single attack)

Dodge Method - Jump/Hammer as it resurfaces.

Dodge Timing - Underground Attack - Wait for Swarm to be under you then jump.

Bury and Bite - Wait for Swarm to resurface then hammer.

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|=|=|=|=|=|=|=|=|=|=|=|=|=|=|=| Location: Beanbean |

|= Tanoomba |=|=|=|=|=|=|=|=|=|=|=|=|=|=|=|

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Enemy Attack Patterns - 2 - Tail Slap (single attack hits multiple times)

Mario & Luigi Clone (single attack)

Dodge Method - Tail Slap - Jump as it approaches you.

Mario & Luigi Clone - Hammer when its jumped on you.

Dodge Timing - Tail Slap - Wait for 4 seconds then jump for each slap.

Mario & Luigi Clone - Wait for there 4 jumps (4 seconds) then hammer.

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|=|=|=|=|=|=|=|=|=|=|=|=|=|=|=| Location: Beanbean |

|= Paratroopea |=|=|=|=|=|=|=|=|=|=|=|=|=|=|=|

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Enemy Attack Patterns - 2 - Beak Strike (single attack)

Heal (all enemys)

Dodge Method - Beak Strike - Jump as it approaches you.

Dodge Timing - Jump as it swoops in on you.

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|=|=|=|=|=|=|=|=|=|=|=|=|=|=|=| Location: Beanbean |

|= Troopea |=|=|=|=|=|=|=|=|=|=|=|=|=|=|=|

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Enemy Attack Patterns - 2 - Peck (single attack)

Heal (single enemy)

Dodge Method - Peck - Jump as it approaches you.

Dodge Timing - Wait for 3 seconds then jump.



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|= Boss: Rookie |  
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Boss Attack Patterns - 4 - Hammer Throw (single attack)  
Hammer Throw (multiple attack)  
Flame (single attack)  
Flame (multiple attack)

Dodge Method - Hammer Throw - Hammer when it's on top of you.  
Flame - Jump as it approaches you.

Dodge Timing - Hammer Throw - Wait for the hammer to drop right below you  
then hammer. For multiple throws you can see  
where the first hammer is thrown by the shadow  
underneathe.

Flame - Wait for 3 seconds then jump.

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=	=	=	=	=	=	=	= Location: Chucklehuck			
= Pestnut	=	=	=	=	=	=	=	=	=	=
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Enemy Attack Patterns - 2 - Behind Attack (single attack)  
Spin (single attack)

Dodge Method - Behind Attack - Jump as it approaches you.  
Spin - Hammer as he approaches you.

Dodge Timing - Behind Attack - When Pestnut disappears from screen wait 2  
seconds then jump.  
Spin - Wait for 2 seconds then hammer.

Notes: They become Beanies when you hit them enough times.

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=	=	=	=	=	=	=	= Location: Chucklehuck			
= Chuck Guy	=	=	=	=	=	=	=	=	=	=
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Enemy Attack Patterns - 2 - Spear Twirl (single attack)  
Spear Charge (single attack)

Dodge Method - Jump as it approaches you.

Dodge Timing - Spear Twirl - Wait 6 seconds then jump.  
Spear Charge - Wait 5 seconds then jump.

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= Fuzzbush	=	=	=	=	=	=	=	=	=	=
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Enemy Attack Patterns - 1 - Bug Throw (multiple attack)

Dodge Method - Jump as it approaches you.

Dodge Timing - Wait for the bugs to come out then jump. 2 seconds jump per bug.  
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=	=	=	=	=	=	=	= Location: Chucklehuck			
= Boss: Wiggler	=	=	=	=	=	=	=	=	=	=
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Boss Attack Patterns - 2 - Charge (single attack)  
Ground Pound (multiple attack)

Dodge Method - Jump as it approaches you.

Dodge Timing - Charge - For Luigi Jump immediately. When Wiggler is attacking  
Mario 2 seconds.

Ground Pound - Wait 2 seconds then jump.

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=Boss:Chuckolator	=	=	=	=	=	=	=	=	=	=
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Boss Attack Patterns - 5 - Slime (single attack)  
Slime (multiple attack)  
Ball (single attack)  
Ball (multiple attack)  
Poison Hit (single attack)

Dodge Method - Slime - Hammer as it approaches you.  
Ball - Jump as it approaches you.

Dodge Timing - Slime - Wait 1 second then hammer.  
Ball - Wait 5 seconds then jump.  
Poison Hit - Wait 3 seconds then hammer.

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|=|=|=|=|=|=|=|= Location: Woohoo Hoon. |

|= Laser Snifit |=|=|=|=|=|=|=|=|=|=|=|=|=|=|=|=|=|  
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Enemy Attack Patterns - 2 - Laser Ring (single attack)  
Close Laser Ring (single attack)

Dodge Method - Laser Ring - Jump as it approaches you.  
Close Laser Ring - Don't jump.

Dodge Timing - Laser Ring - Wait 5 seconds then jump.  
Close Laser Ring - Don't jump and it will miss you.

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=	=	=	=	=	=	=	=	= Location: Woohoo Hoon.									
= Yo Bro	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=
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Enemy Attack Patterns - 2 - Yo-yo (single attack)  
Yo-yo (multiple attack)

Dodge Method - Jump as it approaches you.  
Dodge Timing - Wait to see which yo-yo he attacks with (Red-Mario) (Green-Luigi)  
then wait 2 seconds then jump.

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= Blue Virus	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=
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Enemy Attack Patterns - 1 - Bite (single attack)  
Dodge Method - Hammer as it approaches you.  
Dodge Timing - Wait 3 seconds and hammer or hit him when he walks back and forth.

Notes: Match all Viruses on screen and they will all die. Color Patterns are  
Blue, Yellow, Red.

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=	=	=	=	=	=	=	=	= Location: Woohoo Hoon.									
= Red Virus	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=
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Enemy Attack Patterns - 1 - Bite (single attack)  
Dodge Method - Hammer as it approaches you.  
Dodge Timing - Wait 3 seconds and hammer or hit him when he walks back and forth.

Notes: Match all Viruses on screen and they will all die. Color Patterns are  
Red, Blue, Yellow.

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=	=	=	=	=	=	=	=	= Location: Woohoo Hoon.									
= Yellow Virus	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=
=	=	=	=	=	=	=	=	=									

Enemy Attack Patterns - 1 - Bite (single attack)  
Dodge Method - Hammer as it approaches you.  
Dodge Timing - Wait 3 seconds and hammer or hit him when he walks back and forth.

Notes: Match all Viruses on screen and they will all die. Color Patterns are  
Yellow, Red, Blue.

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Enemy Attack Patterns - 3 - Flask Dance (single attack)  
Flask Dance (multiple attack)  
Fireball Eruption (single attack hits multiple times)  
Dodge Method - Flask Dance - Jump as he approaches you.  
Fireball Eruption - Hammer when he approaches you.  
Dodge Timing - Flask Dance - While he shakes side to side wait 5 seconds then jump.  
Sometimes he shortens it to 3 seconds.  
Fireball Eruption - Hammer immediately when he's next to you so  
he wont shoot his fireballs.

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=	=	=	=	=	=	=	=	= Location: Woohoo Hoon.									
= Mecha-Chomp	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=
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Enemy Attack Patterns - 1 - Head Chomp (single attack)  
Dodge Method - Jump as it approaches you.  
Dodge Timing - Wait 5 seconds then jump.

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=	=	=	=	=	=	=	=	= Location: Woohoo Hoon.									
= Boss: Cackletta	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=
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Boss Attack Patterns - 3 - Black Hole (multiple attack)  
    Bats (multiple attack)  
    Lightning Bolt (multiple attack)

Dodge Method - Jump as it approaches you.

Dodge Timing - Black Hole - No way of timing it just jump when its near you.  
    Bats - There slow so there easy to time the jump. Sometimes you get  
    poison if your hit.

Lightning Bolt -

If Cackletta sticks out her left arm she will attack Luigi first  
then Mario. Wait one second for each. If right arm is out then its  
Mario then Luigi. If she sticks both arms out then she'll attack  
at the same time. Wait for screen to darken then wait 1 second  
then jump for both Mario & Luigi.

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= Boss: Popple	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=
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Boss Attack Patterns - 2 - Axe (single attack)  
    Steal (one person)

Dodge Method - Axe - Jump as he approaches you.  
    Steal - Hammer as he approaches you.

Dodge Timing - Axe - Wait 5 seconds then jump.  
    Steal - Wait for 5 seconds then hammer.

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|= Boss: Rookie |  
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Boss Attack Patterns - 4 - Hammer Throw (single attack)  
    Hammer Throw (multiple attack)  
    Flame (single attack)  
    Flame (multiple attack)

Dodge Method - Hammer Throw - Hammer when it's on top of you.  
    Flame - Jump as it approaches you.

Dodge Timing - Hammer Throw - Wait for the hammer to drop right below you  
then hammer. For multiple throws you can see  
where the first hammer is thrown by the shadow  
underneathe.  
    Flame - Wait for 3 seconds then jump.

Bros. Attack Patterns - 2 - Shockwave (multiple attack)  
    Flame Popple (single attack)

Dodge Method - Shockwave - Jump as it approaches you.  
    Flame Popple - Hammer as he approaches you.

Dodge Timing - Shockwave - Wait for shockwave to appear then jump for both  
Mario & Luigi. Wait 1 second per jump.  
    Flame Popple - Same as Rookie's Hammer just wait for it to  
approach you then hammer. It's slow so its easy  
to dodge.

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=	=	=	=	=	=	=	=	=	= Location: Oho Oasis								
= Oho Jee	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=
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Enemy Attack Patterns - 1 - Spin (multiple attack hits multiple times)

Dodge Method - Jump when he's next to you.

Dodge Timing - Wait til he walks up to you then in 4 seconds jump for  
both Mario and Luigi. Jumping on him stops the attack.

Notes: To initiate this fight use Lightning attacks near the Blue Oho Jee's or  
Fire attacks near the Red Oho Jee's. For Blue Oho Jee use fire attacks  
for a quick kill. Red Oho Jee use lightning attacks.

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Enemy Attack Patterns - 2 - Swim Hit (single attack)  
    Quick Hit (single attack)

Dodge Method - Swim Hit - Hammer as he's on top of you.

Quick Hit - Jump as he approaches you.

Dodge Timing - Swim Hit - A real slow attack just hammer when he's on top of you.

Quick Hit - Fast attack jump immediately, if he's in the back row  
wait til he's halfway approaching you then jump.

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|=|=|=|=|=|=|=|= Location: Oho Ocean |

|= Blooper |=|=|=|=|=|=|=|=|=|=|=|

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Enemy Attack Patterns - 1 - Tentacle Stomp (single attack)

Dodge Method - Hammer as he's on top of you.

Dodge Timing - Wait for Blooper to be on top of you then hammer.

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|=|=|=|=|=|=|=|= Location: Beanbean Air.|

|= Piranha Plant |=|=|=|=|=|=|=|=|=|=|=|

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Enemy Attack Patterns - 1 - Fireball (single attack)

Dodge Method - Jump as it approaches you.

Dodge Timing - Wait 4 seconds then jump.

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|=|=|=|=|=|=|=|= Location: Beanbean Air.|

|=Boss:Mom Piranha|=|=|=|=|=|=|=|=|=|=|=|

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Boss Attack Patterns - 4 - Piranha Fireball/Lightning (single attack)

Piranha Fireball/Lightning (multiple attack)

Energy Ball (multiple attack)

Vine Whip (multiple attack)

Dodge Method - Piranha Fireball/Lightning - Jump as it approaches you.

Energy Ball - Hammer it when it decends on you.

Vine Whip - Jump as it approaches you.

Dodge Timing - Piranha Fireball/Lightning -

Both on screen wait 4 seconds then jump. When 1 plant on screen  
wait 3 seconds then jump. When both attack wait 4  
seconds then jump. Sometimes they attack simultaneously sometimes  
they dont. You have to see there animation to see who attacks first.

Energy Ball - Wait for the Ball to lower onto you then hammer it.

Vine Whip - Wait 3 seconds then jump for both Mario & Luigi.  
2nd hit wait 2 seconds, it hits twice.

Notes: For big damage on the Mom use your hand powers when the color is appropriate.

Red - Luigi's lightning - Purple - Mario's fireball

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|=|=|=|=|=|=|=|= Location: TeeHee Valley|

|= Gritty Goomba |=|=|=|=|=|=|=|=|=|=|=|

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Enemy Attack Patterns - 1 - Sand Mirage (single attack)

Dodge Method - Hammer as he approaches you.

Dodge Timing - Wait 5 seconds then hammer.

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|=|=|=|=|=|=|=|= Location: TeeHee Valley|

|= Spiky Snifit |=|=|=|=|=|=|=|=|=|=|=|

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Enemy Attack Patterns - 4 - Spike Ball (single attack)

Spike Bounce (single attack)

Mushroom (catch them)

Mushroom Bounce (catch them)

Dodge Method - Spike Ball - Jump as it approaches you.

Spike Bounce - Don't jump.

Mushroom - Collect as many as you can.

Dodge Timing - Spike Ball - Wait 4 seconds then jump.

Spike Bounce - Don't jump and you wont get it.

Mushroom - Sometimes they bounce so you have to jump to catch it.

Notes: These Snifits are a good way to heal Mario & Luigi so catch many mushrooms  
as you can!

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|=|=|=|=|=|=|=|= Location: TeeHee Valley|

|= Boss: Trunkle |=|=|=|=|=|=|=|=|=|=|=|



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Boss Attack Patterns - 4 - Boulder Throw (multiple attack)  
Vacuum (multiple attack)  
Mini Trunkle Boulder (single attack)  
Underground Attack - (multiple attack)

Dodge Method - Boulder Throw - Hammer as it approaches you.  
Vacuum - Jump as it approaches you.  
Mini Trunkle Boulder - Jump as it approaches you.  
Underground Attack - Hammer as it approaches you.

Dodge Timing - Boulder Throw - Wait for the boulder to come out then wait 3 seconds and hammer for Mario. For Luigi wait 4 seconds. Sometimes he throws simultaneously.  
Vacuum - Wait 3 seconds and jump when Gritty Goombas come by and catch the red mushrooms and not the green ones which causes poison.  
Mini Trunkle Boulder - Wait 2 seconds and jump. For the ones in the back row 3 seconds.  
Underground Attack - Hammer right when its next to you for both Mario & Luigi.

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= Oucher Glass	=	=	=	=	=	=	=	=	=	=
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Enemy Attack Patterns - 2 - Ground Punch (single attack)  
Sand Ball (single attack)

Dodge Method - Ground Punch - Jump when it appears underground.  
Sand Ball - Hammer as he approaches you.

Dodge Timing - Ground Punch - Wait for the animation under your feet to appear then jump.  
Sand Ball - Wait for it to drop then hammer immediately.

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= Limbo Bro	=	=	=	=	=	=	=	=	=	=
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Enemy Attack Patterns - 2 - Torch Strike (single attack)  
Flying Torch (single attack)

Dodge Method - Torch Strike - Jump as it approaches you.  
Flying Torch - Hammer when he's next to you.

Dodge Timing - Torch Strike - Wait til he gets up from the fall then jump immediately.  
Flying Torch - Hammer when he's next to you to prevent attack.

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= Cheep Cheep	=	=	=	=	=	=	=	=	=	=
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Enemy Attack Patterns - 2 - Hit (single attack)  
Puff Hit (single attack)

Dodge Method - Hit - Jump as he approaches you.  
Puff Hit - Hammer when he's next to you.

Dodge Timing - Hit - Wait til he's next you wait 4 seconds then jump.  
Puff Hit - Wait 3 seconds then hammer. Missing causes Poison.

Notes: Cheep Cheep becomes Puffer Cheep when jumped.

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Enemy Attack Patterns - 4 - Pillow (single attack)  
Pillow (multiple attack)  
Pearl Shot (single attack, hits multiple times)  
Big Bubble (single attack)

Dodge Method - Pillow - Hammer when it's next to you.  
Pearl Shot - Jump as it approaches you.  
Big Bubble - Hammer when it's next to you.

Dodge Timing - Pillow - Wait 4 seconds then hammer. Can hit multiple times. If there in the back row wait 5 seconds.  
Pearl Shot - First shot wait 2 seconds then each other wait 1 second then jump. Back row wait 1 second for each.  
Big Bubble - Wait 3 seconds then hammer.

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Enemy Attack Patterns - 1 - Kiss (single attack)

Dodge Method - Jump as it approaches you.

Dodge Timing - Hard to time you just have to wait to see where the heart goes and jump as soon as its next to you.

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|=|=|=|=|=|=|=|= Location:Gwarhar Lagoon|

|= Elite Troopea |=|=|=|=|=|=|=|=|=|=|

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Enemy Attack Patterns - 3 - Peck (single attack)

Heal (single enemy)

Revive (single enemy)

Dodge Method - Peck - Jump as it approaches you.

Dodge Timing - Wait for 3 seconds then jump.

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|=|=|=|=|=|=|=|= Location:Gwarhar Lagoon|

|= Mecha-Blooper |=|=|=|=|=|=|=|=|=|=|

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Enemy Attack Patterns - 1 - Torpedo (multiple attack)

Dodge Method - Jump as it approaches you.

Dodge Timing - Wait 2 seconds and jump for each.

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|=|=|=|=|=|=|=|= Location:Gwarhar Lagoon|

|= Boomerang Bro |=|=|=|=|=|=|=|=|=|=|

|=|=|=|=|=|=|=|=|=|=|

Enemy Attack Patterns - 2 - Foward Boomerang (multiple attack)

Backwards Boomerang (single attack)

Dodge Method - Foward Boomerang - Jump as it approaches you.

Then jump when it comes back.

Backwards Boomerang - When Boomerang is behind you jump.

Dodge Timing - Foward Boomerang - Wait 2 seconds then jump. When its coming back wait 3 seconds then jump.

Backwards Boomerang - Wait 4 seconds then jump.

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|=|=|=|=|=|=|=|= Location:Gwarhar Lagoon|

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Enemy Attack Patterns - 2 - Skull Bite (single attack)

Head Jump (single attack)

Dodge Method - Skull Bite - Jump as he approaches you.

Head Jump - Don't jump.

Dodge Timing - Skull Bite - Wait 2 seconds and jump.

Head Jump - Don't jump and it will miss you.

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|=|=|=|=|=|=|=|= Location:Gwarhar Lagoon|

|= Boss:Hermie III|=|=|=|=|=|=|=|=|=|=|

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Boss Attack Patterns - 2 - Claw (single attack, can hit multiple times)

Poison Ball (single attack, hits multiple times)

Dodge Method - Claw - Jump as it approaches you.

Poison Ball - Hammer when it's next to you.

Dodge Timing - Claw - Wait 3 seconds and jump.

Poison Ball - Wait 3 seconds then hammer for each.

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|=|=|=|=|=|=|=|= Location: Chucklehuck |

|= Boss: Popple |=|=|=|=|=|=|=|=|=|=|

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Boss Attack Patterns - 4 - Axe (single attack)

Steal (one person)

Hammer Steal (multiple attack)

Loot Toss (multiple attack)

Dodge Method - Axe - Jump as he approaches you.

Steal - Hammer as he approaches you.

Hammer Steal - Hammer as he approaches you.

Loot Toss - Jump/Don't Jump when things approaches you.

Dodge Timing - Axe - Wait 4 seconds then jump.

Steal - Wait for 3 seconds then hammer.

Hammer Steal - Wait 6 seconds then hammer. If he grabs hammer then wait til he's next to you and hammer

immediately.

Loot Toss - Grab the coins and the red mushrooms.  
Avoid the green mushrooms and bombs.  
Sometimes they bounce so don't jump.

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=	=	=	=	=	=	=	=	=	=	=	=	=	=	=
=	=	=	=	=	=	=	= Location: Beanbean Beach							
= Piranha Bean	=	=	=	=	=	=	=	=	=	=	=			
=	=	=	=	=	=	=	=	=						

Enemy Attack Patterns - 2 - Fireball (single attack, hits multiple times)  
Peasley Spit (single attack)

Dodge Method - Jump as it approaches you.  
Dodge Timing - Fireball - Depends where he stands, sometimes it varies between  
3 and 5 seconds.

Peasley Spit - Wait 3 seconds then jump.

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=	=	=	=	=	=	=	= Location: Jokes End							
= Glurp	=	=	=	=	=	=	=	=	=	=	=			
=	=	=	=	=	=	=	=	=						

Enemy Attack Patterns - 2 - Bite (single attack)  
Cloud (single attack)

Dodge Method - Bite - Hammer when he's next to you.  
Cloud - Jump as it approaches you.  
Dodge Timing - Bite - Just hammer when he's next to you.  
Cloud - Wait 5 seconds then jump.

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=	=	=	=	=	=	=	= Location: Jokes End							
= Clumph	=	=	=	=	=	=	=	=	=	=	=			
=	=	=	=	=	=	=	=	=						

Enemy Attack Patterns - 2 - Shockwave (multiple attack)  
Big Shockwave (multiple attack)

Dodge Method - Jump as it approaches you.  
Dodge Timing - Shockwave - Wait for shockwave to appear then jump immediately.  
Big Shockwave - It's slow so wait for it to appear then jump.

Notes: Mario's Hand Power kills them quickly.

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=	=	=	=	=	=	=	= Location: Jokes End							
= Ice Snifit	=	=	=	=	=	=	=	=	=	=	=			
=	=	=	=	=	=	=	=	=						

Enemy Attack Patterns - 2 - Snowball (single attack, hits multiple times)  
Icicle (single attack)

Dodge Method - Snowball - Jump as it approaches you.  
Icicle - Hammer when it's next to you.  
Dodge Timing - Snowball - Wait 2 seconds and jump for each snowball.  
Icicle - Slow attack just wait til it's near you then hammer.

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=	=	=	=	=	=	=	= Location: Jokes End							
= Scaratroopea	=	=	=	=	=	=	=	=	=	=	=			
=	=	=	=	=	=	=	=	=						

Enemy Attack Patterns - 3 - Beak Strike (single attack)  
Heal (all enemys)  
Revive (one enemy)

Dodge Method - Beak Strike - Jump as it approaches you.  
Dodge Timing - Wait for swoop sound effect then jump immediately.

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=	=	=	=	=	=	=	=	=	=	=	=	=	=	=
=	=	=	=	=	=	=	= Location: Jokes End							
= Boss: Chucklissa	=	=	=	=	=	=	=	=	=	=	=			
= Oholina														
= Hoohoolia														
= Teeheena														
=	=	=	=	=	=	=	=	=						

Boss Attack Patterns - 4 - Hug & Kiss (single attack)  
Hug & Kiss (multiple attack)  
Snowball Charge (single attack)  
Snowball Charge (multiple attack)

Dodge Method - Hug & Kiss - Jump as she approaches you.  
Snowball Charge - Hammer when it's next to you.  
Dodge Timing - Hug & Kiss - It's a slow attack wait for her to walk forward  
then jump.  
Snowball Charge - When she leaves the screen wait 7 seconds

then hammer.

Notes: Dont use flame moves when she has red hair or lightning moves when she has blue. It heals her.

|=|=|=|=|=|=|=|=|=|  
|= Boss: Jojora |  
|=|=|=|=|=|=|=|=|=|

Boss Attack Patterns - 2 - Ice Wand (single attack)  
Snowstorm (multiple attack)

Dodge Method - Ice Wand - Hammer whens she's next to you.  
Snowstorm - Jump rapidly.

Dodge Timing - Ice Wand - Just hammer quickly when shes next to you.  
Snowstorm - Jump rapidly for both Mario & Luigi to avoid damage.

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=	=	=	=	=	=	=	=	=	=	
=	=	=	=	=	=	=	= Location: TeeHee Valley			
= Dry Bones	=	=	=	=	=	=	=	=	=	=
=	=	=	=	=	=	=	=	=		

Enemy Attack Patterns - 2 - Head Spin (single attack)  
Hit (single attack)

Dodge Method - Jump as he approaches you.  
Dodge Timing - Head Spin - Wait 2 seconds then jump. If hit causes poison.  
Hit - Wait 1 second then jump.

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=	=	=	=	=	=	=	=	=	=	
=	=	=	=	=	=	=	= Location: TeeHee Valley			
= Limbo Bro	=	=	=	=	=	=	=	=	=	=
=	=	=	=	=	=	=	=	=		

Enemy Attack Patterns - 2 - Torch Strike (single attack)  
Flying Torch (single attack)

Dodge Method - Torch Strike - Jump as it approaches you.  
Flying Torch - Hammer when he's next to you.  
Dodge Timing - Torch Strike - Wait til he gets up from the fall then jump immediately.

Flying Torch - Hammer when he's next to you to prevent attack.  
\*\*\*\*\*  
=	=	=	=	=	=	=	=	=	=	
=	=	=	=	=	=	=	= Location: TeeHee Valley			
= Boss: Popple	=	=	=	=	=	=	=	=	=	=
=	=	=	=	=	=	=	=	=		

Boss Attack Patterns - 2 - Steal (one person)  
Hammer Steal (multiple attack)

Dodge Method - Steal - Hammer as he approaches you.  
Hammer Steal - Hammer as he approaches you.  
Dodge Timing - Steal - Wait for 3 seconds then hammer.  
Hammer Steal - Wait 6 seconds then hammer. If he grabs hammer then wait til he's next to you and hammer immediately.

|=|=|=|=|=|=|=|=|=|=|  
|= Boss: Birdo |  
|=|=|=|=|=|=|=|=|=|

Enemy Attack Patterns - 5 - Bomb (single attack)  
Bomb (multiple ttack)  
Suction (single attack)  
Egg Roll (multiple attack)  
Egg Bomb-omb (single attack)

Dodge Method - Bomb - Jump when it lands on the ground.  
Suction - Hammer when she trys to suck you in.  
Egg Roll - Jump when it lands on the ground.  
Egg Bomb-omb - Jump when it approaches you.  
Dodge Timing - Bomb - Wait til it approaches the ground then jump immediately.  
When Popple dead she throws multiple bombs at both Mario & Luigi so time carefully.  
Suction - Wait 2 seconds then hammer immediately.  
Egg Roll - The one in front wait 3 seconds then hammer.  
The other three wait 4 seconds and hammer.  
Egg Bomb-omb - Wait 2 seconds and jump. Sometimes it tricks you if it does wait 3 seconds.

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=	=	=	=	=	=	=	=	=	=	
=	=	=	=	=	=	=	= Location: TeeHee Valley			
= Anuboo	=	=	=	=	=	=	=	=	=	=
=	=	=	=	=	=	=	=	=		

Enemy Attack Patterns - 1 - Eye Laser (single attack)

Dodge Method - Jump when it approaches you.  
Dodge Timing - Wait to see who he transform to then wait 2 seconds and jump.  
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=	=	=	=	=	=	=	=	=	= Location:Bowsers Castle						
= Gunner Guy	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=
=	=	=	=	=	=	=	=	=	=						

Enemy Attack Patterns - 2 - Bullet (single attack)  
Cannonball (single attack)

Dodge Method - Jump when it approaches you.  
Dodge Timing - Bullet - Wait 6 seconds and jump.  
Cannonball - Wait 7 seconds and jump.  
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=	=	=	=	=	=	=	=	=	= Location:Bowsers Castle						
= Hammer Bro	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=
=	=	=	=	=	=	=	=	=	=						

Enemy Attack Patterns - 2 - Hammer Throw (single attack)  
Hammer Throw (multiple attack)

Dodge Method - Hammer when it approaches you.  
Dodge Timing - Wait to see who he throws hammer then wait 4 seconds and hammer.  
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= Boo	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=
=	=	=	=	=	=	=	=	=	=						

Enemy Attack Patterns - 2 - Scare Face (single attack)  
Bite (single attack)

Dodge Method - Scare Face - Jump when he approaches you.  
Bite - Hammer when he's next to you.

Dodge Timing - Scare Face - Wait 3 seconds then jump.  
Bite - Hammer immediately when he's next to you.  
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=	=	=	=	=	=	=	=	=	= Location:Bowsers Castle						
= Chomp Bro	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=
=	=	=	=	=	=	=	=	=	=						

Enemy Attack Patterns - 1 - Chomp Throw (single attack)  
Dodge Method - Jump when it approaches you.  
Dodge Timing - Wait 11 seconds then jump.  
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=	=	=	=	=	=	=	=	=	= Location:Bowsers Castle						
= Boss: Iggy	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=
=	=	=	=	=	=	=	=	=	=						

Boss Attack Patterns - 2 - Spin (multiple attack if connects)  
Flame Spit (single and multiple attack,  
can hit multiple times if miss)

Dodge Method - Spin - Hammer as he approaches you.  
Flame Spit - Hammer as it approaches you.

Dodge Timing - Spin - Hammer immediately when he's next to you.  
Flame Spit - Wait 3 seconds then hammer.  
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=	=	=	=	=	=	=	=	=	= Location:Bowsers Castle						
= Magikoopa	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=
=	=	=	=	=	=	=	=	=	=						

Enemy Attack Patterns - 3 - Straight Fire Ring (single attack)  
Down Fire Ring (multiple attack)  
Heal (single enemy)

Dodge Method - Straight Fire Ring - Jump when it approaches you.  
Jump when it returns.

Down Fire Ring - Jump when it approaches you for both  
Mario & Luigi.

Dodge Timing - Straight Fire Ring - Wait 3 seconds then jump. When it returns  
wait 5 seconds and jump.  
Down Fire Ring - Wait for ring to appear next to you then wait  
5 seconds then jump.  
Then jump immediately for Luigi.  
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= Sniper Bill	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=
=	=	=	=	=	=	=	=	=	=						

Enemy Attack Patterns - 1 - Sniper Bullet (single attack)

Dodge Method - Jump when it approaches you.

Dodge Timing - 1st pattern - Small bullet first - Wait 3 seconds then jump.

2nd pattern - Big bullet first - Wait for big bullet to shoot then wait 2 seconds and jump then jump again immediately.

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=	=	=	=	=	=	=	= Location:Bowzers Castle							
= Boss: Morton	=	=	=	=	=	=	=	=	=	=	=	=	=	=
=	=	=	=	=	=	=	=	=						

Boss Attack Patterns - 2 - Shockwave (multiple attack, hits multiple times)  
Flame Spit (single and multiple attack, can hit multiple times if miss)

Dodge Method - Shockwave - Jump as it approaches you.  
Flame Spit - Hammer as it approaches you.

Dodge Timing - Shockwave - As soon as he lands wait 1 second then jump for each wave.

Flame Spit - Wait 3 seconds then hammer.

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=	=	=	=	=	=	=	= Location:Bowzers Castle							
= Boss: Lemmy	=	=	=	=	=	=	=	=	=	=	=	=	=	=
=	=	=	=	=	=	=	=	=						

Boss Attack Patterns - 2 - Flame Spit (single and multiple attack, can hit multiple times if miss)  
Lemmy Clones (Doesn't attack)

Dodge Method - Flame Spit - Hammer as it approaches you.

Dodge Timing - Flame Spit - Wait 4 seconds then hammer.

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=	=	=	=	=	=	=	= Location:Bowzers Castle							
= Boss: Ludwig	=	=	=	=	=	=	=	=	=	=	=	=	=	=
=	=	=	=	=	=	=	=	=						

Boss Attack Patterns - 3 - Flame Spit (single and multiple attack, can hit multiple times if miss)  
Spin (multiple attack if connects)  
Shell - (multiple attack)

Dodge Method - Spin - Hammer as he approaches you.  
Flame Spit - Hammer as it approaches you.  
Shell - Jump as it approaches you.

Dodge Timing - Spin - Hammer immediately when he's next to you.  
Flame Spit - Wait 7 seconds then hammer.  
Shell - Wait 4 seconds then jump, wait 2 seconds when it returns. Then when he starts again wait 4 seconds then jump and jump again immediately for the other person.

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=	=	=	=	=	=	=	=	=	=	=	=	=	=	=
=	=	=	=	=	=	=	= Location:Bowzers Castle							
= Boss: Roy	=	=	=	=	=	=	=	=	=	=	=	=	=	=
=	=	=	=	=	=	=	=	=						

Boss Attack Patterns - 4 - Shell (multiple attack)  
Flame Spit (single and multiple attack, can hit multiple times if miss)  
Shockwave (multiple attack, hits multiple times)  
Shockwave (multiple attack)

Dodge Method - Flame Spit - Hammer as it approaches you.  
Shell - Jump as it approaches you.  
Shockwave - Jump as it approaches you.

Dodge Timing - Flame Spit - Wait 4 seconds then hammer.  
Shell -

1st pattern - Wait 5 seconds then jump, wait 3 seconds when he returns. Then when he starts again wait 3 seconds then when he returns wait 2 seconds, he will do this twice, then when he curves wait 3 seconds then jump then jump again immediately for the other person, he will do this twice.

2nd pattern - He does all curve moves. Same curve timing as above.

Shockwave - 1st pattern - Like Mortons, as soon as he lands wait 1 second then jump for each wave.

2nd pattern - He stands way back, as soon as he lands wait 3 seconds then jump.

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|=|=|=|=|=|=|=|= Location:Bowzers Castle|



Boss Attack Patterns - 8 - Bubble Bounce (single attack, hits multiple times)  
Hand Flick (multiple attack)  
Energy Ball (multiple attack, hits multiple times)  
Heal (all body parts)  
Flame Rotate (multiple attack, hits multiple times)  
Arm Swing (multiple attack, hits multiple times)  
Fawful Attack (multiple attack)  
Laser Freeze (single and multiple attack,  
hits multiple times)

Dodge Method - Bubble Bounce - Hammer it each time it descends onto you.  
Hand Flick - Hammer when it's next to you.  
Energy Ball - Hammer when it's next to you.  
Flame Rotate - Jump when it approaches you for both  
Mario & Luigi.  
Arm Swing - Jump when it approaches you.  
Fawful Attack - Jump when it approaches you for both  
Mario & Luigi.  
Then hammer when he's next to you.  
Laser Freeze - Watch Cackletta's eyes to determine jump or not.

Dodge Timing - Bubble Bounce -  
  
1st Bounce - When its above you wait 5 seconds then hammer.  
When both hands are gone wait 6 seconds.  
2nd Bounce - Wait 2 seconds then hammer. When both hands are gone  
wait 3 seconds.  
3rd Bounce - Wait 1 second then hammer. When both hands are gone  
wait 3 seconds.  
4th Bounce - Wait 1 second then hammer. When both hands are gone  
wait 3 seconds.  
  
Hand Flick - Hammer immediately when it's next to you to avoid damage.  
Energy Ball - Slow attack just hammer when its next you for both  
Mario and Luigi.  
Flame Rotate - Wait 2 seconds then jump for both Mario & Luigi  
each time.  
Arm Swing - Wait 1 second then jump immediately for Luigi then  
Mario and vice versa when the lower arm swings to you.  
Dont jump at the higher arm.  
Fawful Attack - Slow attack just wait for Fawful's energy balls  
to jump to you then jump immediately for Mario  
then Luigi and vice versa.  
Then hammer immediately when he's next to you.  
Laser Freeze - If her eyes flash white, look to see if she is  
looking high or low.  
If she was looking high when her eyes flashed  
white, don't jump.  
If she was looking low when her eyes flashed,  
jump just after her eyes twinkle purple.  
She can have one eye looking low and one looking  
high as well.

Notes: Don't use Fire attacks on the heart or Left arm it heals it.  
Also dont use Lightning attacks on the Right arm.

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Thanks to Angela Mead <angimead@hotmail.com> for the Oho Jee enemy that I  
missed.

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