

Super Mario Advance 4: Super Mario Bros. 3 Enemy/Boss FAQ

by Joseph Mostarda

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"Super Mario Advance 4: Super Mario Bros. 3 -- The Antagonist FAQ"

v1.00 11/07/03

by ShadowDragon99 [E-Mail: x_dragon7k@hotmail.com]

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 NOTE: If you do a "QuickSearch" [CTRL+F], you can quickly and easily find
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SECTION I -- Legal Propositions

1.1 - Copyrights

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As of now, the only other place you will find this FAQ at is my own website: <http://www.geocities.com/plasmadragonx7000>. Should you find this FAQ anywhere else other than GameFAQs or my website, please contact me at my e-mail address: x_dragon7k@hotmail.com!

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1.2 - About the FAQ

This FAQ was created due to a lack of FAQs for Super Mario Advance 4: Super Mario Bros. 3. But rather than creating an entire FAQ/Walkthrough, I decided to focus on the 50+ enemies of SMB3.

It was written on an eMachines T1360 computer with WinXP access to Notepad. The font is Courier New, and the spacing is 79 characters, so any computer with Notepad should be able to read this FAQ easily and cleanly.

Now then, with all of the legality out of the way, let's begin the FAQ!!

SECTION II -- Mini-FAQ

2.1 - What is SMA4: SMB3?

Super Mario Advance 4: Super Mario Bros. 3 is a re-make of the 1989 NES classic "Super Mario Bros. 3". Many people regard SMB3 as by far the greatest Mario game ever made. Some even feel it is quite possibly the greatest game ever made!

How is it re-made? First, all the graphics have been updated. (This update actually comes from the Super NES classic "Super Mario All-Stars." Second, you can now play through SMB3 as Luigi. Third, SMB3 now features e-Reader support. Using the e-Reader, you can unlock new levels, new items and more fun! And lastly, you have the SMA "perks" which include the updated 1983 classic "Mario Bros." and updated sounds, including new audio dialogue.

2.2 - Where can I get SMA4: SMB3?

SMA4: SMB3 was just recently released to the US [10/21/03], so finding it shouldn't be any trouble at all. Pretty much any store that carries video games should have it. If they don't, they are most likely out of stock.

If it interests you, you can also find the official Nintendo Power Player's Guide at any store that carries SMA4: SMB3.

2.3 - What is included on the SMA4: SMB3 game pak?

-Super Mario Bros. 3

--"Mario" Mode [single-player]

--"Mario and Luigi" Mode [multi-player multi-pak]

-Mario Bros.

--"Mario Bros. Classic" [single-player]

--"Mario Bros. Battle" [multi-player single-pak]

-Updated graphics

-Updated sounds

-New gameplay

-e-Reader support

-2 SMB3 e-Cards [they come in the box]

-Instruction Manual

SECTION III -- The Enemy

3.1 - The Angry Sun

The Angry Sun is just that... an angry sun! First encountered on Desert Hill, The Angry Sun pursues Mario throughout the entire area. Destroy it with a Koopa shell.

3.2 - Buster Beetle

First encountered on Iced Land, Buster Beetles throw blocks of ice at you. Jump on them and collect their shell.

3.3 - Buzzy Beetle

Buzzy Beetles are like the Buster Beetles, except you encounter these in caves. First seen in the Grassland, these Beetles can be knocked out by jumping on their shell. They are completely fireproof, so don't use Fiery Mario.

3.4 - Para-Beetle

Encountered in the Sky World, Para-Beetles are much like Koopa Paratroopas, except their shells act as flying platforms. These creatures are much easier to defeat than their land-based counterparts.

3.5 - Blooper

Bloopers are jellyfish that can knock you out. Your best bet is to swim fast and avoid them at all costs. They are first seen at the Sea Side.

3.6 - Blooper Nanny

A Blooper Nanny is surrounded by her "children". Nevertheless, they act the same as the Blooper. However, if you are spotted by the Nanny, she will summon the whole family to attack you!

3.7 - Bob-omb

The classic bomb antagonist is back! Bob-ombs self-destruct as soon as they see you, so take cover! There is no "real" way to defeat them other than

having them self-destruct.

3.8 - Boo Diddly

Boo Diddly only attack you from the back, so as long as you face them, you're safe. Note that the only way to take them out is with Hammer Mario. Since the Hammer Suit is hard to come by, you're better off just avoiding the Boos.

3.9 - Stretch

You know those weird white blocks you encounter from time to time in the fortresses? Well, those blocks are really Stretch. They are invulnerable to any attack, so just avoid them by quickly running past them.

3.10- Bullet Bill

First seen on Larry's Airship, Bullet Bills are fired from cannons. To destroy them, simply jump on them. Note, however, that you can't actually destroy the cannons, which means you can never fully eliminate the threat of a Bullet Bill.

3.11- Missile Bill

They look the same as Bullet Bills, and they are destroyed the same way as Bullet Bills, but Missile Bills home in on you. Crap.

3.12- Boomerang Bros.

Despite their name, Boomerang Bros. usually attack you solo. They fire two boomerangs at you in succession, so wait until both boomerangs have returned to its owner. Once that happens, you'll have a five second gap to jump on their head and destroy them. Note that the Boomerang Bros. can be encountered on the overworld map.

3.13- Fire Bros.

Fire Bros. are much like the Boomerang Bros. The only difference is that they fire fireballs at you. Ironically, they are weak to fireballs, which is why you should have Fiery Mario take a stab at them.

3.14- Hammer Bros.

You've been fighting the Hammer Bros. since the beginning, and they haven't changed a bit! Defeat them like you always have; namely, wait for them to stop throwing hammers, then quickly jump on their heads. Like all "Bros.", you can fight the Hammer Bros. on the overworld map.

3.15- Sledge Bros.

First encountered on Big Island [World 4], the Sledge Bros. are essentially giant Hammer Bros. Therefore, don't be intimidated by them; just defeat them like always.

3.16- Big Bertha

These giant fish act like the Blooper Nanny. In other words, if you attack her, you'll have to deal with the "children".

3.17- Boss Bass

Watch out for this guy. He can swallow you in one hit. He tends to patrol the surface of the water, so try to stay as high as possible. He is only seen on the Sea Side [World 3].

3.18- Baby Cheep

Though not as big as other fish, Baby Cheep are still dangerous. Eliminate them with fireballs, or simply avoid them.

3.19- Cheep-Cheep

These fish have the amazing ability to hover out of the water. Therefore, these fish are a threat even if you aren't swimming! Fortunately, when they are out of the water, you can eliminate them with a single bop to the head.

3.20- Spiny Cheep-Cheep

Avoid these fish unless you have fireballs. 'Nuff said.

3.21- Chain Chomp

Chain Chomps try to eat you, but fortunately, they are limited by the range of their chains. Therefore, you are safe from them as long as you are fairly far away. Note that you can destroy them by jumping on their heads. However, you're better off just leaving them alone, unless they are guarding a must-have item.

3.22- Fire Chomp

Fire Chomps are elemental chainless Chain Chomps. In a word... AVOID! Yes, you can kill them with a stomp on the head, but the fiery backlash isn't worth the effort.

3.23- Fire Snake

First seen on Desert Hill, Fire Snakes move fairly slowly across the landscape. But they are still dangerous. If you are wearing the Raccoon Suit or Tanooki Suit, you can eliminate them with a tail spin. Otherwise, your best bet is a Koopa shell.

3.24- Grand Goomba

These giant Goombas are seen on Big Island. And yet, they still fall with one bop on the head. These enemies are nothing to worry about.

3.25- Kuribo's Goomba

These are your everyday Goombas, except you get a cool Kuribo's Shoe when you down them.

3.26- Little Goomba

The most common enemy in SMB3 is also the easiest to take down. Only the most horrendous of video game players would have trouble giving a bop on the head to these guys.

3.27- Mugger Micro-Goomba

Micro-Goomba don't actually attack; rather, they latch onto you. This slows you down and makes you jump like a broken pogo stick. You can shake them off,

but do your best to keep them from latching onto you in the first place.

3.28- Para-Goomba

Flying Goombas. It takes two hits to kill them rather than one. 'Nuff said.

3.29- Para-Goomba/Micro-Goomba

This enemy is the same as a Para-Goomba, but it drops an army of Micro-Goombas. Therefore, take them out as fast as possible.

3.30- Pile Driver Micro-Goomba

First seen on Desert Hill, these Micro-Goombas disguise themselves as bricks. Once you get close, they come to life and attack you. You can tell where one is by looking for its shine. As you know, bricks in Desert Hill shine gold. Therefore, a shineless brick is really a Pile Driver Micro-Goomba. Once it comes to life, it only takes a single hit to destroy it.

3.31- Hot Foot

Much like the Boo Diddly, Hot Foots only attack you from behind. Look it in the eye to render it harmless. It can only be destroyed by Hammer Mario.

3.32- Jelectro

These underwater minefields really put the hurt on Mario! Avoid, avoid, avoid.

3.33- Dry Bones

Dry Bones are mummified Koopa Troopas, except they can't be destroyed by normal means. Sure, you can temporarily stop them by stomping, but they'll always come back to life. First encountered in the Grassland's Fortress.

3.34- Colossal Koopa Paratroopa

Don't be afraid of this Paratroopa. It is the same as all the rest, just in a large size. Encountered only at Big Island.

3.35- Green Gargantua Koopa Troopa

Even easier than the Colossal Koopa Paratroopa, the Green Gargantua Koopa Troopa can be stunned with one stomp on its shell.

3.36- Green Koopa Paratroopa

A flying Koopa Troopa. Stomp once to destroy their wings, and stomp again to stun them into their shell. Use them as floating platforms in the Sky World.

3.37- Green Koopa Troopa

Next to Goombas, these are the most basic enemies in the game. They walk in a straight line until they eventually fall to their doom. Stomp them once to stun them, then pick up the shell and throw it to take down other enemies, activate switches, etc.

3.38- Red Giant Koopa Troopa

Big Island is home to these not-so-tough creatures. Take them down just like you would take down a Green Koopa Troopa.

3.39- Red Koopa Paratroopa

Same as Green Koopa Paratroopa. 'Nuff said.

3.40- Red Koopa Troopa

Unlike the Green Koopa Troopa, Red Koopa Troopas walk back and forth across a set path. However, they are defeated just like the Green Koopa Troopa.

3.41- Lakitu

OMG! It's the cameraman from Super Mario 64! Actually, Lakitu has been a villian since the beginning. Anyhoo, his only attack is the dangerous practice of dropping Spiny Eggs from above.

3.42- Lava Lotus

Lava Lotus are flowers that spew out molten lava. You can eliminate them when you are Fiery Mario or Hammer Mario. Otherwise, you can only hope to avoid them.

3.43- Munchers

These immobile creatures patrol the most dangerous gaps in the Mushroom Kingdom. Proceed with caution. Note that you can safely walk over them only when you have Kuribo's Shoe equipped.

3.44- Nipper Plant

These plants jump in the air and bite the asses of unsuspecting travelers. Take them out with Fiery Mario.

3.45- Hanging Piranha Plant

Piranha Plants that hang in the air. Not much to say here, other than take them out as Fiery Mario, Hammer Mario or Starman Mario.

3.46- Piranha Plant

Umm... destroy them.

3.47- Piranhacus Giganticus

It's a giant Piranha Plant with a cheesy scientific name. Take it out like usual.

3.48- Ptooie

Mobile Piranha Plants that shoot spiky balls at you (don't ask). Jump over them when you can.

3.49- Venus Fire Trap

Fireball-spewing Piranha Plants. Destroy with fireballs.

3.50- Podoboo

You know those fireballs that leap out of the lava? Well, they actually have a name! They are Podoboos, and they are, obviously, invulnerable.

3.51- Rocket Engine

So video games are rocket science... *stabs self for bad pun* Anyhoo, some of the later Airships feature Rocket Engines. They double as both a rocket engine and as a trap. Jump over them when the time is right.

3.52- Rocky Wrench

Defenders of the super tanks, Rocky Wrenches throw tools at you. Eliminate them with some head taps.

3.53- Roto-Disc

An invisible force that rotates balls of fire. You can't destroy it, so just play it safe and charge past them.

3.54- Spike

This little bugger vomits up its spiky balls and then throws them at you. (I think this enemy has scarred me for life :) Anyhoo, jump over the balls and keep going.

3.55- Spiny

Eliminate Spinys with a Koopa Shell or the Raccoon Suit or Tanooki Suit.

3.56- Spiny Eggs

Spiny Eggs are time bombs that magically home in on you. Do your best to keep your distance.

3.57- Thwomp Trap

Square megaliths that are designed to crush Mario also lack any source of intelligence, which means that Mario can easily trick them into falling early.

SECTION IV -- The Koopalings

4.1 - BOOM-BOOM

This crack-snorting turtle guards all of the fortresses across the Mushroom Kingdom. Because of this, it uses the same strategy every time, which is attack you with high jump-attacks. Sometimes, it will sprout wings, but even when this happens, it still attacks you the same. Like all of the Koopalings, BOOM-BOOM can be defeated by three head smashes.

LOCATION: Fortress [all worlds]

STRATEGY: Head Smash x3

REWARD: -

COMMENTS: Progressive difficulty.

4.2 - Iggy Koopa

Iggy Koopa is the fastest Koopaling of the bunch. Because of this, his battle can be a bit tough. But, he falls like all the rest; 3 head smashes or 10 fireballs. To counter his speed, stay near him at all times. That way, when he comes out of his shell, you can hit him before he even attacks with his powerful wand attacks.

LOCATION: Airship @ Big Island [World 4]
STRATEGY: Head Smash x3/10 Fireballs
REWARD: Magic Wand/Letter from Princess
COMMENTS: Moderately tough battle.

4.3 - Larry Koopa

Larry Koopa is the youngest, dumbest and smallest of the Koopalings. He is also the easiest to defeat. His slow rate of fire and poor agility makes him nearly a sitting duck for your attacks against him. Let's put it this way; you'll have more trouble getting through his Airship than you will fighting him.

LOCATION: Airship @ Grassland [World 1]
STRATEGY: Head Smash x3/10 Fireballs
REWARD: Magic Wand/Letter from Princess
COMMENTS: Very easy battle.

4.4 - Lemmy Koopa

Lemmy Koopa's battle arena is literally a circus! He will balance himself on Mario-damaging balls while firing quick bursts of magic. Wait for him to slow before you strike him. When he falls, quickly get set up for another attack. Repeat this process to win.

LOCATION: Airship @ Iced Land [World 6]
STRATEGY: Head Smash x3/10 Fireballs
REWARD: Magic Wand/Letter from Princess
COMMENTS: Interesting battle strategy.

4.5 - Ludwig von Koopa

Ludwig von Koopa is the oldest of the Koopalings, and also the toughest to defeat! He is second in command to only Bowser, so get set! Ludwig can jump fast and high in the air, which means that Mario can be paralyzed when Ludwig lands! To avoid this, jump right before Ludwig lands. Also, Ludwig fires his magical wand blazingly fast, so do your best to avoid that, as well! However, Ludwig falls like all the rest of the Koopalings.

LOCATION: Airship @ Pipe Maze [World 7]
STRATEGY: Head Smash x3/10 Fireballs
REWARD: Magic Wand/Letter from Princess
COMMENTS: Difficult battle.

4.6 - Morton Koopa Jr.

Morton Koopa Jr. attacks much like Larry Koopa, except his magical powers are much more powerful and he fires much faster and more frequently. Plus, hitting him triggers his insane spinning shell attack, though it is rather easy to avoid. Hit him three times or fire ten fireballs to free the desert from his tyrannical reign forever. (Or at least until Super Mario World...)

LOCATION: Airship @ Desert Hill [World 2]
STRATEGY: Head Smash x3/10 Fireballs
REWARD: Magic Wand/Letter from Princess
COMMENTS: Easy battle.

4.7 - Roy Koopa

Roy Koopa, the fatty of the Koopalings, makes the whole ground shake when he walks. Like Ludwig, this quake will paralyze you unless you jump at the right time. And like Morton, he will spin around in his shell once you hit him. Like all the other Koopalings, Roy falls after three hits.

LOCATION: Airship @ The Sky [World 5]
STRATEGY: Head Smash x3/10 Fireballs
REWARD: Magic Wand/Letter from Princess
COMMENTS: Hard battle.

4.8 - Wendy O. Koopa

Wendy sure likes her candy! She likes it so much, in fact, that she will try to attack with it! She fires candy loops at you to trip you up, but the ever agile Mario will prevail and be able to hit her with everything you've got! Eliminate her tyranny with 3 hits.

LOCATION: Airship @ Sea Side [World 3]
STRATEGY: Head Smash x3/10 Fireballs
REWARD: Magic Wand/Letter from Princess
COMMENTS: Intermediately difficult battle.

4.9 - Bowser, King of Koopas

Believe it or not, the battle with Bowser isn't all that difficult if you know what you're doing. Getting to Bowser is the real challenge.

As soon as the battle begins, find a spot and stay there for the entire battle. What will happen is Bowser will fire several fireballs at you, then jump to where you are standing. Obviously, you will want to move at the last instant. But Bowser will break a hole in the floor, then jump back up to fire more fireballs at you. This is why you want to stay in one spot the entire battle. See, once the floor breaks three times, Bowser will, next turn, fall into a bottomless pit. Sorry if the text confuses you; it's hard to explain. The battle plays out like this:

Mario picks a spot.

|
|
|

Bowser fires fireballs.

|
|
|

Bowser breaks through floor.

|
|
|

The process repeats twice more, with Bowser falling into the bottomless pit on the third time.

So, like I was saying earlier, if you can predict Bowser's moving, he isn't all that difficult to defeat. To tell you the truth... I think the battle with Ludwig is tougher. :)

UPDATE: Bowser can also be defeated with fireballs [Fiery Mario] and hammers [Hammer Suit]. Two more ways to deal with Bowser!

SECTION V -- Version History

5.1 - About v1.00 (10/25/03)

Not much to say here, other than the fact that v1.00 was written in two hours. No really, it was... But anyhoo, this FAQ is far from finished. In the next update, I hope to make it much easier to read and much more professional looking. Also, there are many spelling/grammer mistakes that I hope to correct by the next version update.

5.2 - About v1.05 (11/07/03)

Here is the first update to the FAQ. Not much to say about it... it corrects a few spelling errors and adds a few strategies to the battle with Bowser. But I've getting a lot of secondary strategies via e-mail, so I predict that this FAQ still has several more updates to go!

SECTION VI -- Know Your Author

6.1 - My GameFAQs History

I've been coming to GameFAQs for over two years now, but I didn't really get active on it until May 2002, when I created my first account, "NeonDragon9000". That same month, I contributed my first contribution, which was a review for "Doom 64". Since then, my account has grown to over 400 Karma and I have greatly expanded my contributions. At the time of this writing, this FAQ/Strategy Guide is my latest contribution.

6.2 - Contact Me

Before you contact me, go back and read the entire FAQ. Chances are, your question is already answered somewhere in the FAQ. If it isn't, then please send your question to: x_dragon7k@hotmail.com

I check my e-mail about once a week, and sometimes less, so please don't expect a responce right away. I answer all questions received, though, so don't fret! You'll get a response. And if your question isn't in the FAQ, make a note of it, and I will add it to the next version update.

For more direct help, you can post a question on either the GameFAQs message boards, or at my own message boards: <http://nidoking.proboards7.com>

SECTION VII -- Credits

7.1 - Credits

THANKS TO THE FOLLOWING:

-Nintendo (<http://www.nintendo.com>)

-GameFAQs (<http://www.gamefaqs.com>)

-CJayC

-David Valencia

-Zak Pierce

Now that you have a better hold on the antagonists of SMA4: SMB3, why not get in there and try it out yourself? Good luck!

-ShadowDragon99

