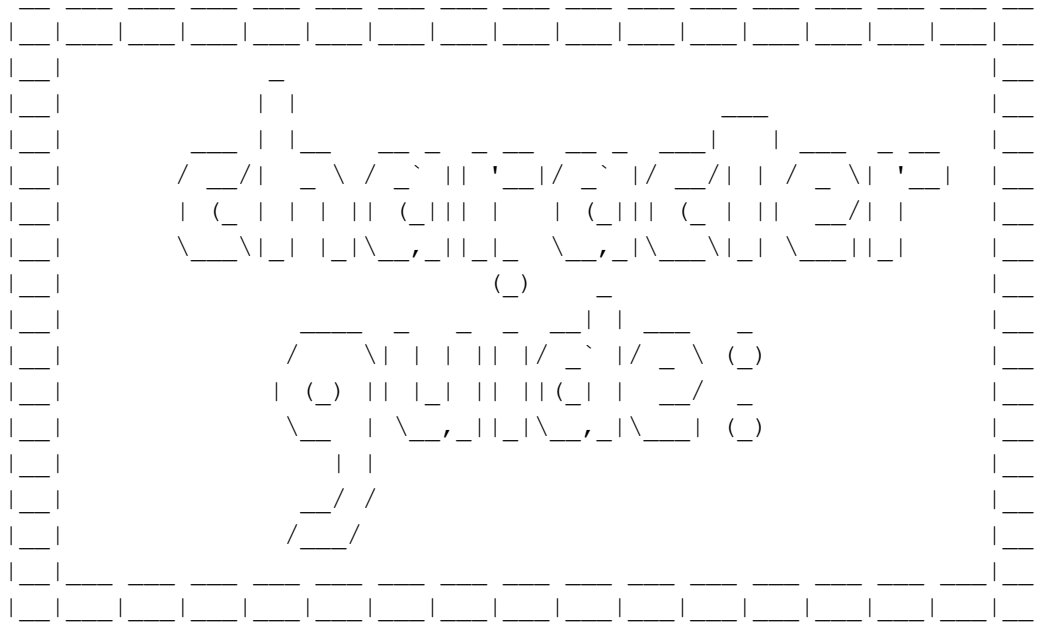


Super Mario Advance 4 Character Guide

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~MAIN CHARACTERS~

MARIO -- Mario, brother of Luigi. Mario works hard trying to save Princess, and goes through every bit of trouble you can find. Mario's enemy is Bowser, he repeatedly tries to defeat him.

LUIGI -- Luigi, brother of Mario. Luigi has the ability to jump very high, and he is very tall. Luigi sticks by Mario's side fighting crime.

PRINCESS -- Princess always seems to be taken hostage. Bowser catches her and holds her hostage.

BOWSER -- Bowser, the boss of all bad guys, always takes Princess Hostage. As he does that, he tries to hide her from Mario and Luigi, while still trying to defeat them.

~BACKGROUND CHARACTERS~

TOAD -- Toad is in charge of all the games for Mario and Luigi to play, he also stays by the King's side.

KING(world's 1-8) -- World's 1-8's Kings' always seem to be transformed into something else by Bowser. The King is in charge of the castle at the end of every world, and awaits Mario and Luigi to give them a letter from the Princess.

~ENEMYS~

(alphabetical order)

A

ANGRY SUN -- This "sun" is a pretty mean one. It will stay in the sky after a while, but then it will come swooping down, trying to attack you. They only

appear twice in the game. These can be killed by throwing a Koopa-Troopa Shell at it.

B

BABY CHEEP-CHEEP -- These super small fish are just like the original Cheep-Cheep, except smaller. Big Bertha exhales, and then inhales these little fish. the only way to kill these is by a Fireball.

BIG BERTHA -- Big Bertha is a lot like Boss-Bass, except female, and it will not attack you. They release a baby cheep-cheep, then inhale it to go back in her mouth again. these can be killed by a Fireball.

BLOOPER NANNY -- This underwater creature is just like a jellyfish. This specific kind carry's along tiny blooper nanny's, then they will eventually all strike off and squirm everywhere trying to attack. These can only be killed by Star Power, or a Fire Ball.

BOB-OMB -- These tiny creatures act as bombs. They will walk around like little wind-up toys and will then explode after seconds. You can jump on one of these to make them stop, then you can pick it up and throw it somewhere and it will explode. These can be killed by Star Power, Tail Whip, and a Fireball.

BOO DIDDLY -- Another name for it is just plain old Boo. This little white ghost may be shy, but can hurt. Once you see one, it will not attack, but once you turn you back away from it, it will come chasing after you, so watch your back! These are only found in Fortresses. These can only be killed by Star Power.

BOOM-BOOM -- These characters are at the end of every fortress. You must jump on their heads three times in order to defeat him/her/them. After you beat them, that fortress is complete.

BOOMERANG BROTHER -- This is another version of the Hammer Brothers, except these guys throw Boomerangs. These are defested only by Star Power, Tail Whip, or Fireball.

BOSS BASS -- The Boss Bass, looks exactly like Big Bertha, except this one attacks you. In some levels (very few) as you leap over the water, Boss Bass will jump up and try to eat you. Once you defeat this fish, it does come back after seconds.

BOWSER -- -see main characters-

BUSTER BEETLE -- These greedy little fellows pick up ice cubes and trow them at you. There another form of the beetle family, and can be defeated by Star Power, Tail Whip, and Firball. (these generation of the beetle family are not fireproof)

BUZZY BEETLE -- The Buzzy Beatle attacks in a rather starnge way. He'll walk on the ceiling a drop when you underneath him. Their is no way to defeat these.

C

CHAIN CHOMP -- These long-time favorites have been with the Maro Brothers for a long time. They are attached to a pole and try to attack you, but they can't, but they can if your close enough. These can be defeated by Star Power.

CHEEP-CHEEP -- A Cheep-Cheep is a fish found in two different way. The green one

stays underwater swimming around, And the green one is found hopping up out of the water trying to attack. These can be killed by Star Power, Fireball, and the Red one can be jumped on the head.

D

DRY BONES -- This is another version of a Koopa Troopa, except only in bones. You can jump on it to bring it to pieces, but it will come back alive in seconds. These can be killed by Star Power, or a Tail Whip.

E

-none-

F

FIRE BROTHER -- These brothers are just like the Hammer Brothers, except they throw fire. These are pretty rare, and can only be killed by Star Power, Tail Whip, or a Fireball.

FIRE CHOMP -- This is sort of like a Chomp, except it is full of flames, and floats in the air, shooting Fireballs. They will explode if they are not killed. These can be killed by Star Power.

FIRESNAKE -- A Firesnake is a little snake with flames. It can jump through walls to try and harm you. These can be defeated by Star Power, or a Tail Whip.

G

GIANT GOOMBA -- A Gaint Goomba is the same thing as a normal Goomba. To kill them use Star Power, Fireball, a knock on the head, or a Tail Whip.

GIANT KOOPA PARATROOPA -- These are just like any ordinary Koopa Troopas, except in a bigger version. To defeat these just use Star Power, Fireball, or a jump on the head.

GIANT KOOPA TROOPA -- A Giant Koopa Troopa is the same as a normal Koopa Troopa, except much bigger. The red version will walk back and forth, and the green version will walk off the platform. These can be killed by Star Power, Fireballs, Tail Whip, or a knock on the head.

GIANT PIRAHNA -- A Gaint Pirahna is the same as a normal Pirahna, except much much bigger.

H

HAMMER BROTHER -- These Hammer Brothers throw hammers, and are in a set of two. These can be killed by Star Power, a Fireball, a Tail Whip, or a knock on the head.

HANGING PIRAHNA -- This is just a simple Pirahna. They come in and out of pipes, and do not attack. They are the most common enemy in the game. These can be killed by Star Power, Fireball, or a Tail Whip.

HOT FOOT -- Hot Foot is a little flame on a candle, it will jump off and try to attack you. these can be killed by Star Power, and a tail Whip.

I

INVERTED PODOBOO -- These guys look like and act like a normal Podoboo, except these guys' come down from out of the lava off the ceiling. They cannot be defeated.

J

JELECTRO -- This is just another jellyfish, except it stays still in the water. If you touch it, it will shock you. (not in a good way) These can not be killed.

K

KOOPA PARATROOPA -- These guys' are just like a Koopa Troopa, except they have wings. You can jump on it once to make it's wings come off, and then you can kill it by Star Power, a Fireball, Tail Whip, and a knock on the head.

KOOPA TROOPA -- There are many different ways a Koopa Troopa can act. A Red one will walk back and forth. A green one will walk off the edge. A flying red one will go up and down. A flying green one will hop up and down on the ground. These can be defeated every possible way.

KURIBO'S GOOMBA -- This is just like a normal Goomba, except it rides in a little green shoe. You can jump on it to knock it out and ride in the shoe. These can be defeated by Star Power, Fireballs, or a Tail Whip.

L

LAKITU -- This guy is real trouble. He floats in the sky, and throw's spinys down at you. He can be killed by a Fireball, Star Power, or a Stomp in the head.

LAVA LOTUS -- This big creature stays in one spot underwater. It will release a bunch of Fireballs all at once. This cannot be killed.

LITTLE GOOMBA -- A little goomba is the easiest to kill and was the first enemy created aside Bowser. They will walk back and forth. These can be killed by Star Power, a Fireball, a knock on the head, and a Tail Whip.

M

MICRO-GOOMBA -- These very tiny creatures float off a Para-Goomba, and try to attach to you. If they do, it will cause you to run slow, and jump little. These can be killed by pressing A and B as quickly as you can.

MUNCHER -- This little creature is a small black thing, it doesn't attack you, but if you touch it, it will hurt. If you jump on a P-Switch, they will turn into coins. These cannot be defeated.

N

-none-

O

-none-

P

PARA-BEETLE -- When you jump on these, you can ride them, they also have wings that let you fly.

PARA-GOOMBA -- A Para-Goomba is the same thing as a original Goomba, except it has wings, one version of it will bounce up and down, and the other version will fly, releasing Micro-Goombas' as it flies.

PILE-DRIVER GOOMBA -- These guys are in disguise of a temple brick. They will come alive and try to jump on you when you get close enough. These can be killed by Star Power, a Fireball, Tail Whip, and a jump on the head.

PODOBOO -- These creatures come from the lava. The jump up out of the lava into the air and back down into the lava again. These can not be defeated.

PTOOIE -- These mid-sized creatures may not attack you, but they are tricky. One version of them hides in pipes, while the others is outside. They both blow little spike-balls above their mouths. these can be defeated by Star Power, Fireball, or Tail Whip.

Q

-none-

R

ROCKY WRENCH -- These little fellows only appear in castles. They poke their heads out of a little whole and start throwing wrenches at you. You can knock them on the head to go back in their holes, but they will come back after seconds.

ROTODISC -- A Rotodisc is a small white disc that floats around a pearl, and is only found in Fortress's. These can only be killed by a Tanooki Suit.

S

SLEDGE BROTHER -- This version of the brothers is just like a hammer brother, except much bigger. they throw hammers, and they jump, when they come back down it will shake the ground so you cannot move. These can be defeated by Star Power, Fireball, or a jump on the head.

SPIKE -- These little fellows try to attack you by throwing spikes at you through their mouths. These can be defeated by Star Power, Fireball, Tail Whip, and a jump on the head.

SPINY -- This little creature has spikes on his back. Lakitu throws these from his cloud. These can be defeated by Star Power, or a Fireball.

SPINY CHEEP-CHEEP -- These creatures are exactly like a normal Cheep-Cheep, except they have spikes on their backs. The only way to defeat these is by a Fireball.

SPINY EGG -- Lakitu throws these from his little cloud. Once they hit the ground, they hatch into a Spiney, or, they will stay an egg and just roll around. These can be defeated by Star Power, Fireball, or a jump on the head.

STRETCH -- These long white boards have little ghosts (Boos') that pop their heads out, the Boos' do not come out. You can jump on these, but if you touch a Boo, it will hurt you. These can only be killed by throwing a Hammer at them.

T

THWOMP -- A thwomp is in disguise just like a brick. Once you get close, he will come alive and try to attack you. These can be killed by Star Power, A Fireball, or a jump on the head.

U

-none-

V

VENUS FLY TRAP -- This is also a pirahna, they are seen/come out of pipes and shoot fireballs at you. They shoot one or two depending on what level you are on. These can be killed by Star Power, Tail Whip, or a Fireball.

W

WALKING PIRAHNA -- This is a small little plant-like creature that will make an attempt to catch you as you jump over them. They can be killed by Star Power, Tail Whip, or a Fireball.

X

-none-

Y

-none-

Z

-none-

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