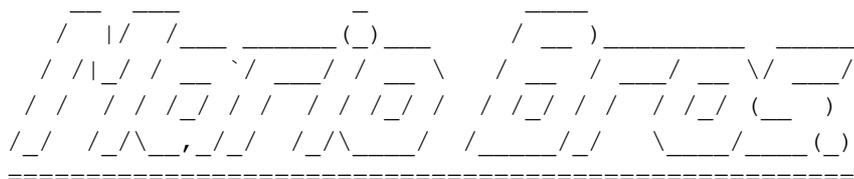


Mario Bros. FAQ

by Beautiful Affair

Updated to v1.00 on Nov 24, 2012



Mario Bros. (NES) FAQ

Version: 1.00
Last Updated: 24 November 2012
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Version History

Version 1.00 | 24 November 2012

- * The first, complete posted version of this FAQ.

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i. Introduction

Hello and welcome to my FAQ for Mario Bros. on the Nintendo Entertainment System. Within this file, there will be a rundown of all the elementary stuff required to know and understand how to play the game, and some small lists of enemies and items that can be found. This game was Nintendo and Shigeru Miyamoto's next big hit in the arcades in 1983, following the success of the Donkey Kong and Donkey Kong Jr. games. It is also the first game to star Mario's brother and sidekick Luigi, who could be controlled by a second player. The game was ported to the NES as one of its launch titles in the UK in 1986, and in the US that same year, by which time the console was out for about a year and already was thriving. In it, your single objective is to clear each screen by knocking enemies onto their backs by bumping from below, then kicking them away before they can get back up. Perhaps not a much an entertaining game to play as back in the day, but this still provides some good an enjoyable arcade-style gaming that will test your reflexes, so if it's your type of game, go for it!

1. STORY [0100]

You can play alone, or team up with a friend as Mario and Luigi tackle this underground adventure together. There are plenty of cagey critters to conquer -- turtles, crabs and fireflies, to mention a few. You'll progress through endless levels of challenge collecting gold coins and building your score as you go.

2. GAME OVERVIEW [0200]

2.1. Controls [0201]

D-Pad: Left/Right: Hold to make Mario/Luigi run in those directions

Select: Select between available game types on the Title Screen

Start: Begin selected game type from Title Screen

Pause the game during play; press again to resume play

A: Jump (on own, Mario/Luigi jump straight up; when running left or right they jump forward in those directions, depending on how fast they are going)

2.2. Basics [0202]

```

o-----o
| Wii Virtual Console |
o-----o

```

A direct port of Mario Bros. is available to download from the Wii Shopping Network for the system's Virtual Console. There are three means of controlling this version on the Wii: via your Wiimote on its own, with the Classic Controller plugged into the Wiimote, or with a GameCube controller plugged into the top of the Wii. Below is a table of button keys for each method of control input; see the Controls section above for their denotations.

```

.----- .----- .----- .----- .
| WIIMOTE | WII CLASSIC CONTROLLER | GAMECUBE CONTROLLER | NES CONTROLLER |
:=====+=====+=====+=====+:
| D-Pad   | D-Pad           | D-Pad           | D-Pad           |
|         | Left Analog Stick | Analog Stick     | D-Pad           |
|-----+-----+-----+-----|
| 2       | A               | A               | A               |
|-----+-----+-----+-----|
| +       | +               | Start           | Start           |
|-----+-----+-----+-----|
| -       | -               | Z               | Select          |
'-----'-----'-----'-----'

```

Other Controls (Wiimote & Wii Classic Controller)

Home: Bring up Home menu while pausing the game; press again to hide Home menu and resume play

```

o-----o
| Title Screen |
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```

Here's a look at the Game's opening Title Screen, which is the first thing you see upon starting up the game. Below the main logo are four game types from which you can choose. I will also provide a rundown of each of these:

```

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| .----- .----- .
| |:===== .:|
| |||      |||
| ''' | | \ ' ' . \ | | \ / \ | | \ ' / \ / \ / | _ ' '
|      | | | | _ | | ) | | | | | | ) < | | ) | | | | \ ' \
|      | | | | | | | | < | | | | | | ) | | < | | | | '= | . |
| ...  | _ | _ | _ | | _ | | _ | \ / | | _ / | _ | _ | \ / \ ' _ | / [ ] ...
| |||
| |:===== ' :|
| '-----'-----'
|
|           *   1   P L A Y E R   G A M E   A
|
|           1   P L A Y E R   G A M E   B
|
|           2   P L A Y E R   G A M E   A
|
|

```

```

|           2   P L A Y E R   G A M E   B           |
|
|   (C)1 9 8 3   N I N T E N D O   C O .,L T D.   |
|
|           M A D E   I N   J A P A N           |
|
+-----+

```

1 PLAYER GAME A: The original, basic arcade version of Mario Bros. One player controls Mario and you progress throughout each phase of the game clearing the sewers of the critters you encounter. You have three lives to begin with, and upon losing all your lives then that's the game over. Between regular phases are occasional bonus stages, in which you try to get all the Coins on the screen before the timer runs out to win lots of extra points. As you progress through each phase, you will start to encounter new and tougher enemies, and the difficulty level continually gets more challenging.

1 PLAYER GAME B: This is basically the same game; with the only major difference being that enemies are quicker, and must be knocked over quicker as they will get back up in a shorter time span when knocked over. The increase in difficulty is also much sharper in this mode than it is in Game A.

2 PLAYER GAME A: In giving this game the title Mario BROTHERS, so long as two controllers are plugged into the system, two players can play Mario Bros. simultaneously. Player 1 will control Mario (who wears a red-and-blue colour scheme), and Player 2 will control Luigi (who has a green-and-white colour scheme). There are no discernable difference between the brothers; they are simply palette swaps of each other so the players can identify whom they're controlling.

You can work together to clear the sewers quickly and efficiently; for example, one player can knock an enemy onto its back while the other can be on hand to kick it away, and you can take turns doing this. Or, if you're feeling more competitive, why not see who can go the longest before losing all their lives, or getting the highest score?

2 PLAYER GAME B: The same gist as a 1 Player Game B, only you have both Mario and Luigi playing at the same time.

```

o-----o
| General Gameplay |
o-----o

```

The object of Mario Bros. is very simple; Mario (and Luigi) must be controlled by the player(s) to wipe out all the critters found in each phase of the game. There is only one way the Mario Bros. can defeat the major enemies that need to be defeated in order to clear a stage: they must knock them onto their back, either by hitting the part of a platform they are standing on from below; or bashing the underside of the POW Block (located between the two lower platform sections). Some creatures require more than one hit to be knocked over.

When an enemy is on its back, you must then quickly touch it before it gets back up to make Mario/Luigi kick the critter into the water at the bottom of the screen, and the enemy is defeated. You will receive points for defeating

the enemy, and a Coin will also come out from one of the pipes at the top of the screen as a result. Coins move along platforms until reaching the bottom of the area and disappearing into either of the pipes on the ground level; collect them by either touching them or hitting the part of the platform they are on from below, and this will also give you extra points.

Be aware as well, that when an enemy is knocked over, should it not be kicked away and defeated after a number of seconds, it will get back onto its feet, change colour and move faster. This can therefore make taking on these enemies a little trickier. Also note that after all enemies bar one have been defeated, that last enemy also changes colour and moves faster. There are also two minor enemies that appear in phases when a certain amount of time has elapsed: Fireballs and Slipices.

Fireballs come in two variations: red and green. They will move from side to side along the area to chase Mario/Luigi to try and scorch them, so watch out! These enemies are only possible to beat by a very well-timed bash of a platform from below if the Fireball is moving along on it. Slipices are icicles with eyes that move along the platforms until they stop at a random spot and freeze the platform, unless you're quick enough to bash them from below before they are able to do so. When a platform is frozen, it becomes more difficult to control your movement and momentum when running across it, so watch out, or you may end up sliding into a critter and losing a life.

There are no differences in terms of layouts to each phase as you progress; only graphical changes. As you go further and further, you'll encounter more enemies per phase, as well as new enemies, and a bigger mix of enemies. The game only ends once one or both players have lost all their lives.

POW Block

Located between the two bottom platforms, the POW Block is a handy item that will deal one hit's worth of damage to all enemies on-screen that have their feet on the ground (if they're dropping from a platform and in midair, or jumping, they won't be affected). To use it, simply stand beneath it and jump straight up, hitting it on its underside. Very handy when there are several pests to take care of, and you can also kick several of them away at once to gain a hefty amount of extra points.

Also note that every time you bash the POW Block, it becomes a little smaller in size. After three hits, the block will vanish and will not reappear until you have finished the next Bonus Phase (these occur after every few levels).

Bonus Phases

Between phases, you will occasionally get the chance to compete in a Bonus Phase. The layout of a Bonus Phase is identical to that of a regular one; the difference being that the objective is to collect all the Coins dotted throughout the area before the 20-second timer expires. The timer starts ticking away the very moment the phase begins, so don't waste any time. See 'Game Screen/Level Layout' below, for a diagram of where the Coins are placed in the Bonus Phase.

The best way to go about it from the start, is by getting the Coin to your immediate left, then keep running left to go through the side of the screen, and you can get the Coin on the right side. Quickly jump onto the platform

above and get the Coin there, then run left and jump over the gap, using the POW Block in the middle, and get the Coin on the left. Jump to the upper-left ledge and grab the two Coins there, and run left through the side of the screen, and grab the two Coins in the same position on the right side. Jump over to the middle platform so that you can jump either up and left/right for a Coin at the top, then run through the side of the screen to get the last Coin on the other side.

While the first couple of Bonus Phases have simple platforms, later ones become a little more difficult, as platforms then become frozen over to make you slide around a lot more. There are even Bonus Phases in which the platforms are completely invisible, so you'll need good memorization of where to run and jump! Upon completing a Bonus Stage, all the Coins you managed to collect will appear on a score tally screen, and you'll get some extra points. If you managed to get every Coin before the timer expired, you'll get a bonus. This will be 3000 points in the first Bonus Phase you play, and 5000 points for every Bonus Phase thereafter.

Characters

Mario: The character controlled in a 1 Player Game, or by Player 1 in a 2 Player Game. He wears blue overalls, and a red shirt and cap.

Luigi: Mario's younger brother and sidekick, who made his first appearance in this very game. He is controlled by Player 2 in a 2 Player Game (sadly Luigi cannot be played in a 1 Player Game). He is basically just a palette swap of Mario so that the two players can identify whom they are controlling; his abilities are exactly the same as Mario's. Luigi wears green overalls, and a white shirt and cap.

```
o-----o
| Game Screen/Level Layout |
o-----o
```

Here's what the game screen looks like, and a rundown of what you see:

Regular Phase Layout

```
+-----+
| I:000000 TOP:000000 II:000000 |
| .-++ :) :) ++-. |
|---+-' || || '-+---|
| || .-++ ++-. || |
|---+-' '-+---|
|=====|
| | |
| | |
| | |
| |=====|
|=====|
| | |
| | |
|=====|
| | |
|-----++ MARIO '---' LUIGI +------|
```

```

|      || STARTS                STARTS ||      |
|-----++   HERE                HERE   ++-----|
| P=1                                                |
|-----|
|#####|
+-----+

```

High Score: This is the counter seen at the top-centre of the screen; the highest score that has been achieved by a player in the current sitting of the game (since the power has been switched on). High scores are only kept while the game is playing; when the power is switched off, they will be reset.

Score: The score of both players while the game is underway. Player 1's score is shown in the top-left corner of the screen, and if playing a 2 Player Game, Player 2's score will be displayed in the top-right corner. Bump your score up by defeating enemies, collecting Coins, and beating Bonus Phases.

Remaining Lives: Shown beneath the score counters, however many lives either Mario or Luigi have remaining via the small sprites of their faces.

Phase: This game's term of which stage you are currently playing, displayed in the bottom-left corner of the screen, displayed as P=X ('P' standing for 'Phase' and X denoting the stage number). This goes up by 1 every time you defeat all the enemies and clear the phase, or in the case of a Bonus Phase, after collecting all the Coins available or when the timer runs out.

Bonus Phase Layout

```

+-----+
|
|      .-++ (C)  .----- .   (C)  ++-.      |
|---+-' ||      | 20.0 |      || '-+---|
|  || .-++      '-----'      ++-. || |
|---+-'      '-----'      '-+---|
|=====|
|   (C) (C)                                (C) (C) |
|
|
|           =====|
|=====   (C)      (C)   =====|
|
|
|===== .---. =====|
|   (C)      |POW|      (C)      |
|---+-+      '----'      +-+---|
|  ||                                || |
|---+-+      +-+---|
|
|-----|
|#####|
+-----+

```

Coin: Displayed as (C) in the diagram above, the location of the Coins in a Bonus Phase. Collect all of them before the timer runs out in order to

clear the stage perfectly, and get a Bonus on the score screen, as well.

Timer: Shown in the box in the top-centre of the screen, this ticks down when the Bonus Phase gets underway. You have a total of 20 seconds to clear a Bonus Phase once it begins.

o-----o
| Hints & Tips |
o-----o

- * Positioning with your jumps, and where you bump enemies from underneath, is key. Mario and Luigi can only jump forward while they are running; when standing still and jumping, they'll only jump up in a straight line, and cannot move in midair. How far forward they jump also depends on the momentum they gain from how long they run.
- * Learn how enemies move and how best to attack them. While most enemies can be toppled with one hit from underneath, others like the Sidestepper take a couple of hits to be knocked on their back.
 - o When Mario or Luigi bumps a platform from below, you'll see the part of the platform they punch raise in a small bump. Depending on where the enemy is hit will also determine whether they are launched up, forwards or backwards when they are hit.
 - > So, to get a very quick and easy kill, if you are underneath a ledge and a critter is getting near the end of that ledge, bump it from below to knock it forwards, and it'll fall down through the gap between ledges to the level you are at, and you can kick it away instantly.
 - o When enemies bump into each other, they'll both turn and move in the opposite direction. Keep an eye out for the positions of the enemies so that you can figure out a good position to get in to bash them.
 - > It is possible to bump two enemies at once if you hit them from below when they come into contact with each other. This may knock them over in different directions; but if you can kick them both away quickly enough, you'll get even more points as knocking several enemies down in succession also rewards you with more points.
 - o Enemies can walk through the sides of the screen like the Mario Bros., so be sure to keep an eye out on what's happening on the other side of the screen as well.
- * When you have spent an extended amount of time in a single phase, watch out for Fireballs, which will start to appear. Keep at a different level from them if possible, and if you can time it well enough, bumping a platform from below when a Fireball touches it will defeat it.
- * Use the POW Block only when in dire need. There's no need to go for it when there's only a couple of Shellcreepers or Fighterflies in the area, but if there are several enemies scattered throughout and movement looks like it may be tight, then go for it. Remember, you can get three uses out of it, but after a third hit you'll need to complete the next Bonus Phase before the POW Block is regenerated.
 - o The more enemies on-screen when using the POW Block, the better. By knocking multiple enemies down at once and kicking them all away in succession, you'll get TONS of points, and several Coins will appear from

the top pipes for you to collect, for a lot more points.

- o Another thing to keep in mind is that the POW Block is worth one hit, so enemies like Sidesteppers, will only change expression but keep moving on, so if you're needing to get them down with a POW Block in addition to other enemies, it would be best to bump them once first, before hitting the block so that they'll go on their backs, along with the other enemies.
- o As the POW Block is at the bottom of the area, try using it when there are more enemies near the bottom so you aren't spending too much precious time climbing all the way to the top to get overturned enemies.
- * Should you lose a life (and have at least one spare life remaining), your character will re-enter the stage via a small platform at the top of the screen. While on the platform you won't be harmed by enemies, but the platform disappears after roughly 10 seconds, if you don't jump off it before then. Make sure there are no enemies that you could possibly fall onto when you re-enter the stage.
- * In a 2 Player Game, a good co-operative strategy is to have one Mario brother on an enemy-inhabited platform above the other brother. The brother below the platform can bump the enemy from below, while the other will be on hand to quickly kick the overturned enemy away. You can take turns between phases doing this so as to get a fair share of the points.

o-----o
| Scoring |
o-----o

There are a variety of ways to increase your score in the game, and different point amounts awarded for each method. See the table below for how many points you are awarded for each means of scoring in the game:

METHOD OF SCORING	POINTS
Bonus Phase clearout Bonus	3000, 5000*
Bump enemy from below	10
Collecting Coin	800
Defeating enemy	800+**
Defeating Green Fireball	200
Defeating Red Fireball	1000
Defeating Slipice	500

* For clearing out the first Bonus Phase of the game, the Bonus is 3000 points. For every Bonus Phase thereafter, the Bonus is 5000 points.

** For knocking down several enemies in a row, the score is doubled for each enemy. If, for example, you knock four enemies down with the use of a POW Block, kicking them all away before they get back up will award you with 800 points for the first enemy, 1600 points for the second, 2400 for the third, and 3200 for the fourth.

NOTE: You get an extra life when you achieve 20,000 points.

3. ENEMIES

[0300]

NOTE: All enemies, with the exception of the Slipice, can change forms, depending on if they can return to their feet after being overturned, or of they are the last enemy remaining in a phase. They'll change to a different colour, and the speed at which they move will also change. To all enemies that this applies to, this will be noted via 'Variants'.

Fighterfly

* Description: A fly that moves along by making small, arc-shaped hopping movements. Can only be overturned by bashing the platform from below while their feet are on the ground; cannot be overturned while they are jumping.

* Variants:

- o Regular: Blue, moves normal
- o Overturned/Last Enemy: Red, moves fast

Fireball

* Description: There are two types of Fireballs seen in the game. Green fireballs, when they appear, stay at the same level, moving from one side of the area to the other. They bounce up and down a lot less than their red counterparts, but are quicker. Red fireballs, while slower, can move anywhere in the area. They usually appear after you have spent an extended amount of time in a single phase. They can be defeated by bumping a platform from below when they come into contact with it, but because of their movement patterns and speed, it can be quite tricky to do this. They can also regenerate a few seconds after being defeated, so it's best to focus on finishing the phase as quickly as possible, rather than going after them.

* Variants: None

Shellcreeper

* Description: An enemy that would later become known as Koopa Troopas in the Super Mario platformer games. This is a turtle with a hard, coloured shell on its back. They are the first enemies encountered in the game. They simply walk in one direction and have no particular abilities or attacks. One simple hit from below is all it takes to turn them over.

* Variants:

- o Regular: Green, moves normal
- o Overturned/Last Enemy: Blue, moves fast

Sidestepper

* Description: A crab-like enemy. It takes two hits to overturn these enemies rather than the usual one; when hit from below once, they'll get angry and start to move a little faster. They're also VERY fast when they're the last enemy remaining or they get back to their feet after being knocked over, so it's best to take these enemies out sooner rather than later.

* Variants:

- o Regular: Red, moves normal

o Overturned/Last Enemy: Pink, moves fast

Slipice

* Description: An enemy that starts to appear in later levels; this is a blue-coloured icicle with eyes. They'll move along the platforms until they stop at a random spot, and completely freeze the entire platform they're on after a few seconds. Frozen platforms also mean Mario and Luigi will slide a lot more, and control gets trickier. While it is not actually necessary to defeat a Slipice to clear a stage, it is advised to take them out so as to avoid the platforms being frozen, which could make fighting other enemies even trickier. By bumping them from below, they'll be defeated instantly; there's no need to kick them.

* Variants: None

=====

4. ITEMS

[0400]

=====

Coin: This will come out from either of the two pipes at the top of the area every time Mario or Luigi defeats an enemy. It will slide along, dropping down to the level below as it goes off the edge of a platform, only changing direction if it comes into contact with an enemy. If it reaches a pipe at the bottom of the area, it will go into the pipe and be lost, so grab it quickly to get some extra points. You can also grab a Coin if you hit it from below.

POW Block: The block seen floating between the two bottom platforms in the area with 'POW' written on the front. When you bash this block by jumping and hitting its underside from below, the entire screen will shake and all enemies standing on the ground will take damage, equivalent to one hit from below - most enemies will be flipped on their back, while others like Sidesteppers will need an extra hit. A very handy item when in an area filled with enemies, as you can knock several enemies away at once to gain several extra points.

=====

5. CHEATS

[0500]

=====

o-----o
| Glitches |
o-----o

Jump Through Platforms

While not a particularly useful trick, it is possible to jump directly through a platform above the character. To do this, jump directly up, and pause the game just before your character's head comes into contact with the platform from below (it must not actually 'bump' the platform, otherwise it won't work). When the game pauses, your character will disappear from the screen. Unpause the game, and if you've timed it just right, when the game is resumed you'll

see your character land on the platform from above!

=====
ii. Credits
=====

Charizard06

- * Who contributed the "Jump Through Platforms" cheat to GameFAQs, which I used in this FAQ.

Gamesdbase | <http://www.gamesdbase.com/>

- * Where I obtained an online scanned copy of the Mario Bros. instruction booklet, which in turn was useful for some basic information included in this FAQ, and for the game story.

Raging_DemonTEN

- * Who also has a superb FAQ for this game, where I got the points values for scoring methods in the game.

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iii. Legal Disclaimer/Contacting Me
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Thank you for reading my FAQ, and please feel free to read any of my other video game-related literature, which can be found at:

<http://www.gamefaqs.com/users/RJHarrison>

This file is dedicated to the memory of four late GameFAQs users, each of whom passed away well before their time. Chris MacDonald (d. May 17, 2004), Elliot Long (d. August 27, 2004), Mitchell Lee Stuekerjuergen (d. January 4, 2006), and Steve McFadden (d. June 28, 2011). The latter was one of my closest and dearest friends whom I had met through GameFAQs, and was one of the most well-known and prolific contributors to the site. Steve was an inspiration to myself to take up video game writing and always took the time to speak to me online about gaming or other interests, as well as comment on my writing. Rest in Peace guys, you will all be dearly missed.

<http://www.gamefaqs.com/users/!Kao+Megura>

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