



Mario & Luigi: Superstar Saga Plus (v1.5) Official Guide

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"Mario & Luigi: Superstar Saga Plus" is a full-game hack of Mario & Luigi: Superstar Saga for the Game Boy Advance that aims to change the game's difficulty curve to make it a bit more challenging, and overall more consistent.

Some of the major changes include:


























- Raised / altered Bros.' and enemy stats**
- Changed item types and effects**
- Changed item block rewards / colors, and shop layouts slightly**
- New, better-balanced equipment**
- More consistent enemy item drops**
- New music for shops and the Pipe House**

New to version 1.5, Mario & Luigi: Superstar Saga Plus now comes in three tiered difficulty levels:

- "100% Difficulty" – Base EXP/coin values, very difficult!**
- "80% Difficulty" – 25% higher EXP/coins, balanced difficulty**
- "60% Difficulty" – 67% higher EXP/coins, casual difficulty**

If you choose one of the first two patches, I recommend fighting every enemy group once the first time you encounter them (excepting those in the Beanbean Castle Outskirts) to prevent being underleveled making the game too difficult.

ITEMS

•	Item Name	Effect	Price	DL
	Mushroom	Restores 50 HP.	40	0
	Super Mushroom	Restores 120 HP.	120	1
	Ultra Mushroom	Restores 300 HP.	300	2
	Bros. Mushroom	Restores 200 HP to both Bros. (Battle)	500	3
	Syrup	Restores 40 BP.	40	0
	Super Syrup	Restores 90 BP.	120	1
	Ultra Syrup	Restores 200 BP.	300	2
	Bros. Syrup	Restores 150 BP to both Bros. (Battle)	500	3
	1-up Mushroom	Revives a fallen bro with 40 HP. (Battle)	120	2
	1-up Super	Revives a fallen bro with 90 HP. (Battle)	360	3
	1-up Ultra	Revives a fallen bro with 200 HP. (Battle)	1,200	4
	Refreshing Herb	Cures both Bros.' status ailments. (Battle)	40	1
	Mild Green Pepper	DEF +12.5%, gives Light-G status. (Battle)	200	2
	Mild Red Pepper	POW +12.5%, gives Heavy-G status. (Battle)	400	2
	Spicy Green Pepper	DEF +25%, gives Light-G status. (Battle)	400	4
	Spicy Red Pepper	POW +25%, gives Heavy-G status. (Battle)	800	4
	Boost Shroom	Boosts a random stat by 1 point. (Field)	1,000	4
	Boost Shroom DX	Boosts a random stat by 2 points. (Field)	2,500	5
	Woohoo Blend	Raises a bro's max HP by 3 points. (Field)	400	0
	Hoohoo Blend	Raises a bro's max BP by 3 points. (Field)	400	0
	Chuckle Blend	Raises a bro's POW by 3 points. (Field)	400	0
	Teehee Blend	Raises a bro's DEF by 3 points. (Field)	400	0
	Hoolumbian	Raises a bro's SPEED by 3 points. (Field)	400	0
	Chuckoccino	Raises a bro's STACHE by 3 points. (Field)	400	0
	Teeheespresso	Boosts a random stat by 5 points. (Field)	400	0

DL = Discount Level; the higher an item's DL, the more STACHE needed to get a full discount.

TIP:

Some parts of the game can be brutal if you're not familiar with the enemies beforehand!
Be sure to stock up on Mushrooms every time you clear an area, and don't be afraid to splurge on more expensive types if you need the extra oomph in battle!

EQUIPMENT, Page 1

Name (M/L only)	Location	Effect	Price	DL
<u>GEAR</u>				
Plumber's Pants	Received at the start of the game.	Nothing	20	0
Plumber's Jeans	Received at the start of the game.	Nothing	20	0
Castle Slacks	Beanbean Castle Town (Group 1)	10 DEF	180	0
Bean Pants	Beanbean Castle Town (Group 1)	7 DEF, 5 HP	160	0
Blue Jeans	Beanbean Castle Town (Group 1)	13 DEF, 4 HP	240	0
Durable Slacks	Beanbean Castle Town (Group 2)	20 DEF	220	1
Hazmat Pants	Beanbean Castle Town (Group 2)	12 DEF, 60% Poison-Dodge	180	1
2 nd -Banana Jeans	Beanbean Castle Town (Group 2)	14 DEF, Mario Follow	220	1
Beanbean Slacks	Beanbean Castle Town (Group 3)	36 DEF	340	2
#1 Trousers	Beanbean Castle Town (Group 3)	20 HP, First Strike	380	2
DEF-Boost Slacks	Beanbean Castle Town (Group 3)	5 HP, DEF-Up	380	2
Mushroom Slacks	Little Fungitown (Group 1)	45 DEF	440	2
Mushluck Pants	Little Fungitown (Group 1)	34 DEF, Lucky Mushroom	380	2
Mushwin Jeans	Little Fungitown (Group 1)	30 DEF, Win Mushroom	380	2
Tropic Slacks	Beanbean Castle Town (Group 4)	60 DEF	520	3
Street Pants	Beanbean Castle Town (Group 4)	45 DEF, 12 HP	560	3
Beachy Jeans	Beanbean Castle Town (Group 4)	50 DEF, 60% Poison-Dodge	480	3
Beanstar Trousers	Beanbean Castle Town (Group 5)	80 DEF	880	4
Queen B. Slacks	Beanbean Castle Town (Group 5)	60 DEF, Light-G	720	4
Peasley Slacks	Beanbean Castle Town (Group 5)	60 DEF, Heavy-G	720	4
Shroom Pants	Little Fungitown (Group 2)	60 DEF, Win Mushroom	620	4
Sidekick Jeans	Little Fungitown (Group 2)	45 DEF, Mario Follow	550	4
Speedy Slacks	Beanbean Castle Town (Group 6)	40 HP, First Strike	1,080	5
Healthy Slacks	Beanbean Castle Town (Group 6)	64 DEF, HP Auto-Gain	960	5
Supreme Slacks	Beanbean Castle Town (Group 6)	90 DEF, 25 HP	1,280	5
Lucky Trousers	Little Fungitown (Group 3)	75 DEF, Lucky Mushroom	720	5
Scandal Jeans	Little Fungitown (Group 3)	55 DEF, Mario Ahead	760	5
Healing Trousers	Bonus Dungeon	48 DEF, HP Auto-Gain	200	4
Iron Slacks	Bonus Dungeon	80 DEF, Heavy-G	200	4
Surfer's Slacks	Surfing Game	100 DEF	200	4
Harhall's Slacks	Harhall sidequest	50 HP, Random-G	1,000	5
Oho Jeans	Oho Jee (blue) Drop	24 DEF, 60% Poison-Dodge	40	3
Trunkle's Pants	Trunkle Drop	30 HP, Random-G	200	4
Popple's Pants	Popple Drop	50 DEF, Win Mushroom	200	4
Hermie's Slacks	Hermie III Drop	64 DEF, 60% Poison-Dodge	200	4

EQUIPMENT, Page 1

Name (M/L only)	Location	Effect	Price	DL
<u>GEAR</u>				
Plumber's Pants	Received at the start of the game.	Nothing	20	0
Plumber's Jeans	Received at the start of the game.	Nothing	20	0
Castle Slacks	Beanbean Castle Town (Group 1)	10 DEF	180	0
Bean Pants	Beanbean Castle Town (Group 1)	7 DEF, 5 HP	160	0
Blue Jeans	Beanbean Castle Town (Group 1)	13 DEF, 4 HP	240	0
Durable Slacks	Beanbean Castle Town (Group 2)	20 DEF	220	1
Hazmat Pants	Beanbean Castle Town (Group 2)	12 DEF, 60% Poison-Dodge	180	1
2 nd -Banana Jeans	Beanbean Castle Town (Group 2)	14 DEF, Mario Follow	220	1
Beanbean Slacks	Beanbean Castle Town (Group 3)	36 DEF	340	2
#1 Trousers	Beanbean Castle Town (Group 3)	20 HP, First Strike	380	2
DEF-Boost Slacks	Beanbean Castle Town (Group 3)	5 HP, DEF-Up	380	2
Mushroom Slacks	Little Fungitown (Group 1)	45 DEF	440	2
Mushluck Pants	Little Fungitown (Group 1)	34 DEF, Lucky Mushroom	380	2
Mushwin Jeans	Little Fungitown (Group 1)	30 DEF, Win Mushroom	380	2
Tropic Slacks	Beanbean Castle Town (Group 4)	60 DEF	520	3
Street Pants	Beanbean Castle Town (Group 4)	45 DEF, 12 HP	560	3
Beachy Jeans	Beanbean Castle Town (Group 4)	50 DEF, 60% Poison-Dodge	480	3
Beanstar Trousers	Beanbean Castle Town (Group 5)	80 DEF	880	4
Queen B. Slacks	Beanbean Castle Town (Group 5)	60 DEF, Light-G	720	4
Peasley Slacks	Beanbean Castle Town (Group 5)	60 DEF, Heavy-G	720	4
Shroom Pants	Little Fungitown (Group 2)	60 DEF, Win Mushroom	620	4
Sidekick Jeans	Little Fungitown (Group 2)	45 DEF, Mario Follow	550	4
Speedy Slacks	Beanbean Castle Town (Group 6)	40 HP, First Strike	1,080	5
Healthy Slacks	Beanbean Castle Town (Group 6)	64 DEF, HP Auto-Gain	960	5
Supreme Slacks	Beanbean Castle Town (Group 6)	90 DEF, 25 HP	1,280	5
Lucky Trousers	Little Fungitown (Group 3)	75 DEF, Lucky Mushroom	720	5
Scandal Jeans	Little Fungitown (Group 3)	55 DEF, Mario Ahead	760	5
Healing Trousers	Bonus Dungeon	48 DEF, HP Auto-Gain	200	4
Iron Slacks	Bonus Dungeon	80 DEF, Heavy-G	200	4
Surfer's Slacks	Surfing Game	100 DEF	200	4
Harhall's Slacks	Harhall sidequest	50 HP, Random-G	1,000	5
Oho Jeans	Oho Jee (blue) Drop	24 DEF, 60% Poison-Dodge	40	3
Trunkle's Pants	Trunkle Drop	30 HP, Random-G	200	4
Popple's Pants	Popple Drop	50 DEF, Win Mushroom	200	4
Hermie's Slacks	Hermie III Drop	64 DEF, 60% Poison-Dodge	200	4

EQUIPMENT, Page 2

Name (M/L only)	Location	Effect	Price	DL
<u>GEAR</u> , continued				
Jojora's Jeans	Jojora Drop	75 DEF, Light-G	200	4
Morton's Gear	Morton Drop	100 DEF, HP Auto-Gain	1,000	5
Ludwig's Gear	Ludwig Drop	100 DEF, First Strike	1,000	5
Wendy's Gear	Wendy Drop	60 DEF, DEF-Up	1,000	5
Useless Slacks	Fake Wendy Drop	1 HP	4	5
Beanie Jeans	Gold Beanie Drop	100 DEF	20,000	5
Secret Slacks	Unknown Enemy Drop	100 HP, DEF-Up	200	4
<u>BADGES</u>				
Pea Badge	Received outside Beanbean Castle	5 POW	20	0
Bean Badge	Beanbean Castle Town (Group 1)	10 POW	120	0
Castle Badge	Beanbean Castle Town (Group 1)	6 POW, 5 BP	180	0
Bean B. Badge	Beanbean Castle Town (Group 2)	20 POW	240	1
Counter Badge	Beanbean Castle Town (Group 2)	15 POW, Power-D	200	1
Lucky Charm	Beanbean Castle Town (Group 2)	16 POW, Lucky Attack	200	1
Miracle Badge	Beanbean Castle Town (Group 3)	28 POW	380	2
Beanbean Badge	Beanbean Castle Town (Group 3)	15 POW, 10 BP	340	2
Swing Badge	Beanbean Castle Town (Group 3)	20 POW, HP-Up Hammer	400	2
Muscle Badge	Little Fungitown (Group 1)	36 POW	460	2
Grab Badge	Little Fungitown (Group 1)	32 POW, Item Grab	380	2
Mari-Lui Badge	Little Fungitown (Group 1)	28 POW, BP Auto-Gain	500	2
Wonder Badge	Beanbean Castle Town (Group 4)	45 POW	520	3
Ohoracle Badge	Beanbean Castle Town (Group 4)	35 POW, HP-Up Hand	460	3
Lucky Amulet	Beanbean Castle Town (Group 4)	40 POW, Lucky Attack	460	3
Force Badge	Beanbean Castle Town (Group 5)	60 POW	760	4
Defense Badge	Beanbean Castle Town (Group 5)	50 POW, Power-D	680	4
Spiny Badge A	Beanbean Castle Town (Group 5)	45 POW, Spiny-Killer Jump	720	4
Brilliant Badge	Little Fungitown (Group 2)	50 POW, 12 BP	700	4
Power Badge	Little Fungitown (Group 2)	10 POW, POW-Up	640	4
Tank Badge	Beanbean Castle Town (Group 6)	75 POW, 15 BP	900	5
POW Emblem	Beanbean Castle Town (Group 6)	90 POW	1,100	5
Jumpman Badge	Beanbean Castle Town (Group 6)	70 POW, HP-Up Jump	960	5
Spiny Badge AA	Little Fungitown (Group 3)	64 POW, Spiny-Killer Jump	880	5
Salvage Badge	Little Fungitown (Group 3)	72 POW, Item Grab	800	5
Alcove Emblem	Bonus Dungeon	10 BP, POW-Up	200	4
Bros. Badge	Beanstones sidequest	40 POW, 40 BP	1,000	5

EQUIPMENT, Page 3

Name (M/L only)	Location	Effect	Price	DL
<u>BADGES</u> , continued				
Hermie's Badge	Hermie sidequest	60 BP, HP-Up Jump	1,000	5
Fire Emblem	Oho Jee (red) Drop	42 POW, HP-Up Hand	40	3
Spiny Badge	Mom Piranha Drop	20 POW, Spiny-Killer Jump	200	4
Piranha's Badge	Piranha Bean Drop	255 BP, BP Auto-Gain	1,000	5
Snowman Badge	Jojora's Friend Drop	67 POW, HP-Up Hand	200	4
Birdo's Badge	Birdo Drop	77 POW, HP-Up Hammer	200	4
Yoshi's Badge	Birdo's Egg Drop	1 POW, Shroom Force	200	4
Iggy's Badge	Iggy Drop	100 POW, HP-Up Hammer	1,000	5
Lemmy's Badge	Lemmy Drop	100 POW, Power-D	1,000	5
Placebo Badge	Fake Lemmy Drop	1 BP	4	5
Roy's Badge	Roy Drop	100 POW, BP Auto-Gain	1,000	5
Larry's Badge	Larry Drop	60 POW, POW-Up	1,000	5
Mushpow Badge	Fawful Drop	50 POW, Shroom Force	200	4
Secret Badge	Unknown Enemy Drop	100 BP, POW-Up	200	4
<u>PINS</u> (StarBeans Café rewards)				
Excite Spring	Make any drink at the StarBeans Café.	When dodging with a jump, the wearer floats for a bit.		
Power Grip	Make 2 drinks at the StarBeans Café.	Hammerhead never drops while countering.		
Greed Wallet	Make 3 drinks at the StarBeans Café.	Doubles coins earned from battles.		
Cobalt Necktie	Make 4 drinks at the StarBeans Café.	Doubles the wearer's STACHE.		
Great Force	Make 5 drinks at the StarBeans Café.	Doubles all damage dealt and taken while the wearer is alive.		
Bonus Ring	Make 6 drinks at the StarBeans Café.	Doubles EXP gained if neither bro takes damage in a battle.		
Gameboy Horror SP	Make 7 drinks at the StarBeans Café.	Makes enemies always drop their alternate item drop.		

TIP:

Know how to get the item drops you want from a battle!

- Enemies normally have a chance of dropping their first item drop.
- The Gameboy Horror SP always makes them drop their second.
- Swing Bros. Advance can give you either, drop with chances weighted by the items' drop rate. Typically, the second is more common for enemies, and less common for bosses.
- Second drops for enemies are almost always weaker forms of their first drop, but second drops for Beanbean Outskirts enemies include all four bean types! Note that you can't get beans with Swing Bros. Advance.
- If you get a Game Over & continue from Beanbean Castle, you keep any items you picked up in the battle! Get two copies of bosses' items this way!

BEAN HUNTING GUIDE

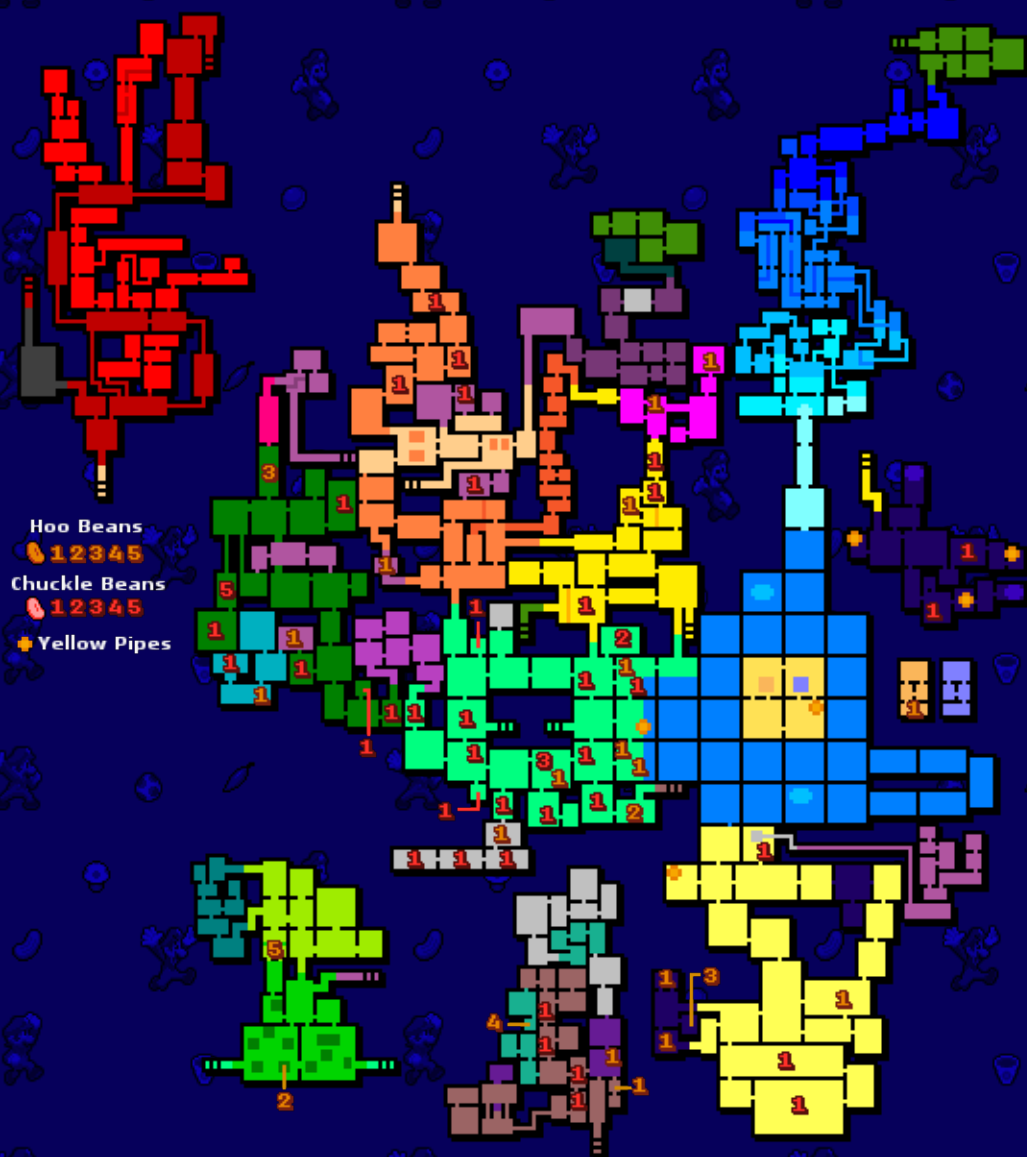
In order to get the ultra-rare Piranha's Badge, you have to have gotten all seven StarBeans pins! Here's how to find the beans required!

- **Woo Beans** are found buried in the ground and are dropped by enemies.
- **Woo Beans** are found in invisible blocks all around the Beanbean world!
- **Chuckle Beans** are hidden deep underground, and are not easily found.
- **Wee Beans** are won at various minigames in the Beanbean world.

You need 70 Woo Beans and 35 each of the others to get all seven pins!

The following map shows an at-a-glance view of the Beanbean Kingdom, with each room marked with how many Woo Beans and Chuckle Beans can be found there before fighting Piranha Bean. If you're stuck, watch my "Bean Hunting Guide" from my Superstar Saga+ walkthrough here:

http://youtu.be/ksFILQu_R-w



TIPS:

- **Mini-Mario** can detect hidden **Chuckle Beans**! Simply walk around and look for a "!" indicating a hidden bean.
- **Chuckle Beans** tend to appear in the same kinds of places; if you find one under a specific plant, check those plants out in other places as well!
- **Woo Beans** are trickier to find. If it seems like a block or bean is missing from the original **Superstar Saga**, jump around, and you might find a **Woo Bean** in its place.
- Look for hidden passageways! **Woo Beans** tend to appear in harder-to-reach areas!

ATTACKS

The power of an attack can be calculated with the following formula:

$$\text{Attack Power} * (\text{Attacker POW} * 2 - \text{Defender DEF}) / 10$$





































Here's a list of the various attacks in the game.

Attack Name (M/L exclusive)	Attack Description	Attack Power (M/L's POW)	BP Cost	Adv. Req.
Enemy Attack	An enemy attacks Mario and/or Luigi in any number of ways.	2.0	-	-
Jump Attack	Mario or Luigi jumps on an enemy. Does not work on spiny enemies.	2.4 / 2.0	-	-
Hammer Attack	Mario or Luigi hits an enemy with their hammer.	1.6-2.6 / 1.6-2.8	-	-
Hand Attack	Mario or Luigi hits an enemy with a burst of fire or thunder.	2.3	-	-
First Strike	Mario or Luigi lands an initial attack on all enemies in the battle.	1.0	-	-
Counterattack	Mario or Luigi counters an enemy attack with a jump or hammer.	1.0	-	-
Splash Bros. (!)	Mario and Luigi do a team jump attack on a single enemy! Adv: Spiny enemies take 2x damage!	7.2 (6.3)	10/8	24
Swing Bros.	Mario throws Luigi at a single enemy for massive damage! Adv: Steal an item from the enemy!	7.2 (7.2+1.2)	20/16	30
Chopper Bros.	Mario hits an enemy with the Hammer repeatedly! Adv: Infinite hits with good timing!	3.6+1.0+1.0+0.5+0.5... (4.8+1.4+1.4+0.7+0.7...)	14/11	32
Fire Bros.	Mario and Luigi pelt a single enemy with several fireballs! Adv: One huge, damaging fireball!	0.5 per fireball (0.9 per fireball)	18/14	28
Bounce Bros.	Mario and Luigi do a team jump attack on a single enemy! Adv: Target two enemies at once!	6.0 (2.4 apiece)	12/10	32
Knockback Bros. (!)	Luigi knocks Mario into an enemy for massive damage! Adv: Infinite hits with good timing!	5.7 (6.3+1.1+1.1+0.6+0.6...)	18/14	16
Cyclone Bros.	Mario and Luigi swing into multiple enemies repeatedly! Adv: An extra hit that stuns enemies!	0.9 per hit (0.9 per hit + 0.7)	24/18	16
Thunder Bros. (!)	Luigi blasts all ground enemies with DEF-piercing thunder! Adv: A bolt that cuts one enemy's POW!	1.2 (4.2)	24/18	28




























- BP Cost: Modes 1 and 2 use the higher cost, and Mode 3 uses the lower one.
- Advance! Requirement: Get a Great! on an attack this many times to use the Advanced version of the move. These amounts are slightly lower in the 60% and 80% difficulty patches.

(!) Recommended Moves

ENEMY GUIDE, Page 1

Enemy Name	HP	POW	DEF	SPEED	EXP	Coins	Special	It
Goomba	4	14	99	15	2	0	Nothing	
Fighter Fly	40	26	13	33	3	2	F-weak	
Bill Blaster	10	35	43	30	4	2	H-heal	
Beanie	36	37-46	30	38	6	3	F-weak	
Dry Bones	51	49	40	34	8	3	F-weak	
Rex	17	63	9,999	30	12	4	H-heal	
Sharpea	8	64	108	60	4	2	T-weak	
Sworm	64	71	50	46	6	5	Nothing	
Super Fly	80	60	40	63	15	3	F-weak	
Spiny	55	69	60	47	18	6	Spiny	
Parabeanie	125	105	70	84	9	2	Flying, F-weak	
Pestnut	96	96	90	76	24	3	Spiny, F-weak	
Gold Beanie	40	3,200	9,999	216	256	256	Immune, H-heal	
Chuck Guy	100	100	100	72	32	5	Normal	
Fuzzbush	88	82	110	58	36	8	F-weak	
Troopea	144	140	120	90	16	4	H-immune, T-type	
Laser Snifit	200	146	87	112	50	6	T-heal	
Yo Bro	200	143	120	80	80	12	F-type	
Mecha-Chomp	17	164	9,999	86	75	9	T-weak	
Eeker	240	106-139	100	74	70	10	Normal	
Blue Virus	999	156	9,999	155	55	5	Immune, T-type	
Red Virus	999	189	9,999	115	55	5	Immune, F-type	
Yellow Virus	999	123	9,999	75	55	5	Immune, H-heal	
Oho Jee (red)	75	180	225/245	160	20	1	F-type	
Oho Jee (blue)	75	180	225/245	160	20	1	T-type	
Goomdiver	210	200	120	130	75	12	Normal / Flying	
Blooper	250	210	140	110	95	15	Flying, T-weak	
Pestnut	270	220	160	200	35	35	Spiny, F-weak	
P. Plant (red)	160	165-170	180	128	32	3	Spiny, F-type	
P. Plant (blue)	160	165-170	180	128	36	1	Spiny, T-type	
Lakipea	270	250	200	120	36	16	Flying, T-heal	
Gritty Goomba	350	228	160	155	130	6	Spiny	
Spiky Snifit	420	260	190	120	160	10	Spiny, F-weak	
Chuck Guy	150	242	140	144	55	25	T-heal	
Limbo Bro	180	268	160	143	65	30	H-heal	
Oucher Glass	320	254	140	142	65	20	T-weak	

ENEMY GUIDE, Page 2

Enemy Name	HP	POW	DEF	SPEED	EXP	Coins	Special	It
Anuboo	350	244	200	160	155	20	H-heal	
Cheep-Cheep	360	255	220	195	165	20	Flying, T-weak	
Puffer-Cheep	360	275	200	195	180	15	Spiny, F-weak	
Starkiss	310	265	240	150	165	10	H-heal	
Malibut	250	195-285	260	135	170	10	Nothing	
Elite Troopea	210	256	250	200	120	6	H-immune, F-type	
Gritty Goomba	350	275	220	165	200	15	Spiny	
Boomerang Bro	400	262	250	145	240	32	F-heal	
???? (shark)	15	310	9,999	160	200	18	Immune	
???? (fish)	15	310	9,999	160	180	22	Immune	
Mecha-Blooper	400	225	280	145	225	35	T-weak	
Tanoomba	380	255-305	190	185	60	5	Normal	
Paratroopea	320	325	256	225	64	7	Flying, T-type	
Bob-omb	450	375	220	160	56	4	F-weak	
Piranha Bean	550	300-350	240	170	800	50	Spiny, T-weak	
Ice Snifit	420	305-315	240	210	300	30	F-weak	
Glurp	600	300-335	300	160	275	15	Immune, H-weak	
Clumph	1,200	350-500	70	155	350	50	Normal	
Scaratroopea	440	315	280	240	300	20	Flying, T-weak	
Dry Bones	300	345	255	270	225	20	H-Immune, F-type	
Limbo Bro	330	368	220	220	250	30	H-heal	
Gunner Guy	900	360	275	180	450	50	F-type	
Hammer Bro	900	400	300	220	600	50	F-type	
Boo	24	360	9,999	110	325	10	J-immune, H-heal	
Sniper Bill	800	400	310	275	475	30	F-type	
Chomp Bro	950	390	320	180	550/440	40/0	T-weak	
Magikoopa	1,000	370	260	240	550	50	H-heal	

TIPS:

- Be sure to use normal battles to work on getting those **Advanced commands!**
- Use **Thunder Bros.** to take the edge off of defensive enemies! If that's not enough, landing just the first "B" press might drop the targeted enemy's DEF to 0!

BOSS STATS

Enemy Name	HP	POW	DEF	SPEED	EXP	Coins	Special
Bowser	6	1	70	1	0	2	F-type
Fawful	18/12	13	70	1/20	0	2	Nothing
Tolstar	60	37-48	58	25	30	0	Nothing
Hooooros Pillar	220 4	62 48	40 999	30 42	50 0	30 2	Nothing Nothing
Dragohoho Hoho Stone	275 5	62 70	52 140	64 0	80 0	50 2	Nothing Nothing
Queen Bean Arms	600 12	82-110 82-110	60 999	50 49	182 0	100 0	Nothing Flying
Popple [1] Rookie [1]	400 450	101 93-115	80 100	90 60	150 200	100 100	Nothing F-type
Wiggler	200	110-125	200/60	37	160	0	Nothing
Chuckolator	650	125-155	120/137	90/88	350	0	J-immune
Cackletta Fake	1,250 -	165-205 165-205	150 150	150 150	500 500	200 150	Nothing Nothing
Popple [2] Rookie [2]	750 900	180-260 180-260	160 180	160 120	411 700	150 150	Nothing F-type
Mom Piranha	1,100	190-250	180/200	115	736/836	100/50	J-immune, F/T-type
Trunkle Trunkle's Head	1,600 70	200-260 200-260	200 2,400	180 180	500 300	100 100	Nothing J-immune, Flying
Hermie III Claws	2,250 190	290-330 290-330	220 270	220 220	1,800 0	250 0	Nothing F/T-weak
Popple [3]	2,400	370-410	250	240	1,500	555	Nothing
Jojora's Friend Jojora	4,000 128	400/420 370	250/240 9,999	175 105	2,600 1,400	300 200	T/F-type Nothing
Popple [4] Birdo Egg	2,500 2,800 -	370-410 370-520 340-430	270 300/320 -	280 180 188	1,700 2,800 0	500 500/300 0	Nothing H-heal Nothing
Iggy	3,400	360-440	300	230	1,800	100	Nothing
Morton	3,500	370-450	300	235	2,000	200	Nothing
Lemmy Fake	3,600 1	460 460	300 300	240 240	2,200 0	300 0	Nothing Nothing
Ludwig	3,700	390-470	300	245	2,400	400	Nothing
Roy	3,800	400-480	300	250	2,600	500	Nothing
Wendy Fake	3,900 1	410-490 410-490	300 300	255 255	2,800 0	600 0	Nothing Nothing
Larry	4,000	420-500	300	260	3,000	700	Nothing
Time Bob-omb	5,000	3,500	999	1	0	0	Nothing
Fawful	4,000	370-570	330	180	9,999	999	Nothing / Flying
Bowletta Flaret	4,000 250	450-600 400	350/370 300	360 300	5,000 0	999 1	H-heal / Spiny H-heal, Spiny
Cackletta's Heart Cackletta's Head Cackletta's Arms	100 1,200 500	400-600 400-600 400-600	999 300 300	300 300 300	0 0 0	1 1 1	Immune, H-heal Flying, H-weak F/T-type