## Mario & Luigi: Superstar Saga Attack Guide

by mattd89

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Mario and Luigi : Superstar Saga Attac	
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·>>>>>	
>> Contents >>	
>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>>>
1Introduction	1 01
	m_i_a_g_ui
1.1 Easy navigation	
1.2 Version history	
2Solo attacks (In battle and in game)	m l a α 02
2.1 Attacks	111_a_g_02
2.2 Usage and best way to perform	
2.3 Where they are learnt	
2.5 where they are rearrie	
3Bros. Attacks (In battle only)	m l a α 03
3.1 Attacks	90
3.2 Advance attacks	
3.3 Difficulty levels and costs	
3.4 Where they are learnt	
4Thanks to	m l a g 04
5Important copyright and usage information	m l a g 05
>>>>>>>>	>>>>>>>
>> 1 >> Introduction >>	>> m_l_a_g_01 >>
>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	·>>>>>>
Welcome to my first ever guide submitted to GameFaqs !	I hope you all enjoy
this ! This is basically a guide of all the different	attacks used in Mario and
Luigi: Superstar Saga. Becasue there are so many (By m	ny standards at least), I

thought I'd make a guide to tell you all about them, where they can be learnt,

and the best ways to use them.

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!! WARNING
 !! This guide MAY contain 'spoilers' (things which ruin !!
 !! the game plot). I cannot accept any responsibility
 !! if the game story is ruined for you. Read at your own !!
 !! risk !
 1.1
                                                1.1
 >> 1.1 >> Easy navigation
 This guide is quite big, so I have implemented a sort of navigation system in
it. I hope to use this in all my guides, if I do any more.
Each section is coded, so it is organized quite well. You can also easily
navigate to a section by using the search or find feature in whatever program
you are using. Now there is also a reference at the start of each chapter
which you can use if the search feature doesn't go to the chapter correctly.
It looks something like 'x x 01'
> If you are using Internet Explorer
Press CTRL + F to bring up the find box. Then enter the section number and
click 'Find Next' (You may have to click this twice). This is an easy way to
navigate the whole document. Remember, enter section number 1 for the contents
> If you are using a text editor
Open the find or search dialog and enter the section number to easily navigate
to it.
>> 1.2 >> Version history
                          >>
 LATEST VERSION - 12:46 GMT 23/07/2004 - A few minor corrections and changes
made
16:53 GMT 01/06/2004 - Version 2.01 - A correction about the
basic hammer made
16:39 GMT 10/04/2004 - Version 2.00 - The entire layout has
been changed which hopefully makes the guide a bit clearer
17:55 GMT 02/03/2004 - Version 1.51 - Some very minor changes
have been made, and the layout of the last section has been improved
```

18:42 GMT 23/02/2004 - Version 1.50 - A new section on where Bros. Attacks are

learnt has been added and the final advance attack (Thunder Bros.)

```
20:00 GMT 09/02/2004 - Version 1.23 - World Of Gaming is now
authorised to use this guide on their site
11:36 GMT 08/02/2004 - Version 1.22 - The advance attack for
Fire Bros. has been added, thanks to 'GrimRipper' for information on that
16:23 GMT 30/01/2004 - Version 1.21 - Neoseeker is now
permitted to host this guide on their site, please make sure you do not email
me to tell me that they are using the guide, because they are now allowed to !
If you see any other site using this guide or any other without permission,
don't hesitate to tell me
16:09 GMT 27/01/2004 - Version 1.20 - I've just found out the
secret Cylone Bros. attack that I had missed ! Thanks to 'Cory the great' for
the info !
17:59 GMT 25/01/2004 - Version 1.10 - There are just a few
little things I forgot to change earlier that I have now updated
16:54 GMT 22/01/2004 - Version 1.00 - This version is now 100%
complete. You may have noticed that I have removed the 'Ideal for...' sections.
Unfortunately there are just too many enemies to cover, so this section won't
be included. I hope that this guide should just be fine
17:34 GMT 20/01/2004 - Version 0.68 - The guide is pretty much
finished now, but the rest of the enemies need to be updated for the 'Ideal for'
sections. I hope to get this up soon
16:33 GMT 20/01/2004 - Version 0.50 - Half way there! 8
sections are complete. Unformatunately, not all the enemies are covered yet,
I hope to get the rest of these up soon
18:50 GMT 19/01/2004 - Version 0.43 - 43% completed, with 7
sections finished
16:48 \text{ GMT } 19/01/2004 - \text{Version } 0.31 - \text{The guide is } 31\%
complete, version history added
>>
>> 2 >> Solo attacks
                                                 >> m_l_a_g_02 >>
 Solo attacks are quick and simple ways of attacking/hitting objects or
monsters to cause damage to them or operate them in some cases. Here are the
basic attacks and the descriptions of what they do...
>> 2.1 >> Attacks >>
 _____
                     | What it does
```

Basic jump      -    - 	Hits objects/enemies from above quite lightly, causing them damage. Hit enemies in game to start a battle with them causing them a lot of damage right at the start (Give you an advantage)
High jump	Use this to get to high ledges easily
Spin jump	Use this to jump from ledge to ledge
Hammer (Basic)   	Use this in battle to hit monsters causing them to be stunned. OR Use this in game to pound objects into the ground. They can break small, grey rocks ONLY. Hit enemies in game to start a battle with them causing them a lot of damage right at the start (Give you an advantage)
Super hammer	The exact same as the hammer, but it can break LARGE grey rocks
Ultra hammer	This is the biggest most powerful hammer of all. It can break ANY rock INCLUDING the big black ones and causes huge damage to enemies
Firebrand (Mario ONLY)   	Marios unique hand power will burn enemies and light fireplaces and firepits
Thunderhand (Luigi ONLY)   	This is a great attack which will light up blue glass domes and electricute enemies in battle
Firebrand dash (Mario)     	This cool technique lets Mario burn Luigi from behind making him run really fast (dash). He can then knock over giant koopas (Huge turtle like things) and clear many paths
Thunderhand sidestep   (Luigi)	This lets you walk backwards and sideways keeping facing front. This is useful for all sorts of things, such as: Moving 'Boo' (Ghost) statues to open secret areas, walking through defence systems and more
Mini-Mario   	This is where Luigi squishes Mario down to 1/2 of his original sizes, letting him squeeze through tiny doorways and take part in interesting challenges
Mole Luigi     	This is when mario hits Luigi with his hammer making him like a mole. This is useful for getting under fences and gates, and digging up things from underground. This doesn't work however, on steel floors

<sup>&</sup>gt;> 2.2 >> Usage and best way to perform >>

The usage of each attack and the best way to perform each of them is listed in the table below...

In game usage tip: Check the action icons at the to right hand corner of the screen to see who will do what. The right hand side (A) is the front character, and the left hand side (B) is the back character.

Changing actions: Use L for the left hand (A) character, and use R for the right hand (B) character  $\$ 

If you can't do an action: When an X appears through your icon, you cannot do that action. Try moving around to solve this.

KEY: B = Used in battle G = Used in game

Attack	+	+  Usage
Basic jump	+	+     B+G
High jump	Make sure MARIO is in front and press L to   select High jump. Press B to make Luigi   jump on top of Mario and then press B when   Luigi is near the ground and Mario has   squished to complete	
Spin jump	Make sure LUIGI is in front and press L to choose spin jump. Press B to make Mario go on top of Luigi, and press B whilst holding the direction on the D-PAD for where you want to go to complete	
Hammer (Basic)	Use L or R to choose HAMMER, and press and hold the corresponding button (A or B) to build up power. After about 1 second release the button.  IN BATTLE: Use the same technique for defense, for attack, choose HAMMER in SOLO attack. When the hammer starts to shake, press A or B (about 1-2 seconds)	       B+G     
Super hammer	Used in the same way as the basic hammer	   B+G
Ultra hammer	Used in the same way as the basic hammer	   B+G
Firebrand	Make sure MARIO is in front. Then, choose firebrand using R, and hold A to charge up. After 1-2 seconds, when the fireball is big, let go of A. You can use this to start battles with pre-battle damage, or to light fire pits. IN BATTLE: For attack (Not used in defense) choose HAND from SOLO attack for Mario. When the fireball is big (1-2 seconds) press A to release	     B+G 
Thunderhand	Used in the same way as firebrand, but only with thunder and with Luigi using him in front	     B+G 

Firebrand dash	Make sure LUIGI is in front. Use L to   select Mario's firebrand, and hold B to   charge up. Then release B and you will both  dash forward hitting things like giant   Koopas	G
Thunderhand sidestep	The same technique as the firebrand dash, only use MARIO in front. You can then slowly move through things and slide things MOVING BOO STATUES: Make sure you are facing away from the statue like this:	G
	B L M	
Mini-Mario	Make sure MARIO is in front. Press L to   choose Luigi's hammer and press B to squish  Mario. Press B again to make him go back to  normal size (Luigi's hammer must be   selected	
Mole Luigi	Make sure LUIGI is in front. Press L to select Mario's hammer and press B to pound him in the ground. Press A to make Luigi come back up.  DIGGING: When you are near an X mark or a circle on the ground, pound Luigi down and go under it. Press B to dig up what's there	
		 ·>>>

The table below shows where these attacks are learnt...

	+
Attack	Learnt at
Basic jump	You already have Basic Jump at the start of the   game !
High jump	This is learnt in Stardust Fields area 51. When you get to the sign that says that, you will see a start platform. Walk on it and 2 people will come out teaching you this
Spin jump	   Same as high jump
Hammer (Basic)	You get the basic hammer after you have fought Dragohoho on Hoohoo Mountain. The Hammerhead Bros, which you will have met before will thank you for the rock and make the hammers for you
Super hammer	When the Hammerhead Bros. move their 'buisiness' into a cave in Beanbean Fields, they will ask you if you want your hammers reforged and make them into Super hammers. (The part before you go to Teehee Valley)
Ultra hammer	After you have found all 4 peices of the Beanstar and it has been reformed at Beanbean Castle, the Hammerhead Bros. will do the final hammer upgrade
Firebrand	Mario learns this when you enter the Fire Palace   on Oho Oasis
Thunderhand	Luigi learns this when you enter the Thunder Palace on Oho Oasis
Firebrand dash	Mario learns this from the Jellyfish sister's   relaxation room on Gwarhar Lagoon
Thunderhand sidestep	   Luigi learns this from the same place as Mario
Mini-Mario	This is learnt from the Chateau De Chuclehuck before going into the woods
Mole Luigi	   Same as Mini-Mario 

There are only a few Brothers Attacks in Mario and Luigi, and you can only use them in battle, but when you do, they are very powerful

These are the basic bros. attacks KEY: C = Character that learns the attack M = MarioL = Luigi | What it does Splash Bros. | First Mario jumps off of Luigi into the | | air. Then Luigi jumps up to Mario and | M | smash into the enemy | Mario grabs Luigi and spins him, getting | Swing Bros. | faster and faster. Then Luigi goes flying| M | into the enemy causing bug damage | Mario squishes Luigi into the ground Chopper Bros. | and runs with Luigi. Then he bounces up | M | from Luigi spinning wildly with his hammer constantly whacking the enemy Fire Bros. | The last of Mario's attacks sees him | charging up fireballs and throwing them | M at Luigi who bounces them at the enemy Bounce Bros. | This attack is when Luigi jumps really 

| Luigi charges his thunder up and then

| jumps off Mario. He then sends Lightning | L | bolts at the enemies causing them damage |

Thunder Bros.

Here are the advance attack methods that let you do much more damage to enemies When you can get these attacks, you'll know. Mario or

Luigi will think it up, and discuss it with the other brother. Then, when you go to that Bros. Attack \*\*\* ADV \*\*\* will appear and you can use the advance method.

You do not learn advance attacks, they are extensions from your Bros. Attacks which are unlocked after you practise it using Level 3 or a lot of times with the other levels.

When you have the advance attack unlocked, try doing it in level 1 so you can learn it quickly. If you try an advance attack for the first time in levels 2 or 3, it is very hard. When you have learned them, try them in levels 2 or 3 for more attack power.

\* ADVANCE - Splash Bros. \* \*\*\*\*\*\*\*\*\*\*\*\*\*

When Mario shows the '!' bubble, press A (the opposite of what you would normally press, like most Advance attacks)

Then Mario will come back down to Luigi, press B. When Mario gets near the target, press A for extra damage

Press A when Luigi is heading back to Mario and they will go down on the enemy. Hit A and B repeatedly to cause extra damage and sometimes steal items!

When '!' is shown press A. Luigi will then go under the enemy and you can press B to make him shoot out causing massive damage. Then press A to hammer Luigi back down and press B again. You can repeat this many times

Press A at first, and Luigi willl go towards the ground (Press B). Then, when they somersault towards the enemy, press B for Luigi and A for Mario to cause damage

When B has been pressed, press A immediately. Press B at the right time, and

Mario will go into the enemy and you can press A for further damage. Press B as he comes back and you can do it again

When you have hit the enemy about 4 times, press B and Luigi will stand up on Mario. Then press A to hit the enemy once more, sometimes stunning it

As soon as Luigi has hit the fireball with his hammer, Mario must jump to catch it (Supposedly using A). It will then be stored above Mario's head. After all the fireballs have been hit, Mario will jump on Luigi's head and jump to the stored fireball. Then press A. You do not have much time to press A however, so you have to be quick!

When Luigi has charged the Thunderbolt, press B and he will jump to Mario's head. Then press A at the exact same time, and when the attack continues, press A. Luigi will go underneath the enemy and then press B to shock the enemy from underneath

The difficulty levels have 3 uses:

- 1. They cause more damage if they are higher level
- 2. They cost less at higher level (BP)
- 3. They increase your chance of unlocking ADVANCE attacks

They are all listed here...

11 11 11 Difficulty LEVEL 1 11 11 11 11 This is the easiest level where slow motion and button 11 11 prompts are used 11 11 22 22 22 22 Difficulty LEVEL 2 22 22

22 This is a little harder, but it sometimes costs less BP.22
22 The button prompts are still there, but it is not in 22
22 slow motion 22
22
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333333333333333333333333333333333333333
333333333333333333333333333333333333333
33
33 Difficulty LEVEL 3 33
33
33 This is the hardest but most low-cost and effective way 33
33 of attacking. The colour icons are there, but it is not 33
33 in slow motion 33
33
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Costs: Here are the BASE COSTS for Bros. Attacks. These will change depending on your level that you use, usually level 3 costs less

\_\_\_\_\_ | Base cost \_\_\_\_\_\_ Splash Bros. | 4 BP | 6 BP + Secret scroll 1 from Thwomp Swing Bros. | game to learn Chopper Bros. | 5 BP Fire Bros. | 6 BP Bounce Bros. | 4 BP Knockback Bros. | 5 BP Thunder Bros. | 6 BP | 8 BP + Secret Scroll 2 from the second Cyclone Bros. Thwomp game to learn 

JUMP ATTACKS

<sup>&</sup>gt; Splash Bros. and Bounce Bros. - Learnt from Startdust Fields from General Starshade and his friend

## HAMMER ATTACKS

> Knockback Bros. and Chopper Bros. - Learnt from Chataue De Chucklehuck when you get hammer abilities

## HAND ATTACKS

> Fire Bros. and Thunder Bros. - Learnt when you get your hand powers from Oho Oasis

EXTRA ATTACKS

NOTE: These attacks are not learnt as part of the game, they require you to do a little extra yourself

- > Swing Bros. When you play the first Thwomp game from the HammerHead Bros. cave in the Beanbean kingdom
- > Cyclone Bros. From the seconds Thwomp game in the same place as above, but a little harder to get

Thanks to all these people for helping with this guide... If you believe you have been missed off or need a credit mention, or would like your name changed, please feel free to contact me

- > Thanks for Nintendo for making such a great game ! Let's hope there will be a second version !
- > Thanks to GameFaqs for such a great site and hosting this guide !
- > 'Cory The Great' for info about the Cyclone Bros. attack
- > 'GrimRipper' for information about the Fire Bros. attack
- > 'Fahad Anwer Baloch' for information about the Thunder Bros. advance attack and a good tip to add a section for where Bros. Attacks are learnt
- > 'Zac Blais' for a correction about the basic hammer attack

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