

# Paper Mario Enemy List

by CyricZ

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Paper Mario Enemy List
An In-Depth FAQ by CyricZ
Version 1.1
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## Table of Contents

1. Introduction
2. FAQ
3. Enemy List
4. Boss List
5. Legal
6. Update History
7. The Final Word

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## 1. Introduction

Hi! Welcome to my In-Depth FAQ on the many freaky enemies of Paper Mario. This FAQ will catalog all the enemies you find in the game, and give you tips on how to deal with them. In addition to the normal enemies, I've included a separate section for the bosses.

Here's how the basic setup for each enemy goes. Normal enemies are listed alphabetically. Bosses are listed chronologically, from the very first time you are able to deal with them.

(Enemy Name)

HP: The Heart Points the enemy has. Simple.

Attacks: A description of each of the enemy's attacks, how much damage it causes, etc.

Defense: The amount of Damage subtracted from any attack you launch at the enemy.

Etc.: Any strategies that will be useful when fighting, such as:

Spiky: Don't jump on him unless you have the Spike Shield Badge.

Flippable: Jumping on him or using a POW Block will flip him, where his Defense will drop to zero. The next turn, he'll right himself unless noted otherwise.

On Fire: Don't jump on him unless you have Ice Power or Fire Shield Badge.

Flying: Can only be hit with air attacks.

Ceiling: Can only be hit with Quake attacks.

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## 2. FAQ

Well, since no one's asked me any questions, and I can't really think of any at the moment, this place will remain blank for the time being.

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### 3. Enemy List

Amazy Dayzee

HP: 20

Attacks:

Run

Sing: 20

Defense: 1

Etc.: Okay. There's only one place to find these rare bad buds. From the main Flower Fields area, go southeast and cross the spikes.

There's a small flower patch here with two Dayzees in it. One of them has about a 1 in 4 chance of being an Amayzee Dayzee. You can tell because it has gold sparkles. It's resistant to most status changes, but Dizzy Attack seems to work on it. Using Power Bounce a LOT helps, too...

So, what's the point of fighting these guys? Well, if you manage to beat one, you'll gain no less than 37 Star Points! Depending on your level, you may gain more.

If you can't find one in the spot, leave Flower Fields and return.

The Sing Attack is used VERY rarely, but it is used.

Bandit

HP: 5

Attacks:

Mug: 2

Defense: 0

Etc.: If Mug isn't blocked, they'll steal Coins from you. If you hit them while they have Coins, they'll drop them. If you don't hit them after they hold your Coins for a round, they'll run.

B. Bill Blaster

HP: 10

Attacks:

Fire Bombshell Bill

Defense: 4

Etc.: They won't attack you directly. Fire Bombshell Bill just creates a Bombshell Bill which will attack you. They can only fire once every two rounds.

Bill Blaster

HP: 4

Attacks:

Fire Bullet Bill

Defense: 1

Etc.: They won't attack you directly. Fire Bullet Bill just creates a Bullet Bill which will attack you. They can only fire once every two rounds.

Bob-omb

HP: 3

Attacks:

Body Slam: 1

Explode: 2

Defense: 0

Etc.: They'll use Body Slam until attacked. Afterwards, they'll use Explode.

Bombshell Bill

HP: 3

Attacks:

Explode: 6

Defense: 0

Etc.: Naturally, since Explode is the only attack they'll use, you best beat them before the first round is over.

Bony Beetle

HP: 8

Attacks:

Shell Spin: 3

Spiked Shell Spin: 5

Defense: 4

Etc.: Flippable; If hit, their spikes will change status, either go up or down. When up, they're naturally Spiky. When down, they can be flipped. They use Shell Spin when the spikes are down, and Spiked Shell Spin when they're up.

Bullet Bill

HP: 2

Attacks:

Explode: 2

Defense: 0

Etc.: Naturally, since Explode is the only attack they'll use, you best beat them before the first round is over.

Buzzy Beetle

HP: 3

Attacks:

Shell Spin: 2

Ceiling Drop: 3

Defense: 2

Etc.: Flippable; They're fire-proof. Sometimes they can be found on the ceiling, where they'll have use of the Ceiling Drop attack. Otherwise, they'll just use Shell Spin.

Bzzap!

HP: 3

Attacks:

Sting: 6 (Poison)

Swarm: 1 X 5 (Shrink)

Defense: 0

Etc.: Swarm hits five times for 1 HP each.

Cleft

HP: 2

Attacks:

Charge: 2

Defense: 2

Etc.: Spiky; Early on, you'll probably want to avoid these guys, because you can't hit hard enough to damage them. Flippable, but only be explosive attacks.

Clubba

HP: 8

Attacks:

Club: 3

Defense: 0

Crazy Dayzee

HP: 8

Attacks:

Sing: 4 (Sleep)

Defense: 0

Etc.: There's a chance they'll run if their HP drops low enough.

Dark Koopa

HP: 8

Attacks:

Shell Spin: 3

Dizzy Spin: (Dizzy)

Defense: 2

Etc.: You'll get warning they're about to perform their Dizzy Spin when they start running in place fast. Flippable.

Dry Bones

HP: 8

Attacks:

Bone Toss: 4

Defense: 2

Etc.: Once beaten, they'll rise up again at full power after two rounds. If beaten with fire, they won't recover. They're VERY weak against fire.

Duplighost

HP: 15

Attacks:

Charge: 4

Mimic

Defense: 0

Etc.: When they use Mimic, they'll assume the form of your Party Member. They'll then attack with that Party Member's standard attack, making full use of the Action Command, as well.

Ember

HP: 10

Attacks:

Charge: 4

Fire Spit: 3

Defense: 0

Etc.: On Fire; Fire Spit actually attacks your partner, who'll be put out of commission for 3 turns if not blocked. Water attacks do +2 damage. When attacked, these guys split into two, each part having the leftover amount of HP.

Forest Fuzzy

HP: 6

Attacks:

Absorb: 1

Divide

Defense: 0

Etc.: Absorb takes an HP from Mario and adds it to the Fuzzy's.

Frost Piranha

HP: 10

Attacks:

Bite: 4

Freeze Breath: (Freeze)

Defense: 0

Etc.: Fire attacks will do more damage.

Fuzzy

HP: 3

Attacks:

Absorb: 1

Defense: 0

Etc.: Absorb takes an HP from Mario and adds it to the Fuzzy's.

Gloomba

HP: 7

Attacks:

Headbonk: 2

Defense: 0

Goomba

HP: 2

Attacks:

Headbonk: 1

Defense: 0

Gray Magikoopa

HP: 11

Attacks:

Magic Blast: 3

Invisible

Defense: 0

Etc.: They'll use Invisible to hide their comrades, who can't be attacked if they're invisible. If the last enemy left, they'll run. Sometimes, they'll appear on brooms (Flying status).

Green Magikoopa

HP: 11

Attacks:

Magic Blast: 3

Defense Up

Defense: 0

Etc.: They'll use Defense Up to increase the defense power of their comrades. If the last enemy left, they'll run. Sometimes, they'll appear on brooms (Flying status).

Groove Guy

HP: 7

Attacks:

Dash: 2

Dizzy Spin: (Dizzy)

Call for Help

Defense: 0

Gulpit

HP: 12

Attacks:

Lick: 2

Small Rock Spit: 5

Large Rock Spit: 7

Defense: 0

Etc.: They have a pile of rocks in the background when the battle starts. There are always three large rocks and two small rocks. You can attack the rocks to break them, leaving the Gulpit with having to use Lick.

Hammer Bros.

HP: 12

Attacks:

Hammer Throw: 5 (Shrink)

Hammer Barrage: 2 X 5 (Shrink)

Defense: 1

Etc.: Hammer Barrage hits five times for 2 HP each.

Hurt Plant

HP: 8

Attacks:

Bite: 2 (Poison)

Defense: 0

Hyper Cleft

HP: 4

Attacks:

Dash: 3

Charge Up

Unleash Charge: 8

Defense: 3

Etc.: Spiky; Flippable; Naturally, Unleash Charge follows Charge Up, so try to get rid of them before they can attack. With their high Defense, you may just want to avoid them instead of fighting. These guys are only flippable by explosions.

Hyper Goomba

HP: 7

Attacks:

Headbonk: 1

Charge Up

Unleash Charge: 8

Defense: 0

Etc.: Naturally, Unleash Charge follows Charge Up, so try to get rid of them before they can attack.

Hyper Paragoomba

HP: 7

Attacks:

Dash: 1

Charge Up

Unleash Charge: 8

Defense: 0

Etc.: Flying; Naturally, Unleash Charge follows Charge Up, so try to get rid of them before they can attack. If you hit them once, they'll lose their wings.

Jungle Fuzzy

HP: 7

Attacks:

Absorb: 2

Divide

Defense: 0

Etc.: Absorb takes HP from you and adds it to the Fuzzy's. When they attack, you need to press A multiple times to shake them off, or they'll keep absorbing.

Koopatrol

HP: 8

Attacks:

Shell Spin: 4

Call for Help  
Charge Up  
Unleash Charge: 10

Defense: 3

Etc.: Flippable; Spiky; The easiest way to beat these guys is to use Watt, who strikes hard regardless of Defense. Naturally, Unleash Charge follows Charge Up, so try to get rid of them before they can attack.

Koopa Troopa

HP: 4

Attacks:

Shell Spin: 1

Defense: 1

Etc.: Flippable; They take two rounds to right themselves.

Lakitu

HP: 12

Attacks:

Spiny Toss: 3

Drop Spiny Egg

Defense: 0

Etc.: Flying; When they use Drop Spiny Egg, it'll hatch into a Spiny.

Lava Bubble

HP: 9

Attacks:

Dash: 4

Fire Spit: 2

Defense: 0

Etc.: On Fire; Fire Spit actually attacks your partner, who'll be put out of commission for 2 turns if not blocked. Water attacks do +2 damage.

Magikoopa

HP: 11

Attacks:

Magic Blast: 6

Heal: +5

Heal All: +3 to all

Electrify

Attack Up

Defense Up

Invisible

Mirror (summons another Magikoopa)

Defense: 0

Etc.: As you can see, these guys know all the spells the other Magikoopas know. If the last enemy left, they'll run. Sometimes, they'll appear on brooms (Flying status).

M. Bush

HP: 8

Attacks:

Bite: 3 (Poison)

Defense: 0

Medi Guy

HP: 7

Attacks:

Charge: 1

Heal: +4  
Defense: 0  
Etc.: Flying; They'll run if they're the last enemy in the battle.

Monty Mole

HP: 3  
Attacks:  
    Rock Throw: 2  
Defense: 0

Monty Mole (Gray)

HP: 12  
Attacks:  
    Rock Throw: 3  
Defense: 0

Paragloomba

HP: 7  
Attacks:  
    Dash: 2  
Defense: 0  
Etc.: Flying; Hitting him once will cost him his wings.

Paragoomba

HP: 2  
Attacks:  
    Dash: 1  
Defense: 0  
Etc.: Flying; Hitting him once will cost him his wings.

Paratroopa

HP: 4  
Attacks:  
    Dash: 1  
Defense: 1  
Etc.: Flying; One jump will knock their wings off. Flippable.

Piranha Plant

HP: 5  
Attacks:  
    Bite: 3  
Defense: 0  
Etc.: Spiky

Pokey

HP: 4  
Attacks:  
    Topple: 2  
    Body Shot: 2  
    Call for Help  
Defense: 0  
Etc.: Spiky

Pokey Mummy

HP: 4  
Attacks:  
    Topple: 2 (Poison)  
    Body Shot: 2 (Poison)  
    Call for Help  
Defense: 0



Etc.: Spiky

Putrid Piranha

HP: 12

Attacks:

Bite: 3

Poison Breath: 2 (Poison)

Defense: 0

Pyro Guy

HP: 7

Attacks:

Dash: 4

Defense: 0

Etc.: On Fire; Water attacks do +2 damage.

Red Magikoopa

HP: 11

Attacks:

Magic Blast: 3

Attack Up

Defense: 0

Etc.: They'll use Attack Up to increase the attack power of their comrades. If the last enemy left, they'll run. Sometimes, they'll appear on brooms (Flying status).

Ruff Puff

HP: 10

Attacks:

Headbonk: 4

Defense: 0

Etc.: Flying

Shy Guy

HP: 7

Attacks:

Dash: 2

Acrobatic Leap: 3

Defense: 0

Sky Guy

HP: 7

Attacks:

Slingshot: 3

Defense: 0

Etc.: Flying; Balloon is also a target on them. Hit the Balloon and they'll become regular Shy Guys.

Spear Guy

HP: 7

Attacks:

Stab: 3

Throw: 3

Call for Help

Defense: 0

Etc.: When his spear is out in front of him, don't use a side attack (Hammer, Shell). When his spear is up, don't jump on him. After he uses Throw, he'll become a regular Shy Guy.

Spiked Gloomba

HP: 7

Attacks:

Headbonk: 3

Defense: 0

Etc.: Spiky

Spiked Goomba

HP: 2

Attacks:

Headbonk: 2

Defense: 0

Etc.: Spiky

Spike Top

HP: 4

Attacks:

Shell Spin: 3

Defense: 4

Etc.: Flippable; Spiky; They're also fire-proof.

Spiny

HP: 5

Attacks:

Shell Spin: 4

Defense: 3

Etc.: Flippable; Spiky

Spy Guy

HP: 7

Attacks:

Slingshot: 2

Hammer: 2

Defense: 0

Etc.: If you don't block Hammer, it'll steal one of your commands for three rounds of battle. Every time you hit a Spy Guy, he'll switch weapons, so it would be best if you leave him in Slingshot mode.

Swooper

HP: 4

Attacks:

Dive: 2

Defense: 0

Etc.: Ceiling

Swoopula

HP: 8

Attacks:

Absorb: 2

Defense: 0

Etc.: Ceiling; Absorb will keep sucking 2 HP from you until you press A enough times.

White Clubba

HP: 12

Attacks:

Club: 5

Club Combo: 2 X 3

Defense: 0

Etc.: When using Club Combo, they'll attack three times for 2 Damage

each. They're weak against fire.

White Magikoopa

HP: 11

Attacks:

Wand Whack: 3

Heal: +5

Heal All: +3 to all

Defense: 0

Etc.: They'll use Heal to restore the HP of their comrades. If the last enemy left, they'll run. Sometimes, they'll appear on brooms (Flying status).

Yellow Magikoopa

HP: 11

Attacks:

Magic Blast: 3

Electrify

Defense: 0

Etc.: They'll use Electrify to shock their comrades. If jumped upon while shocked, you'll take damage. If the last enemy left, they'll run. Sometimes, they'll appear on brooms (Flying status).

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#### 4. Boss List

Prologue

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Jr. Troopa (1st Fight)

HP: 5

Attacks:

Jump: 1

Full Power: 2

Defense: 0

Encountered: Back Woods of Goomba Village

Etc.: The only way you can lose to this guy is by doing nothing, so just hit him with whatever you've got, and you'll be fine.

---

Red Goomba

HP: 7

Attacks:

Headbonk: 1

Defense: 0

Blue Goomba

HP: 6

Attacks:

Headbonk: 1

Defense: 0

Encountered: Halfway to Toad Town

Etc.: Use both your Power Jumps on Blue Goomba immediately to take him out of the fight as soon as possible. (You DO have it equipped, right?) After that, just bang on Red Goomba. You should have

plenty of health to outlast this battle.

---

Goomba King

HP: 10

Attacks:

Kick: 1

Stomp: 2

Defense: 0

Red Goomba

HP: 2

Attacks:

Headbonk: 1

Defense: 0

Blue Goomba

HP: 2

Attacks:

Headbonk: 1

Defense: 0

Encountered: King Goomba's Fort

Etc.: First thing's first. You have to get rid of the Bros. This is done very easily. If you select the Hammer, you'll also have the option of attacking the Goomnut Tree. Hit it, and a Goomnut will hit all three of them for 3 Damage, taking the Bros. out. Not bad, eh?

Afterwards, just focus your attacks on the King, and it'll be a cakewalk. The King can use Stomp only once, to knock the nuts off the tree.

---

Magikoopa

HP: 8

Attacks:

Magic Blast: 3

Defense: 0

Encountered: After speaking to the Star Spirits

Etc.: Flying; This battle is mainly to get you to understand the ins and outs of the Action Command. Use it well and this battle will be over in no time. Hitting him with a Timed Hit will knock him from his broom.

---

Chan

HP: 15

Attacks:

Shell Spin: 2

Defense: 2

Encountered: At the Dojo whenever you desire

Etc.: Flippable; He can probably be taken on as soon as the option to enter the Dojo is available. Being Flippable, simply jumping on him will make any attack he uses useless.

---

Lee

HP: 20

Attacks:

Charge: 5

Mimic

Defense: 0

Encountered: At the Dojo whenever you desire (must beat Chan)

Etc.: When he uses Mimic, he'll assume the form of your Party Member.

He'll then attack with that Party Member's standard attack, making full use of the Action Command, as well. The truly nasty part about him is that the Charge attack he uses when he changes back takes off so much HP.

---

The Master

HP: 50

Attacks:

Strike: 6

Defense: 0

Encountered: At the Dojo whenever you desire (must beat Lee)

Etc.: Probably the best time to try to take on the Master is after Dry Dry Ruins. You'll have picked up the Super Hammer, and you'll have some of your allies at Super level. Use Bombette if you have her at Super, and Bomb and Hammer him to nothin'. Try to use as few items as you can, because there really isn't a true point to fighting him, besides bragging rights...

---

The Master (2nd fight)

HP: 75

Attacks:

Dash Kick: 8

Defense: 0

Encountered: At the Dojo whenever you desire (must beat 1st Master)

Etc.: You'll probably want to wait until you get the Ultra Hammer (and some party members at Ultra-rank) before you attempt this. There really is no strategy to this battle, just beef yourself up with empowering Badges, and use your strongest attack in the bag...

---

The Master (3rd fight)

HP: 99

Attacks:

Dash Kick: 10

Uppercut Combo: 6 + 7

Master Combo: 5 + 6 + 7

Defense: 1

Encountered: At the Dojo whenever you desire (must beat 2nd Master)

Etc.: One of the tougher enemies in the game, but he can be beat right after the 2nd Master if you have good healing items. Deck yourself out with the best attacking Badges you can and heal yourself whenever your HP drops below 19. Use Bombette's Bomb to do the most damage, and hit him with a Power Smash (or Mega Smash if you waited that long) and nothing else. Don't bother equipping different forms of attack Badges, you'll only waste BP.

As you can see, his combo attacks hit successively, so you'll have to do some really fancy blocking if you hope to survive.

One tip I just learned that I can't believe I didn't think of sooner: Use the Zap Tap Badge. The Master will be damaged from the attack, and any combo he's performing will be aborted. Makes life easier, ne?

---

Bowser???

HP: 10

Attacks:

Bop: 1

Defense: 1

Encountered: The end of Koopa Bros. Fortress

Etc.: As you can rather easily tell, this is just a robot. There shouldn't be any big problems. Just use regular attacks that do more than one damage. Save the big stuff for the Koopa Bros, which follow right after.

---

Koopa Bros.

HP: ??

Attacks:

Super Spin: 1 X # of Koopas in tower

Defense: ??

R Ninjakoopa

HP: 5

Attacks:

Shell Spin: 1

Defense: 1

B Ninjakoopa

HP: 5

Attacks:

Shell Spin: 1

Defense: 1

Y Ninjakoopa

HP: 5

Attacks:

Shell Spin: 1

Defense: 1

G Ninjakoopa

HP: 5

Attacks:

Shell Spin: 1

Defense: 1

Encountered: Right after you beat the Bowser Robot.

Etc.: Okay. The Koopa Bros. will start in their tower form, where they are one enemy. There are a few ways to knock them over. The best way is to just fire up Bombette's Bomb attack, and you'll pitch them over in one hit. The only other way to knock them over (which must be done in one round) is to use Kooper's Shell Toss and have Mario use his Hammer or a POW Block. You definitely want to knock them over

as soon as possible, so they don't use Super Spin, which hits 1 Damage for every Koopa in the tower.

Once you knock them over, they'll fall on their backs, where they'll be for two turns. Take advantage of this and whale on them with normal attacks, focusing on one at a time. Repeat all this until they're beaten, healing when necessary. If they form the tower, use Bomb again.

Hint (by Mike): If you have a Fire Flower and a POW Block, after knocking them over use them one right after the other and they'll be down in a few turns.

---

Jr. Troopa (2nd fight)

HP: 15

Attacks:

Jump: 2

Defense: 1

Encountered: On Pleasant Path on the way back from Koopa Village after Koopa Bros. Fortress

Etc.: He's back, and now he's making good use of the shell he's hiding in. Since his defense is 1, you'll have to attack some way that'll cause more than 1 Damage in one shot, so Hammer him, and use Bombette's Bomb and you'll finish this battle in relatively short order.

---

Blooper

HP: 30

Attacks:

Ink Jet: 3

Spin Drop: 3

Defense: 0

Encountered: In Toad Town Tunnels after the big yellow block.

Etc.: You can probably take him on the first time you enter the Tunnels. He's in the air, so you can only use Goombario against him. Use the Power Bounce attack to drain as much of his HP as possible quickly. There's really nothing too special about him.

---

Buzzar

HP: 40

Attacks:

Claw Strike: 3

Feather Fling: 2

Claw Grip: 4

Feather Flap: 3

Defense: 0

Encountered: On Mt. Rugged, if you say respond to her question with anything but "Luigi"

Etc.: To evade Feather Flap, you have to tap A as fast as possible. A meter will appear that will reduce the damage as you tap. You and your party member will be hit for the same amount of damage. With Claw Grip, you have to hit A as fast as possible just as if you were running from battle. If you "run", you'll take no damage. Claw Strike and Feather Fling are just normal attacks. Since she's in

the air, Goombario or Parakarry are the only viable options. Hit her fast and hard, and you should do fine.

---

Stone Chomp

HP: 4

Attacks:

Chomp: 3

Defense: 1

Encountered: In the treasure rooms of Dry Dry Ruins

Etc.: You'll fight three groups of these guys. One in each treasure room. The fact that they have a Defense should suggest that you use your newly-acquired Super Hammer. Your party member should be someone who does more than 1 Damage per attack. You should have one or more party members at the Super level, so use them.

---

Tutankooopa

HP: 30

Attacks:

Shell Toss: 3

"Magic" Attack: 2

Summon Chomp

Defense: 0

Chomp

HP: 4

Attacks:

Chomp: 3

Defense: 3

Encountered: At the very bottom of Dry Dry Ruins

Etc.: First off, Tutankooopa will summon his pet Chomp to attack.

Tutankooopa will be on a high perch, so your precious hammer won't be of much help, and the Chomp will be right down on the ground. You can attack the Chomp, but you'll need a high powered special attack to take him out of commission. A Super Bombette's Bomb is the best course of action.

Tutankooopa's "magic" attack creates an illusion of a huge Chomp. The actual attack comes in the form of rocks shaken from the ceiling that will hit both you and your partner for 2. Sometimes this magic attack will backfire and hit Tutankooopa himself for 2. This will put him on the ground, where you can hit him with all you've got, that is, if the Chomp's not in the way...

Note that he only has three shells, so when he runs out, he'll use his "magic" solely, giving him more of a chance of being hit, and giving you more openings.

So, what's good against him? Well, it depends on who you want to focus on, and which you choose will end up with you sacrificing a lot of HP or FP. If you choose to just go up against the main turtle himself and ignoring the Chomps, you'll take a lot of damage from them. Best bets are Power Bounce Badge and Super Goombario or Super Parakarry. Also, an option you may want to consider is using Hammer Throw Badge.



If you want to take care of the Chomp's first, you'll be using a lot of FP, because you just can't cause enough damage without it. As a matter of fact, without using FP, the only thing you can cause damage with is the Super Hammer, and that's only 1. So, you should use Super Bombette's Bomb to hit the Chomp for 3, then the Super Hammer to finish it off, leaving you alone with Tutankooopa. If you get lucky, and he gets knocked off with his magic, you're in prime position to drop another Bomb on him.

Whatever you decide for your strategy, stick to it, and use your items if your HP drops to 5 or below. For all the strategy I gave, this bout really isn't that tough, particularly with the gift of the boss hitting himself.

---

#### Electro Blooper

HP: 50

#### Attacks:

Ink Jet: 4

Spin Drop: 4

Charge Up

Charged Spin Drop: 6

Defense: 0

Encountered: In Toad Town Tunnels when you go left past the Stone Block  
Etc.: There's really not much to this boss. Since he's in the air, your best bet is to have a Super party member with an air attack, preferably Goombario. Since he's the only enemy, you can have a full brace of items at the ready. Once he charges up, he'll hit you with the Charged Spin Drop. Hitting him before he does so will neutralize him.

---

#### Tubba Blubba (in his castle)

HP: 10

#### Attacks:

Pound: 4

Hip Attack: 6

Defense: ???

Encountered: In Tubba Blubba's Castle or any time after he's chasing you

Etc.: What's there to say? Run! You can't hurt him like this!

---

#### Tubba's Heart

HP: 50

#### Attacks:

Dash: 6

Charge Up

Super Swarm: 12

Defense: 0

Encountered: In Windy Mill

Etc.: So, the secret of Tubba's power is finally revealed. He keeps his heart hidden away! Kinda gross if you think about it. Anyway, definitely use Bow here, because you'll need Outta Sight to avoid the Heart's Super Swarm attack, which he'll use immediately after he charges up. He's in the air, so Hammer Badges won't do you any good. Equip your best Jump Attack Badges instead. Once he drops to

a low HP (below 5 maybe?) he'll run off. That's all there is to this battle.

---

Tubba Blubba

HP: 10

Attacks:

Pound: 4

Hip Attack: 6

Defense: 0

Encountered: After the fight with Tubba's Heart

Etc.: As you can tell, Tubba's Heart was the real boss of this place.

Tubba's now just a pushover. Hit him fast and hard and you'll be fine.

---

Jr. Troopa (3rd Fight)

HP: 40

Attacks:

Dive: 5

Defense: 1

Encountered: In Forever Forest on the way back from Tubba Blubba

Etc.: Admit it. You missed this little trouble maker, didn't you?

He's flying now, and he's got some decent defense, so he's actually kind of a pain now. Use your newly acquired Star Storm to soften him up. Attack with Parakarry's Shell Shot. Using D-Down Jump is also an option.

---

Anti Guy

HP: 50

Attacks:

Dash: 10

Acrobatic Flip: 12

Defense: 0

Encountered: Shy Guy's Toy Box (optional)

Etc.: Calling this guy nasty is a severe understatement. Don't go anywhere near him unless you're fully stocked on healing items.

If you still have the Repel Gel found in Gusty Gulch, use it here.

Hit him with Bombette's Bomb, Skolar's Star Storm, and Power Smash, Power Bounce, or anything else that comes to hand.

Hint (by Mike): Go in fully stocked with Stone Caps. Use them one right after the other while your partner whales on him. The Stone Caps will keep you from taking any damage.

---

Big Lantern Ghost

HP: 40

Attacks:

Blow out Lantern

Flash: 2

Jump: 5

Defense: 0

Encountered: Shy Guy's Toy Box to the left of Red Station

Etc.: Here's the deal. You can't hit this guy while his lantern is

dim. Each time you hit the lantern, it will get brighter. Hitting it twice will make BLG "visible". Best way to do this is with Mario's Jump, which can hit twice if you time it properly. He'll be visible, and your partner will be able to attack him in the same round.

Flash is kinda nasty, because it hits both you and your party member at roughly the same time, so it's almost impossible to block both hits. You'll either end up with Mario blocking it, or your partner.

My advice is to use Parakarry's Shell Shot to hit him as hard as possible while he's visible. You can also use Bombette, but you'll have to use Power Bomb, because BLG's "behind" his lantern. That being, you can't use a Hammer on him either, so concentrate on Jump attacks (and their respective badges).

---

#### Shy Squad

HP: 15

Attacks:

Swarm: 1 X # of Shy Guys

Defense: 0

Encountered: Shy Guy's Toy Box, at the end

Etc.: The Squad attacks once for each of the Shy Guys, so you'll have a lot of blocking to do. Hit them with your strongest normal attacks. Don't waste FP here. You'll need it for the next round, when General Guy sends his next attack force...

#### Stilt Guy

HP: 7

Attacks:

Pounce: 4

Defense: 0

Encountered: Right after Shy Squad

Etc.: You'll fight two. Hit them with a Quake Hammer or a double Jump attack and they'll fall from their stilts, becoming normal Shy Guys. This is probably the easiest of the waves...

#### Shy Stack

HP: 10

Attacks:

Sling Shot: # of Guys in stack

Defense: 0

Encountered: Right after Stilt Guys

Etc.: You'll face two here as well. Their attack power is equal to the number of Guys in the stack, and each stack will hit all at once. You can use Kooper's Shell Toss or the Spin Attack Badge to knock Guys from the stack, or you could just flat out attack until they're down.

#### General Guy

HP: 30

Attacks:

Flash: 5 (2 to party member)

Bomb Toss: 4

Defense: 2

Encountered: Right after Shy Stacks

Etc.: The Flash attack is only effective while the Bulb is active.

Attack the Bulb as soon as possible to avoid the Flash. The Bulb has

a Defense of 1, so it's time to pull Watt out and use her Electro Dash (which ignores enemy defense). The Bulb has somewhere between 5 and 8 HP (can anyone help me on this?). Once you take the Bulb out, just attack General Guy with your most damaging attacks. Use Watt's Electro Dash and the Power Smash Badge if you have it.

---

Fuzzipede

HP: 20

Attacks:

Pounce: 3

Dash: 3

Defense: 0

Encountered: In the whale's stomach

Etc.: I don't have a definite number on this guy. You can't switch off from Watt, but you don't need to. Hit him with Watt's Electro Dash. When he climbs the ceiling, hit him with Star Storm. He'll go down in no time. Dash will disable an ability if not blocked.

---

Lava Piranha

HP: 40

Attacks:

Flame Breath: 5

Defense: 0

Lava Bud

HP: 8

Attacks:

Fire Spit: 4

Defense: 0

Encountered: At the end of Mt. Lavalava

Etc: Equip the Fire Shield and Ice Power Badges for this fight. Mario's Hammer attacks won't work here. Use Power Bounce and any people you've upgraded to Ultra who have air attacks.

Lava Piranha (Second Wind)

HP: 40

Attacks:

Flame Breath: 6

Defense: 0

Lava Bud

HP: 8

Attacks:

Spit Seed

Defense: 0

Lava Seed

HP: ?

Attacks:

Explode: 6

Defense: 0

Etc.: THIS is why you have the Ice Power Badge equipped. While he's on fire, Lava Piranha will burn you if you touch him, so use Sushie's Squirt attack to put out the Piranha, first. If you're were smart

enough to upgrade Sushie to Ultra, use Tidal Wave and you'll take them all out. While they're stunned and the fire's put out, the Piranha and Buds won't be able to attack for a round. Unfortunately, they won't take the extra damage from Ice Power, either, but who cares? You get a free hit!

When the Buds spit their Seed, it'll take the next round off while the Seed attacks. You can attack the Seed, but I suggest focusing on the Piranha...

Hint (from Mike): Use Ultra Bow's Fan Smack. It is a 10 damage combo if you can hit the control stick that quickly, and the Ice Power badge will keep you from getting hit from jumping on him and also puts his fire out!

---

Jr. Troopa (4th fight)

HP: 20

Attacks:

Dive: 6

Defense: 1

Encountered: After you return to Toad Town from Lavalava Island

Etc.: Once again, Jr. Troopa returns to annoy you! Now, he's got a nice spike on his head in addition to wings, so, your regular attacks won't do anything. Fortunately, all that swimming tired him out, so he's at a decreased HP. Hit him with a couple of Star Storms and Sushie's Squirt and he should drop right out of the sky.

---

Super Blooper

HP: 70

Attacks:

Spin Drop: 5

Drop Baby

Charge Up

Double Drop: 10 X 2

Defense: 0

Blooper Baby

HP: 6

Attacks:

Absorb: 2

Defense: 0

Encountered: Toad Town Tunnels, after you cross the river with Sushie

Etc: This is a rough fight. Once the Super Blooper charges up, he'll use the Double Drop attack, which hits twice for ten damage, so have Bow use the Outta Sight attack. If you don't have Quick Change, use Bow the entire battle just to be on the safe side. If you do, switch off to your strongest character when you get a chance to attack. If you have Ultra Sushie, use her Tidal Wave when the Blooper Babies show up. All enemies are in the air, so concentrate on Jump attacks.

Hint (by Mike): Use the Zap Tap badge. The Blooper Babies won't be able to latch on to you with that static field, allowing you to focus solely on Super Blooper.

---

Kent C. Koopa

HP: 70

Attacks:

Jump: 10

Stomp: 3

Shell Spin: 3 (3 to Party Member)

Defense: 6

Encountered: On Pleasant Path after Lavalava Island

Etc.: This battle's easy if you remember one thing: Kent is very susceptible to sleep attacks. Use Sleepy Sheep, Lullaby, or Sleep Stomp and he'll go right out. You can then whale on him at your leisure. You can flip him over just like any Koopa. He still has a defense to Jump Attacks when flipped, but Hammers will hit him hard enough. One thing to note is that when he gets back up, he'll attack right away.

---

Spike?

HP: 50

Attacks:

Spiny Toss: 4

Defense: 0

Encountered: Flower Fields, after visiting the sun

Etc.: This isn't so much a "Here's a strategy for the boss", so much as it's a "Heads up. Lakitu with massive HP coming." There really isn't much to this battle. Just heal up before you go find the sun.

---

Huff N. Puff

HP: 60

Attacks:

Inhale: + (the HP of the Tuff Puffs around him)

Wind Blast: 7

Charge Up

Lightning Bolt (strikes Mario): 10

Lightning Bolt (strikes cloud): 12

Earthquake: 6 + HP of all Tuff Puffs

Defense: 0

Tuff Puff

HP: 1 (small) or 2 (large)

Attacks:

Collective Swarm: 2

Defense: 0

Encountered: On Cloudy Climb

Etc.: Whenever you attack Huff, little clouds called Tuff Puffs pop out. Huff can inhale them and restore his HP on his turn, so get rid of them as soon as they appear with an attack that damages all. The Tuff Puffs themselves attack collectively, using an attack that hits for 2 damage until you press A enough times.

When he uses his Wind Blast, keep pressing A to lessen the damage.

When he charges up, he'll use Lightning the next attack, so use Bow's Outta Sight to nullify (have Quick Change for this battle).

Hit him with your hardest attacks while your partner eliminates the Tuff Puffs, and this battle should go well.

---

Jr. Troopa (5th fight)

HP: 50

Attacks:

    Magic Blast: 8

Defense: 1

Encountered: Shiver Path

Etc.: Round 5! Fight! \*ding ding\* Jr. Troopa's got a neat-lookin' magic staff now, and he knows how to use it. Fortunately, all he does is Blast, so the battle's rather predictable... Just smash him with your hardest attacks and move on.

---

Monstar

HP: 20

Attacks:

    Star Nova: 1

Defense: 0

Encountered: End of Shiver Path

Etc.: This is more of a story-related battle than anything. Just hop on Monstar enough and you'll see its true identity...

---

Crystal King

HP: 70

Attacks:

    Bit Spit: 4 X # of Bits

    Create Bits

    Freeze Beam: 6

    Heal: +20

    Divide and Conquer: 8 (if you hit the wrong one)

Defense: 2

Crystal Bit

HP: 1

Defense: 0

Encountered: At the end of the Crystal Palace

Etc.: Get ready for a tough fight. Have your best battling Badges equipped. I hope you have good blocking techniques, because you'll need it. Also, the best badge you can have here would be the Quick Change. It's worth it to have a variety of attacks.

Freeze Beam won't freeze you if it's blocked, so remember that. Since the Bits only have 1 HP, use Star Storm if the King creates them to clean them out. If uses Divide and Conquer, use Star Storm or an attack that damages all to find out who the real one is. If you decide to take a chance and get the wrong one, you'll receive 8 damage.

Probably the thing that makes this battle so hard (and annoying) is the King's ability to heal himself. That really stinks...

---

Jr. Troopa (6th fight)

HP: 60

Attacks:

Jump (normal form): 8

Dive (winged form): 7

Shell Dive (winged form): 8

Lightning Bolt (magic form): 8

Magic Blast (magic form): 8

Heal (magic form): +10

Defense: 2

Encountered: At the third Guard Door of Bowser's Castle

Etc.: He does not give up. His defense is pretty good, now, so hit him with Watt and Mega Smash. When he takes to the air after losing 1/3 of his HP, hit him with the same, but only jump if you have the Spike Shield. After 2/3 of his HP are gone, he'll grab his staff and try some magic. Finish him off, this time for good.

---

Bowser (Preliminary Round)

HP: 50

Attacks:

Fire Breath: 8

Nail: 6 (Poison)

Stamp: 6 (Loss of Ability)

Star Rod Shockwave: 4 (3 to Party Member) (removes buffs)

Star Rod Shield

Star Rod Heal: +20

Defense: 1

Encountered: The Throne Room of Peach's Castle

Etc.: All righty. Time for some whoopin'. Here's my favorite setup for Bowser. Badges: Power Plus, Power Plus, Defend Plus, Mega Smash are required, in my book (requires you to have 21 BP). If you have more, you can also add Quick Change, Damage Dodge, or whatever else you want. Use Watt for this battle. Mario will be using most of the FP in the battle, and her attack cuts right through defense.

Like the Attack List says, Nail will Poison you if it hits, and if Stamp connects, you'll lose the use of an Ability for three turns. Even if you block the Shockwave, you'll still lose any buffs you've put on, but if it misses completely, you won't.

When he uses the Star Rod Shield, simply use the Star Beam you were given in Star Haven, and his skyrocketed defense will be history.

Just keep hitting him, and try to avoid using too many items, and you should survive.

---

Bowser (Final Battle)

HP: 99

Attacks:

Fire Breath: 10

Nail: 8 (Poison)

Stamp: 8 (Loss of Ability)

Star Rod Shield

Star Rod Heal: +30



Star Rod Bolt: 10

Star Rod Shockwave: 6 (3 to Party Member) (removes buffs)

Defense: 2

Encountered: At Bowser's special arena at the top of the castle.

Etc.: Kammy Koopa's power, magnified by the Star Rod, has made Bowser reeeeeeally big. After he uses the Star Rod Shield, you may be mildly surprised to notice that the Star Beam doesn't work. Peach and Twink will step in right here. If you need help on their part, I feel sorry for you... ^\_^

Anyway, after all that's done, you'll have the Peach Beam. Use it whenever the Shield's up, yadda yadda. Use Mega Smash and Electro Dash nonstop, pausing only to heal when you need it. This fight can last a while if Bowser's a pig about the Heal. Good luck to you.

\*\*\*\*\*

## 5. Legal

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## 6. Update History

Version 1.1 - 3/7/04 - Okay, so I snoozed a little on the update. Wow, I was writing FAQs three years ago?

Version 1.0 - 3/5/01 - Done and done. Maybe there's a few attacks that are missing, but that's all the enemies. Enjoy!

Version 0.75 - 3/2/01 - Here's the first half of the bosses, and the remainder of the normal enemies.

Version 0.5 - 2/24/01 - Most of the Normal Enemies are here. I'll be putting up the bosses shortly...

\*\*\*\*\*

## 7. The Final Word

Well, I hoped this helped you in your Paper Mario endeavors. The enemies are quite diverse in this game, and strategy is required to get around, so follow the advice and you should be able to make it through this game.

If anyone notices some attacks from enemies which I don't have listed, just tell me. Big thanks to Mike for help in that regard.

Take care and have fun!